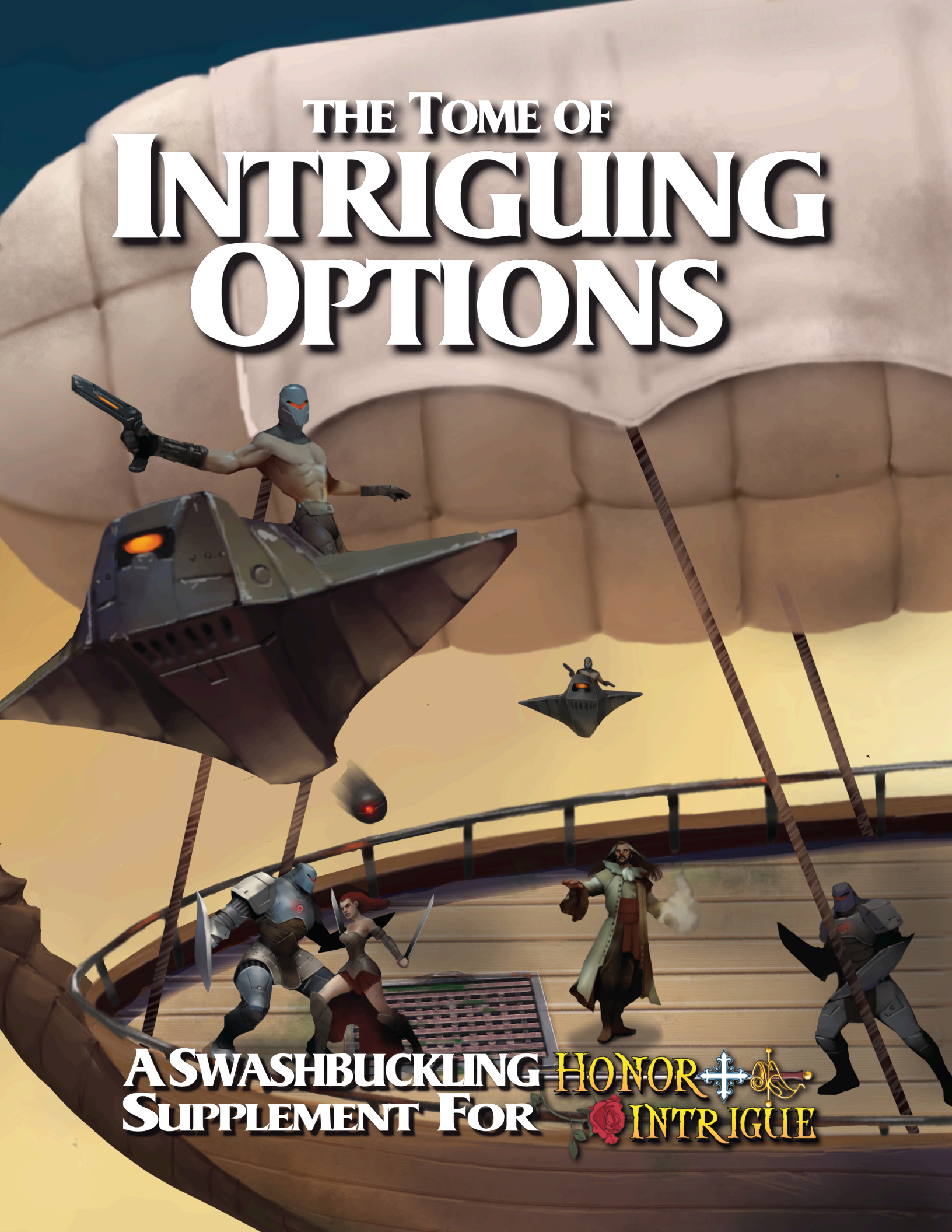
The Tome of Intriguing Options



A Swashbuckling Supplement For Honor + Intrigue

Tome of Intriguing Options

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Introduction

Greetings, eager intriguer! Be not beleaguered! For in this tome we offer players and GMs an array of intriguing options to add variety, depth, and dimension to any game of *Honor + Intrigue.* Do not think of this as a book of rules… they're more like… *guidelines* on how to adapt your campaign in various ways.

What's In This Book?

Rules + Story gives lots of new optional and alternate rules to use with your campaign, as well as story ideas to insert into your campaign.

The Duelist's Guide focuses on dueling with new Maneuvers, guidelines for making your own, all 19 previously published dueling styles plus 27 new ones, guidelines for making new dueling styles.

Blasters + Intrigue focuses on taking your campaign to the stars. This section is a primer on running a swashbuckling campaign set in a space opera or other sci-fi setting.

Nonhuman Characters focuses on expanding your available cast of characters for sci-fi and fantasy swashbuckling. It includes guidelines and tools to help you build your own fantasy and science fiction folk as well as over 50 sample PC ancestries.

Spells + Spellcasters introduces an alternate high-fantasy magic system which brings wizards, paladins, druids, clerics, psionicists, and magic items to your campaign.

Rules + Story

Equipment Updates

Over the years, new weapons and armor have been introduced in various modules and supplements. For convenience, they've been reprinted here, along with a few new additions.

Armor, Chainmail: A "medium" weight armor, which gives 1d6-1 points of Protection. To anybody not trained in its use, it is considered Heavy Armor. For those trained in its use, treat as Heavy Armor except that it is slightly less hindering at certain tasks. There is a -2 penalty on attempts to be stealthy, acrobatic, etc., and also to Initiative rolls, but no Penalty Die. Swimming is done with a Penalty Die and -2 to the roll, but is not completely impossible (merely improbable). Stripping the armor off requires two successful Moderate (-0) Savvy + Soldier checks. A called shot to bypass chain mail must succeed with a -2 Penalty.

Axe, Throwing: A small light axe balanced for throwing. It does 1d3+1 Dmg with a 15' Range Increment to throw and can be used in Close Quarters combat without penalty. It has -1 to Parry, but +1 Bind.

Carbine: A carbine is similar to a musket, though it has a shorter barrel. For this reason, it can be reloaded from horseback (a musket cannot). It is also less powerful and has less range. A carbine does 2d6-1 Dmg, 30' Range Increment, and takes 4 Minor Actions to reload. However, because of its short barrel, it gives the user a +2 Bonus to any Quick Load roll. They are often issued to cavalry and mounted infantry. Because they are cheaper, they are sometimes also issued to infantry as well.

Cestus: A spiked or weighted hand wrapping, it allows lethal punches that do 1d3 damage and allow the wielder to apply their full Might Bonus to the damage.

Dueling Glove—There are a number of variations of this equipment from a leather glove with chainmail on the palm and fingers to a thick, padded mitt intended to absorb much of a the shock of a blow with extra thick padded back of the hand (nearly as large as an American baseball glove). A dueling glove gives 1d3+1 Protection to the hand, but a Penalty Die to any action taken by that hand, other than a Barehand Parry or Barehand Bind. As such, one of these gloves is usually only worn on the otherwise empty off-hand.

Hammer: A hammer has the same damage an characteristics as an axe of the same size, but bludgeons rather than cuts. Any axe-based fighting style can be adapted to use a hammer instead.

Javelin: A javelin is a short spear meant for throwing. It cannot be set to receive a charge. A javelin does 1d6-1 damage and has a 30′ range increment for throwing.

Katana, Nodachi, & Wakizashi: A single-edged Japanese sword. A katana does 1d6+1 damage and requires two hands with a Might of 0 or less. +1 Damage with Quick Cut (after halving). Many are equal to Damascus Steel. A larger variant called a nodachi is always 2-handed and does 1d6+2 Dmg. A shorter variant called a wakizashi does 1d6-1 Dmg and is often worn with a katana.

Kris: A knife with a wavy blade, allowing it to make deep cuts. It does 1d3+1 Dmg, 5′ Range Increment, +1 Called Shot Damage, -1 Ranged

Kukri: A heavy curved knife for slashing. It does 1d6-1 Dmg, 5′ Range Increment, +1 Quick Cut Damage (after halving), -1 Ranged

Mace: Essentially a metal club that is either flanged or spiked. A mace does 1d6 Dmg and gets +1 to Beat and Sword Break rolls. A heavy mace is two-handed and does 1d6+2 Dmg. A chain mace (or flail) has a length of chain between the handle and the top. It does 1d6+1 Dmg and gets +1 to Bind and Moulinet while getting a Penalty Die to Parry.

Pistol, Light: A smaller, lighter pistol, often carried by ladies or criminals for its ease of concealment. It is only available as a Flintlock or Wheel-Lock. It does 1d6 Dmg, 5′ Range Increment, Reload 3 Minor Actions, Bonus Die to conceal it, +1 Quick Draw.

Pistol, Horse: A pistol normally carried by cavalry on their saddle horns, generally regarded as too big and heavy to make an effective sidearm. It does 1d6+2 Dmg, 15′ Range Increment, Reload 3 Minor Actions, Penalty Die to conceal it, -1 Quick Draw.

Scimitar, Heavy: A scimitar with an exceptionally long and heavy blade, and lengthier handle, it can be wielded both one or two-handed. It does 1d6 Dmg in one hand, or 1d6+1 when wielded two-handed. It gives +1 Quick Cut damage (after halving), -1 to Parry while wielded one-handed.

Sling: An ancient weapon, but still effective, a sling does 1d6 damage and has a 40' Range Increment. It requires 1 Minor Action to load, and 1 Minor Action to "spin up" to throwing velocity.

Sword, Gladius: The traditional short sword of Rome, the gladius does 1d6 damage and is used for thrusting rather than cutting. Its balance gives +1 to Parry. Because it is a short and thick stabbing weapon, it gives +1 to Beat and Sword Break but -1 to Quick-Cut or Lunge.

Talwar: An Indian backsword.

Trident: The trident is a treated as a spear and does 1d6+1 Dmg. It can be wielded in one hand as long as the user has a Might of at least 1. It has a 10′ range increment for throwing, and gets a +1 Bonus to Weapon Bind maneuvers. It does +1d3 Dmg during a charge or receiving a charge (Stop-Thrust).

Net: The weighted net can be used with the Cloak Parry maneuver (even underwater, thanks to the weights). It has a thrown range increment of 5′ but can be thrown underwater without penalty as it is mostly a mesh and has little drag. When the net hits a target at range (roll Savvy + Ranged vs. Defense), it does not do damage, but instead allows the attacker to immediately roll to use Dirty Fighting or Bind on the target with the net (at range). However, a ranged Bind does not put you Corps-a-Corps with the target. If used as a weapon in Melee, striking with the weights does 1d3 dmg. The net can be used to Bind in Melee as well, and gets a +1 to do so. As a Stunt, the net can be used to take out a whole group of man-sized or smaller Pawns.

Story Idea Options

Random Adventure Seed Generator

This set of tables is designed to help you come up with a randomly generated swashbuckling adventure in a short amount of time. Roll 1d10 for each table you need to build an outline for your adventure.

PLOT	Roll 1d10 to determine a random basic plot. The underlined sections are keywords that are then rolled on a separate sub table.
1	Person is falsely accused of a Crime. PCs must investigate to prove their innocence.
2	Person has gone missing while traveling. They were last seen at Location.
3	Person is the victim of a Crime. PCs must see justice done.
4	Person is planning a heist (or sting) to steal (or recover) the Maguffin.
5	Person needs someone to fight a Duel on their behalf.
6	Person needs PCs to protect (or smuggle or plant) the Maguffin for them.
7	Person needs protection (or a guide) to get them safely (or unseen) through an Event.
8	Scavenger hunt! Person needs PCs to acquire several items for a craft or an Event.
9	Matters of the heart. Person needs PCs to retrieve, deliver, or intercept a token of love to (or through) a Location.
10	Assumed identity. One of the PCs must pose as another Person through an Event. However, the plot thickens involving a Crime. Was the pretender the intended victim—or set up as a patsy?

PERSON	Who is this important NPC?
1	A noble or magistrate (maybe someone from the Friends in High Places Boon).
2	A mutual friend (someone the PCs have worked with in the past)
3	Paramour (either an ex, current, or potential love interest for one of the PCs)
4	A rival of one of the PCs
5	A merchant or craftsman
6	An NPC ally of the PCs or a contact from one of their Secret Societies
7	A scholar or member of the clergy
8	An artist, performer, or servant
9	A soldier, sailor, or duelist
10	A scoundrel or charlatan (maybe someone from the Friends in Low Places Boon).

CRIME	What sort of crime?	EVENT	What is the big event?
1	Theft or robbery	1	Party (garden party, masquerade, feast, etc.)
2	Assault	2	Grand ball
3	A shakedown or blackmail	3	Carnival, Fair, or Festival
4	Loansharking or fraud	4	Wedding or funeral
5	Espionage or treason	5	Diplomatic reception
6	Kidnapping	6	Play, opera, or concert
7	Sabotage or Arson	7	Tournament or sporting event
8	Forgery or Counterfeiting	8	A day of hunting in the country
9	Heresy or witchcraft	9	An auction or high-stakes gambling event
10	Murder	10	Symposium, salon, or debate

DUEL	What weapons are to be used for this duel?		
1	Smallswords	1-3	Pistols
2-6	Epees	4-5	Unarmed (boxing or wrestling)
7	Broadswords	6-8	Duelist's Choice (of melee weapon)
8-9	Backswords	9	Daggers
10	Unusual (Roll Again using next column)	10	2-Handed (Polearm, Axe, or Sword)

LOCATION	Where is this?	MAGUFFIN	What is the essential object to the story?
1	House, Estate, Apartment	1	Secret documents or plans
2	Crypt or Graveyard	2	Book, ledger, or will
3	Library or University	3	Valuable jewelry or artwork
4	Warehouse or Dockyard	4	Letter
5	Tavern or Inn	5	Holy relic, magic talisman, or archaeological artifact
6	Shop or Office	6	Technology prototype or plans
7	Sewers, Mines, or Catacombs	7	Valuable cargo
8	Church	8	Urgently needed medicine
9	Laboratory or Workshop	9	Attire (glove, hat, cape, etc.), weapon, or armor piece
10	Fortification or Bank	10	Contraband (drugs, banned books, counterfeit papers, etc.)

ANTAGONIST	Who are the bad guys?	MOTIVATION	Why are they doing this?
1	Criminals	1	Greed
2	Spy ring or enemy soldiers	2	Vendetta or rivalry
3	Military (maybe from a rival unit on the same side) or city watch	3	Antagonist's amusement
4	Enemy from a PC's past	4	Love or devotion
5	Friend or family of the person who gave the adventure	5	Unlucky coincidence (wrong place, wrong time)
6	Rival of the NPC who gave the adventure (several red-herrings with one real culprit, or they are in league with each other).	6	Mistaken identity. Antagonists think PCs or key NPCs are somebody else.
7	Religious fanatics or the inquisition	7	Protect or expose a secret
8	A secret society or powerful group	8	Justice or Vengeance
9	Noble or magistrate	9	Maintain order (or sow discord)
10	New lone wolf villain with their own goals (create one)	10	Someone is desperate, and taking desperate measures

TWISTS	What might make this thing go sideways?
1	PCs are not the only ones on the same mission
2	Supernatural (or at least perceived to be) obstacle or enemy
3	PCs are on a wild goose chase
4	Natural disaster, fire, or building collapse
5	Parade, procession, festival, or carnival happening simultaneously causing confusion
6	Decoy: Important person is impostor or important item is a fake
7	The objective has moved to another location, but a clue was left behind
8	Seemingly unimportant NPC or item from the beginning proves to be pivotal at the climax
9	Person who gave the adventure is affiliated with a major antagonist of the campaign and the PCs inadvertently helped to further their goals and receive their (smarmy) thanks and a reward.
10	Set up & double crossed by a helper or person who gave them the adventure.

Random Overland Travel Encounters

The inspiration for this was an episode of the Youtube Channel "Dungeon Craft" entitled "The Bone Road". The result was a way to easily generate dozens of possibilities for a random encounter table, which you can modify or add to over time. Below I've generated 100 encounters to get you started, and at the end, I will present ways to make your own.

Roll	Random Encounter Type (Roll 1d10)
1	Weather
2	Armed Men
3	Animals/Creatures
4	Church
5	Crime & Punishment
6	Roadside Inn
7	Merchant
8	Obstacle
9	Secret Society / Powerful Group
10	Wildcard (anything interesting that doesn't fit in any of the others).

Roll	Weather Condition (roll 1d10)
1	Sleet (Fall/Winter) or Heat (Spring/Summer) slows travel by 1 day
2	Whiteout Blizzard (Winter), Flash Flood (Fall/Spring), or Wildfire (Summer) create severe danger.
3	Excellent weather and road conditions speed travel by 1 day.
4	Sudden lightning storm. Seek shelter in that nearby cave!
5	Torrential Downpour (Spring/Fall), Heavy Snow (Winter), Heatwave (Summer) slows travel by 1d2 days.
6	Excellent weather and road conditions speed travel by 1 day.
7	Major hailstorm (Fall/Winter/Spring) or dry lightning (Summer) seek shelter in those old ruins!
8	Terrible drought (Summer). Lose 1d2 days getting water and fodder for horses. Sleet (Fall/Winter/Spring) slows travel by 1 day.
9	Excellent weather and road conditions speed travel by 1 day.
10	Strange fog causes you to get lost. Slow travel by 1 day.

Roll	Armed Men (Roll 1d10)
1	Overturned wagon, woman trying to flag down help is a ruse setting up bandit ambush.
2	Fallen tree blocks the road around the bend, bandits surround PCs shouting, "Stand and deliver!" Lose 1 day moving obstacle (after battle).
3	Fleeing prisoner has soldiers in pursuit. Begs PCs to help!
4	Mercenary band trying to force peasants to join.
5	Wandering officer seems to have lost his unit. Will owe PCs a favor if they spend 1 day helping him find his men.
6	The Silver Shadow, the gentleman highwayman who robs from the wicked and gives to the poor crosses your path.
7	Merchant or noble being pursued by bandits. Will reward PCs for their help (or may give Friends in High Places Boon).
8	Soldiers on the march attempting to commandeer or purchase supplies.
9	Mercenaries have a bounty on of one of the PCs (either with the Hunted Flaw or who've recently made an enemy).
10	Army encampment.

Roll	Animals / Creatures (Roll 1d10, if not including supernatural in the campaign, roll 1d3 instead of 1d10)
1	Runaway horse, speeding towards a cliff. May carry a rider in need of rescue.
2	Pack of starving wolves attack.
3	Large predator (like a bear) attacks.
4	Pack of gremlins attacks the horses.
5	Faerie in mortal guise offers a great reward to beat it in some challenge. If PC wins, they get a magic (silent) whistle. Blow on it, and the fey will grant its aid one time. If the faerie wins, it gets to cut a lock of the loser's hair (which can be used for a spell by the fey later).
6	Four headless horsemen give chase!
7	Large monster (like the Beast of Gévaudan) is hunting the party.
8	Dark sorcerer traveling with several apprentices. Unless the PCs are very deferential, he will place a curse on them.
9	Monster tracks and blood trail lead into the wilderness.
10	A ghost tells the PCs of how he was murdered twenty years before. If the PCs help him get justice, lose some travel days but gain +2 Advancement Points.

Roll	Church (Roll 1d10)
1	Religious fanatic rants to repent and discard all luxury. The end is nigh!
2	Group of pilgrims walking barefoot.
3	Traveling clergy will sell holy water for donation of 5 silver. Three vials are available.
4	A powerful clergyman (a bishop, cardinal, etc.) is traveling with his entourage and guards. Depending on the outcome, a PC could end up with Friends in High Places (or become Hunted).
5	Fanatical zealots (perhaps Inquisition, perhaps witch-finders) approach suspicious of everyone.
6	A group of nuns/monks are selling their wares to raise money for the poor (or for their abbey).
7	A cult of dangerous fanatics poses a threat to the local community.
8	A nonconformist is being publicly shamed, accused of heresy.
9	Traveling clergy will offer to bless PCs. If they accept, give 1 Fortune Point.
10	A religious procession marking some holy day blocks the path, slowing travel. Lose 1 day.

Roll	Crime & Punishment (Roll 1d10)
1	A gibbet hangs from a roadside post (roll 1d6). 1-2 skeleton, 3-4 corpse, 5-6 NPC.
2	A gallows oak with dozens of corpses hanging from it. Below is a notice warning that cutting down the outlaws is punishable by death.
3	Alleged witch about to be hanged by an angry mob.
4	Overturned coach blocking the road, the coachmen dead. Passengers missing. Tracks lead into the woods…
5	Poachers dressing a deer carcass.
6	Corpse of a murder victim hidden in the bushes at the side of the road. The crime was recent.
7	Lone rider being chased by armed horsemen. Could be a spy, a criminal, or an innocent victim.
8	Wanted criminal. PCs can roll Savvy + Career. Highest roll recognizes the person.
9	Bounty hunters come seeking a wanted criminal who resembles one of the PCs.
10	Mountebank / Charlatan tries to con the PCs into buying something worthless (or stolen).

Roll	Roadside Inn (Roll 1d10)
1	"The Devil's Dew: House of Fine Spirits". Wonderful food and drink. Lively entertainment. A great time had by all. Next morning, everybody is gone, the place is dilapidated and deserted…
2	"The Raven's Bill". A pair of sweet old ladies run this place… and poison out-of-town guests to rob them and cook them into stew!
3	"The Blackbird's Nest". A red-haired troubadour sings of a local hero, the highwayman called "the Nightingale" who fought against an evil sheriff. The song tells of how he was ambushed trying to rescue his lady love from the sheriff's men. His ghost has been sighted in the woods.
4	"The Badger's Burrow". A rough-and-tumble tavern with unsavory characters. A gang of thieves is playing cards, a charlatan is performing magic tricks on the stage, and a tavern brawl breaks out.
5	"The Green Man Inn" serves a potent green spirit, after which the PCs black out and someone (or something) important is missing. The next day, they must retrace their steps as locals remind them of their drunken hijinks of the night before. Lose 1 travel day.
6	"The Feasting Friar". Fine quality food and drink…. That have been drugged. Dishonest innkeepers sell unconscious out-of-towners to ship captains, the army, cultists, criminals, etc.
7	"The Bear's Den". The establishment is hosting a bare-knuckle boxing tournament with a local tough as the champion. Anybody who beats the champ wins a large prize (half the entry fees).
8	"The Coiled Cobra". A low-quality tavern with watered down beer, stale bread, and onion soup serving a clientele of the poor. But the owner has a heart of gold and allows a beggar to stay for free. If the PCs help or tip generously, give 1 Fortune Point.
9	"The Dancing Stag". A group of soldiers appear to be starting a fight with one another… but they are actually staging the fight as a distraction to steal the patron's food!
10	"The Happy Harpy". Delicious food served by beautiful smiling people at reasonable prices. The PCs are the only patrons. What's the catch? It seems too good to be true…. Or is it?

Roll	Merchant (Roll 1d10)
1	Caravan with a fortune teller who will tell fortunes for 5 silver and can also sell talismans.
2	Peddler selling "health potions" for 5 silver each. They are probably just snake oil.
3	Merchant caravan will buy and sell goods and exchange news with the PCs.
4	Merchant caravan seeking protection traveling through bandit infested woods will hire PCs as caravan guards for 5 silver each, but lose 1 travel day.
5	Traveling merchant will buy and sell, but he sells shoddy goods at high prices.
6	Merchant selling antique swords or books. One item will have a treasure map hidden inside.
7	A pretty farmer's daughter (or handsome son) is selling fresh eggs. Then the local constabulary shows up demanding the farmer's whereabouts due to unpaid taxes.
8	A well-dressed stranger is stranded on the side of the road. He claims to be a wealthy merchant whose coach has just been stolen by bandits and will offer a reward for a ride to town. Maybe he's telling the truth (1-3 on 1d6) or maybe he just robbed the merchant and wants help fleeing the scene (4-6 on 1d6). In this case, perhaps the PCs were seen giving the criminal a lift…
9	A renowned guild master is traveling to a trading fair. If any of the PCs are a skilled artisan, they can make a -4 Savvy + Craftsman Career test. If successful, the guild master will ask the PCs' name. A month later, they will offer the PC their patronage (treat as Friends in High Places).
10	Peddler is sells (or gives) something unusual (a statue of a falcon, a crystal eye, a compass that doesn't point north, etc.) to one of the PCs or their companions. This item is a Maguffin!

Roll	Obstacle (Roll 1d10)
1	Military checkpoint. A pass is required to move by.
2	Fallen tree blocks the path. Lose 1 day to move it.
3	Toll bridge, road, or ferry crossing. 1 silver per person, 2 silver per horse, 4 silver per coach.
4	Lost the path. Lose 1 day. Make a -4 Savvy + Woodsman or Explorer test or lose 2 days.
5	Bridge is out. Lose 1d3 days trying to cross elsewhere.
6	Herd of animals crossing the road… begin a stampede because they are being chased.
7	Avalanche, forest fire, or flash flood! Run for your lives!
8	Rockslide or mudslide blocks the road. Lose 1 day of travel.
9	Horse loses a shoe. Lose 1 day to have it re-shod.
10	Coach with broken wheel blocking the path. Noble offers to pay 10 silver for repairs, but lose 1 day.

Roll	Secret Society/Powerful Group (Roll 1d10. If not including supernatural in the campaign, roll 1d6 instead of 1d10)
1	Adventurer (a Knight Templar) seeks help against a band of marauders threatening a nearby village. He will not kill them. The side trek will cost them at least 1 day of travel. If any PC seems worthy of the Templars, he will seek them out a month later.
2	A merchant traveling on the behalf of the Dutch East India Company (VOC) is being pursued by mercenaries employed by a rival for top secret documents that could have tremendous financial impact. He will pay the PCs handsomely to help him reach his destination safely.
3	Rosicrucian Alchemist buys/sells potions. If he buys a good quality potion from a PC, he will ask the crafter's name. A month later, they will have an offer for membership.
4	Beggars from the Court of Miracles will steal 1 purse from whomever rolls lowest on a Savvy Check. If a PC is a member, they will instead exchange rumors with the PCs.
5	The Actor's Guild has a contract on a PC. Posing as traveling merchants, they will accompany (or hire) the PCs to travel with them and attack at night. Award +2 Fortune for this plot twist!
6	Invisible College or Royal Society scholar is traveling for research and would like some company. PCs can make a -4 Savvy + Scholar test as he discusses natural philosophy. Whoever succeeds and rolls the highest will be contacted a month later to recruit for Membership.
7	Hermetic Order of the Grey Owls member is buying/selling Talismans. If a PC sells him a good quality talisman, the PC will receive an offer of membership within a month.
8	Wandering adventurer (a Bogatyr) seeks aid against a demon in a nearby ruins/caves. It will cost the PCs a day, but give them +1 Fortune Point for their help.
9	Adventurer (Systerhood of Isis) is on the trail of a "Witch Finder" responsible for the deaths of a number of women in the area. This Witch Finder is also a Dark Sorcerer!
10	An old man (a Knight of El Dorado) is making his way to a port city and runs across the PCs. An ambush by strange creatures tries to attack the old man, trying to get his necklace—a golden sun medallion.

Roll	Wildcard (Roll 1d10)
1	Patch of herbs worth 2 Craft Points worth of materials for alchemy.
2	Dead hermit clutching a book. The book contributes 2 Craft Points to making Talismans.
3	Guide offers his services to the party for 10 silver. Speeds travel by 1 day.
4	Old Roman ruins.
5	Dying man asks PCs to deliver his body to his wife. She lives in a nearby town but is in danger from her husband's enemy. Award 1 Fortune if PCs deliver the corpse, 2 if they also help her.
6	Traveling natural philosopher will exchange news. He has books written in invisible ink.
7	Barrel of wine (worth 40 silver) laying in the middle of the road. Must have fallen off a cart!
8	A blind beggar beside the road. If a PC donates at least 5 silver, award 1 Fortune the next day.
9	A group of traveling players is putting on an open-air show from a cart/stage. Ask for 1 silver donation. Subject of the play may foreshadow a useful clue for the PCs.
10	Traveling diplomat (or spy) carries secret documents written in invisible ink.

Building Your Own Travel Encounters

As you use encounters, you might decide to replace them with new ones. Or you might not want to use all the sample encounters or simply want to make your own. You can choose to start small, with say 30 or 60 possibilities, and then eventually build to 100. You can also choose to have one encounter have higher than a single chance on the roll—maybe with a spread of 2 or 3 results for that one if you wish to make it more likely.

The trick to generate so many encounters is to break them up into two die rolls. One die determines an encounter type, and the second die determines a specific encounter.

To generate 30 possibilities, you would need to roll 1d3 to and 1d10, using the d3 to determine the type of encounter and the d10 to determine the specific encounter from that list. You could also just roll 1d30 if you happen to have one. To generate 60 possibilities, you would roll 1d6 for encounter types and 1d10 for specific encounters. To generate 100 results, simply use 2d10, with one representing the type and the other for the specific encounters.

The key to quickly building your list is that second d10. With ten possible results, three of these should be generally "positive" encounters, three should be "neutral" encounters, three should be "negative" encounters, and one should be "strange". If needed, you can have some encounters repeat themselves. A negative encounter does not necessarily mean a hostile enemy—it could simply be something that costs the PCs money or time (like a toll bridge or wasting a day of travel). A positive encounter might mean finding a shortcut or a friendly trader selling rare items. A neutral encounter might be something interesting but with no real impact on the PCs journey, but a neutral encounter does not mean "blah"—it could also mean that something good *and* bad happens at once. It might even be possible for an encounter to result in a PC gaining a Boon or a Flaw.

A fun way to start a campaign (especially a one-shot game) where the PCs meet for the first time might be to have each one of them roll once on the Random Encounters table just to see what happened to them on the way to the place where the adventure starts. These different story elements can then be woven by the GM into the fabric of the story that brings the PCs together. Alternatively, you can have one of these travel encounters lead into a full adventure.



New Rules Options & Alternatives

Barroom Brawls & Nonlethal Damage

Sometimes the GM will want to do a scene where the PCs are involved in a barroom brawl rather than a sword fight. In these situations, the Advantage mechanic works against the flow of the game, as it would greatly extend the duration of the scene. In these situations, the GM is advised to declare the bar to be **Standing Room Only.** In this situation, nobody has the option to Yield Advantage because it is simply too crowded and cluttered with furniture. So when a PC gets punched, they have to take their lumps.

Fortunately, barroom brawls are not intended to be deadly and are assumed to be inflicting **Nonlethal Damage**. Nonlethal Damage heals at a rate of 1 point per hour instead of 1 point per day. Nonlethal damage taking a character below 1 Lifeblood will knock them unconscious, but they are not dying. They do not lose 1 Lifeblood a round, and they do not die at -6 Lifeblood. To be killed in a barroom brawl, the opponent has to be *trying* to kill you with lethal damage (choking you, using a weapon, etc.). PCs might also choose to do nonlethal damage at other times as well and can always do so by using the haft or pommel of a weapon.

Brawling is a minor crime that the law often turns a blind eye to. Pulling a weapon during a barroom brawl, however, is a serious crime that can carry a severe punishment including time on a chain gang or galley. Improvised weapons, however, are generally okay (and their damage is considered nonlethal when used in a barroom brawl unless stated otherwise by the PC or deemed unreasonable by the GM).



(Better) Random Character Creation

The *Honor + Intrigue* rule book contains rules for making "Quick Random NPCs". Here is a better way to make random characters, which can also be used to make PCs as well as NPCs. I characterize this random method of character generation as "better" than the option presented in the core rules because it is easier. The downside is that unlike the core rules, it relies on the use of polyhedral dice (d4s).

To make a random Hero or Villain, roll 4d4 for Qualities and Combat Abilities. Every 1 indicates Might or Brawl, every 2 indicates Daring or Melee, every 3 indicates Savvy or Ranged, and every 4 indicates Flair or Defense. If you somehow roll four of the same number, reroll one of them until you get a different result (because there is a max of 3 at start in any Quality or Combat Ability). You can choose to assign a -1 to one Quality or Combat Ability to add +1 to a different one, lowering to a minimum of -1, and raising to a maximum of 3.

If the GM wants to make a weaker NPC Retainer, simply roll fewer d4s. For a stronger NPC Villain, roll more d4s. If the Villain is really strong, the GM can raise the cap to 4 or even 5 in a Quality if they prefer.

For careers roll on the random career table the appropriate number of times (4 for a standard Hero or Villain) to establish the Careers, followed by an equal number of d4 rolls to determine the rank in these Careers. 1 indicates the first Career, 2 indicates the second career, etc. If the results don't make sense to you, you can choose to disregard some of the rolls and replace them with something that makes sense. You might instead decide to only roll for one or two Careers and then choose the remaining ones that would be fitting to that concept.

Boons and Flaws should be chosen by whichever Career has the highest and second-highest rank using the suggestions for that Career from the *Honor + Intrigue* rule book.

RANDOM CAREERS TABLE			
1d6	1	2	3
1	Craftsman	Diplomat	Gaoler
2	Alchemist	Don Juan	Highwayman
3	Artist	Duelist	Merchant
4	Brute	Pugilist	Thief
5	Charlatan	Explorer	Noble
6	Clergy	Farmboy	Astrologer
1d6	4	5	6
1	Magician	Slave/Serf	Performer
2	Physician	Soldier	Actor
3	Sailor	Spy	Magistrate
4	Scholar	Assassin	Swordsman
5	Servant	Woodsman	Courtier
6	Prisoner	Gambler	Unusual

(Better) Fixed Damage Option

If you would like damage to be based on how well an attack connected to the target, an option for Fixed Damage was presented in the *Honor + Intrigue* rule book. However that method had a flaw that heavy weapons could never simply graze a target. The method presented here intends to correct this and is no more lethal than the regular rules.

An attack that meets the target's Defense exactly or exceeds it by 1 is a "Graze". An attack that exceeds the target's Defense by 2-4 is a "Hit", and an attack that exceeds the target's Defense by 5 or more is a "Telling Blow". Any attack that does a Graze is assumed to have rolled a "1" on the damage dice. Any attack that scores a "Hit" does average damage (1 on a d2, 2 on a d3, 3 on a d6). Any attack that causes a "Telling Blow" inflicts maximum damage. A Mighty Success is treated as per the normal rules: maximum damage + 1d6.

This also makes the Dodge Reaction potentially more useful as it can cause a Graze to miss, but could also potentially turn a Hit into a Graze, etc.

Pawns ganging up does not give a flat bonus to damage based on how successful the attack was—instead, by increasing the roll to attack it improves the attackers' odds of getting a more significant hit. You may even decide you want to use this rule for Pawns only.

Due to the random nature of black powder weapons, it is recommended not to use fixed damage with them, but if you are using other ranged weapons like arrows, modern firearms, or blasters, you could still apply it with those.

Roll over Defense	Effect: Damage
0-1	Graze: 1 per die
2-4	Hit: 1 per d2, 2 per d3, 3 per d6
5+	Telling Blow: Max per die



Minor Action Option: Gambits

Honor + Intrigue has already a number of ways that a character can spend a Minor Action to give them some edge over an enemy in a combat: feint to misdirect your opponent's defense, beat to knock their sword off-line to ruin their next attack, etc. However, the list of maneuvers was never intended to be a finite list of things characters can do, but merely a guideline. Likewise, creative players will sometimes want to do something risky and cool that uses the scenery or stretches the limits of what their characters can do. For that we present Gambits.

A Gambit is a Minor Action that is not a specific maneuver and is good for improvising cinematic action, like a lesser variant of the Stunt. Unlike a Stunt, you can use Gambits against any enemy (not just Pawns). Gambits cannot be mastered and do not have any specific Quality, Career, or Combat Ability that must be used. The GM will determine which are added as well as the difficulty on the fly at the table. Also Gambits should only work once (the whole point is to inspire creative play, after all).

When a character attempts a Gambit, they describe something that they want to do, and the GM will tell the player the difficulty and which Quality, Career, or Combat Ability to add to the roll. In addition, there will be a consequence for failure on the check, but also a benefit for succeeding on the check. A few examples of Gambits that a player might attempt include jumping on an enemy's back, sliding through an enemy's legs, leaping or swinging across a chasm, walking along a narrow beam, knocking over a bookcase, sliding down the stairs on a shield, cutting the rope on a chandelier and riding it to the second floor, using oil to light your weapon on fire, etc.

Benefits of succeeding on a Gambit might include:

- A Bonus Die on your next roll (or on your damage roll)
- A Bonus Die on an ally's next roll
- Being able to move further than you normally can
- Imposing a Penalty Die on the opponent's next roll
- Knocking an enemy over
- Moving through an enemy's space
- Impeding an enemy's movement
- Making an enemy's weapon get stuck (requiring a Minor Action and a Might Test to unstick)
- Your weapon can ignite enemies aflame on its next attack

Risks of attempting a Gambit might include:

- A Penalty Die on your next roll
- A Bonus Die on the enemy's next roll
- Falling
- Being stuck
- Having your weapon stuck
- Your movement is impeded
- Dropping your weapon
- Taking damage
- Lighting yourself on fire

These are only a few possibilities. Depending on the situation, you may also decide to combine effects. Here are some examples of some Gambit actions where the PCs are fighting some bandits in an abandoned mine.

- *Wilhelm sees a bandit standing next to a pile of crates. He wants to run up the crates and jump down onto the bandit while making his attack, landing on him sword-first. The GM tells the player to make a Tricky (-1) Daring + Career (Soldier) roll. If he succeeds, he gets a Bonus Die on his damage roll, but if he fails he mistimes his jump and gets a Penalty Die on his attack roll and that if the attack misses he also falls prone.*
- *Alli sees the bandit leader wielding a pickaxe is next to a wooden beam. She wants to bait the bandit into embedding the pickaxe into the wood. The GM tells her to make a Savvy + Defense roll with a difficulty of -3 (the bandit's Melee score). If she succeeds, the bandit swings but misses her and his pickaxe is stuck in the wooden beam, requiring he spend a Minor Action and a -3 Might Test to unstick. If she fails, the bandit hits her with the pickaxe (and doesn't use up his normal attack).*
- *Angus sees a burning fuse going down a tunnel that he wants to put out but there is a bandit in his way. Instead of trying to dance around him with Footwork, he decides to barrel through him full-steam ahead. The GM tells the player to roll a Might + Brawling check with a difficulty of -4 (the bandit's Might + Brawling). If he succeeds, he gets past him, but if he fails he is stuck in the tunnel next to the bandit.*
- *Julie sees a group of bandits readying muskets to fire from behind cover off in the distance… just at the end of the mine cart tracks. They are too far away for her to run there, but she wants to jump onto the mine cart and ride it up to the bad guys. This could be resolved as a Stunt if these were Pawns (knocking them over like bowling pins), but these enemies are Retainers and not so easily defeated. The GM says that she needs to make a Tricky (-1) Flair + Career (Duelist) check to keep her balance riding the cart. If she succeeds, she gets adjacent to them and knocks one over. If she fails, she will lose her balance and fall prone in front of them.*
- *Ariel decides to intimidate the remaining bandits into surrendering. To get a Bonus Die on the Intimidation Repartee she makes a Gambit by holding a torch above a barrel of gunpowder threatening that she'll blow the entire mine to kingdom come if they don't surrender now. The GM says that this is going to be a Hard (-2) Daring + Career (Spy) Test for Ariel and that if she fails that she accidentally lights herself on fire with the torch.*

Boss Monster Rules

Because monsters cannot Yield Advantage, there should be ways to make certain monsters especially challenging. Below are a few ideas of ways you can do this. Feel free to use more than one at a time:

- **More Combat Prowess:** Give a creature +2 to hit and +1 to damage than standard.
- **Stronger, Faster, More Terrifying:** Give the creature bonuses to Lifeblood or one or more of its Qualities vs. the standard creature of its type.
- **Multiple Turns per Round:** You might roll 2 or more Initiative rolls for the creature, allowing it to act multiple times each round. If you are using the Pass/Fail Initiative option presented in this book, instead allow a Boss to take an additional action at the very end of each round.
- **Multiple Attacks on a Turn:** While the rules already allow creatures to attack more than once on a turn, this typically is multiple of the same attack with a lower chance to hit. Instead, you might have a list of several types of attacks a creature might make and let them choose two of them on any given turn.
- **Triggered Actions:** When the creature is reduced down to a certain amount of Lifeblood, it takes a specific action in addition to its ordinary turns. Alternatively, something else might cause a Triggered action, like the first PC to damage it with a Melee attack per round.
- **Extra Special Powers:** Beyond the normal powers of a creature of its type, you might decide to add new special powers. An easy one would be to give it some magical powers (using the spells as a basis for these). You might also decide to enhance the abilities the creature might normally have, possibly augmenting its damage dealt, or the difficulty to avoid or resist them.
- **Extra Protections:** Beyond the ordinary protections of creatures of the same type, this one might take reduced damage from all ranged attacks or ignore a certain number of shots per round or instance. Maybe it takes half damage from certain types of weapon, minimum damage (as if the attacker only rolled 1s on their damage dice) from another type, zero damage from most weapons, and only takes full damage from a very specific weapon. You might even allow certain monsters some Fortune Points of their own.
  - ***Example 1:*** *Leonne de Greve is a phantom that takes full damage only from the Sword of St. Jeanne or blessed silver weapons, half damage from weapons that are blessed, minimum damage from weapons that are silver, and no damage from any other weapon.*
  - ***Example 2:*** *Claude de Greve is a vampire lord. He takes full damage only from the Sword of St. Jeanne. He has 1d6 Protection against any attack that isn't blessed and any damage he suffers within Chateau de Greve is at a Penalty Die. Ranged attacks do half damage to him. A stake through the heart (-4 Called Shot) will not paralyze him, but it will give him a Penalty Die on all rolls. Claude can choose to shapeshift into a giant wolf or bat instead of regular sized ones. At night, de Greve may take two turns per round and has 3 Fortune to spend.*



Defend Thyself!

This rule option allows GMs to free themselves from so much dice rolling while at the same time giving all the players something to do between turns during a combat. It can also give players more opportunity to be creative as they describe *how* they defended against an attack. Instead of rolling to attack a PC, the GM asks the PC to roll the dice and add their Defense. The difficulty of the roll is simply the bonus the enemy would have on their attack. So an enemy with Daring 2 and Melee 2 would add a -4 Difficulty to the Defense Test that the player rolls. This will also work with actions that do not target the Defense, such as a Grapple. Simply have the PC add their Might to the dice roll, using the enemy's Might and Brawl as the difficulty. If the PC rolls a Mighty Success, treat it like the enemy rolled a Calamitous Failure. If the PC rolls a Calamitous Failure, treat it like the enemy rolled a Mighty Success. The Dodge Reaction simply adds 2 to the Defense roll when the PC uses it. If you want a Villain to spend a Fortune Point on their attack, let the player know and give a Penalty Die on their Defense Roll. Optionally, you may also allow players to spend Fortune on Defense rolls.

Example: *Chris the GM tells Andrew that his character Julie is being attacked. Chris tells Andrew to roll Defense against the enemy's Bladework, a difficulty of -3. Andrew rolls 11 and adds Julie's Defense of 2, then subtracts 3 for a total of 10. A success! Julie rolls over the table as the sword slams into the wood, missing her.*

For contested rolls, like Parry, the PC needs to remember how much their Defense roll failed by. This becomes the Difficulty of the Parry.

On the enemy's next attack, Julie's modified Defense roll is a total of 6, 3 short of what she needed to avoid the attack. Andrew says that Julie will Parry. Chris tells him to roll with a -3 Difficulty. Andrew rolls a 7, adding 5 for Savvy (1), Melee (3), and the +1 Parry bonus of Julie's rapier, for a total result of 9 and a successful parry.

Saves Using Defense + Quality

Instead of rolling for individual attacks against a large group, the GM can save time by having each person in the group roll adding Defense and a Quality appropriate to the situation. If it is a matter of luck or willpower, have it be Flair. If toughness or endurance is needed, use Might. If quick-wittedness or awareness is needed, use Savvy. For a matter of sheer speed or bravery, use Daring. The difficulty of the save is based on the bonus used to make the attack (otherwise the GM will decide based on the perceived difficulty of the situation). Saves are especially common when magic is involved, even if the target is a single individual.



Unusual Weapon Proficiency

Normally in *Honor + Intrigue*, any character can use any weapon; it is assumed that most characters know how to fight. However, sometimes PCs will acquire a weapon that they would have no reason to have any familiarity with. Primitive characters finding a laser rifle or highly advanced characters finding a boomerang, for example, may require special training to use them properly. The GM might also decide to make special fantasy or sci-fi weapons with special properties that might be unique to a certain culture or secret society, exceptionally complicated, ultrarare, etc. It should be noted that a weapon that might be Unusual to one character is perfectly common to another; the character's background should be a factor in determining that.

The GM will determine what damage or special properties this weapon has that make it Unusual. The GM might also decide to develop a new Dueling Style around the weapon as well (which might be an enticement to learn its use). Before anybody could even begin to learn the Dueling Style, they must be proficient with the weapon.

For a PC to learn to use the weapon requires they spend time training to use it. This requires 5 Advancement Points (the same as mastering a Maneuver). Once that is done, the weapon can be used without penalty. Until then, the weapon can be used with -2 to Hit, at half the range or -20 feet (whichever is better), requires 1 extra Reload action (if applicable), and without its special properties.

Example: *Chris the GM has decided he wants to introduce an Unusual Weapon to his campaign, a three-bladed boomerang called a "bladerang" that is used by a remote tribe. He decides it does 1d3+1 damage and has a thrown range increment of 20'. When thrown it will return to the thrower's hand if the attack misses on a roll of 7 or better. The thrower must spend a Minor Action to catch the bladerang by making a Moderate (+0) Savvy test. Daniel's character, Evelyn has befriended the tribe and they have gifted her with one of their bladerangs, but she has not learned how to use it yet. In the meantime, she can throw it with -2 to hit with a 10' range increment, though it will not return when she throws it.*

Cinematic Moments

Epic Battle Scenes: Sometimes you want to be able to run very large epic battle scenes but don't have the time to represent everything happening via individual dice rolls. You might decide to start a combat as a regular combat, but then switch to the Epic Battle mode part way through, too. Running an Epic Battle Scene can also be a way to raise the stakes for even experienced PCs.

When you switch to the Epic Battle mode, allow each PC to make a roll. Each roll represents not a round, but several minutes of combat. For this roll, the PC makes a Moderate (+0) Task Roll using the Quality of their Choice + Defense. The amount by which the PC succeeds or fails determines generally how well they fair in the battle including how many enemies they defeat, how much ammunition they might use, and how much damage they might take. You can modify the number of enemies defeated by subtracting the Competence of the rank-and-file troops. So Competence 0 Rabble would not adjust the number, but Competence 2 Veterans would reduce the number defeated by 2 per roll. The battle ends when the PCs defeat a set number of enemies (you might say 50 total, or 10 per PC) or the PCs decide to retreat (at which point you might switch to a Chase Scene or Run for Your Lives scenario).

- **Mighty Success:** PC cuts or shoots down 12 enemies without taking damage AND reduce damage of one ally by 4. Expend 12 ammunition for ranged weapons.
- **Succeed by 4+:** PC cuts or shoots down 8 enemies without suffering a scratch. Expend 8 ammunition for ranged weapons.

- **Succeed by 2-3:** PC shoots or cuts down 6 enemies with minor damage. Expend 10 ammunition but take 1d3 damage.
- **Succeed by 0-1:** PC shoots or cuts down 4 enemies but sustains an injury. Expend 12 ammunition but take 1d3+1 damage.
- **Failure:** PC defeats 2 enemies but is overwhelmed by their numbers and must be rescued by other PCs. Expend 12 ammunition , but take 1d6 damage.
- **Calamitous Failure:** PC takes 1d6+2 damage, loses a piece of equipment and expends 12 ammunition.

Don't Let the Dice Rule the Game: One thing to keep in mind when you want to keep the tone of your game cinematic is not to let the dice ruin an otherwise perfect moment in the story. Instead, try to follow the "**Rule of Cool**".

For example, Gérard has had an enemy Inquisitor Damien Montenegro in his backstory since the start of the campaign. On a rescue mission, the PCs run across his nemesis and the party begins to fight the Inquisitor and his guards. After a few rounds of intense combat, Gérard delivers a very witty line of dialogue, expends his last Fortune Point, and makes an attack, striking Montenegro for 7 damage… but he had 8 Lifeblood left. At this point the GM has a choice. The GM could choose to make the PCs keep fighting, even though it is getting late, and it is likely that somebody else will get to land the final blow against Gérard's nemesis… or the GM can decide to go by what would seem to be a cooler and more dramatically appropriate ending by having this dramatic hit be the one that ends the Inquisitor's reign of terror. The second option is a much more satisfying ending than grinding through another round of combat while letting some other PC finish off Gérard's nemesis. This choice is a win-win for all around. Gérard's player gets to feel like a real hero, the GM gets kudos on a great ending for the adventure, and the other PCs don't have to drag through yet another round of combat unnecessarily.

This does not mean that the GM should just switch to running a game by fiat all the time. Players don't like to travel down a "railroad". It is important that they have choices and risk for the game to be exciting. Pick your moments. Look for times when the results are close and the outcome would be especially dramatic.



Timers: The Countdown Die

This idea of timers for the game table was inspired by a video from the "Runehammer" YouTube channel. One way to keep the excitement flowing in a scene is to give the players some impending issue to worry about. Knowing that there might be some looming additional danger adds to the tension of a scene and makes the characters' victory (and failures) more consequential. Maybe a group of guards will be coming down the hall for a shift change while the PCs are trying to pick the lock. Maybe the rope bridge will snap while they are trying to cross. Maybe an oil lamp breaks and the building catches fire in the middle of a fight. Maybe the ruined tower where the climactic duel is taking place collapses. Whatever it is, it will be something to make the scene even more dramatic.

At the start of a scene, roll a 1d6. On a 1 or a 6, nothing special happens; put the die away. But on a 2-5, it means that something *dramatic* is going to happen to add tension the scene, and it will be occurring in a number of rounds based on the die roll. You want to let the players see this die, so they are aware of the countdown. For this reason, I usually use a large novelty die.



At the start of each round, roll the die down by one. If the die was down to 1, remove it and have the dramatic twist to the scene occur during that round.

Alternatively, you might have something beneficial happen at the end of the countdown, and the PCs have to try to hold out until that help arrives.

Other Types of Timers: You might also find it very important to keep track of how many minutes or hours pass in a given adventure. A very easy method is simply to make hash-marks on a piece of scratch paper, but if you want your players to be more aware of how much time they have remaining you can use a prop that is easier to see. I have a large novelty four-sided-die that I use for every 15 minute interval. Every hour that passes, I add a poker chip to a stack. You can color code your poker chips to represent morning, noon, and night hours giving the group an approximation of the current time, too.

New Types of Task Rolls

Montage Task Rolls: Sometimes you will want to have PCs engage in a noncombat task that should be more than a simple check, where different degrees of success should be possible, and different efforts over time can be quickly represented. You need a montage! Montage Task Rolls are especially great for representing PCs taking part in some type of tournament, games, performance, or grand ball or state dinner. Often, such activities could realistically play to a variety of different talents and they are a great way to engage the whole group outside of combat.

A Montage Task Roll involves having the PC roll two task rolls, possibly using different combinations of Qualities, Careers, Combat Abilities, or difficulties for each. If they succeed on both rolls, they perform very well. If this were some sort of tournament, two successes would be good enough for them to proceed to the final round (it is recommended that this final round be played out in its entirely as a separate scene). If they get one

success, they still perform well. In a tournament, they would be eliminated before the final round after making a good showing. If they get zero successes, something goes badly early on. In a tournament, they would be eliminated in the first round.

A Mighty Success gives a Bonus Die to the other roll, and a Calamitous Failure gives a Penalty Die to the other roll (so don't discard your dice until both rolls are resolved).

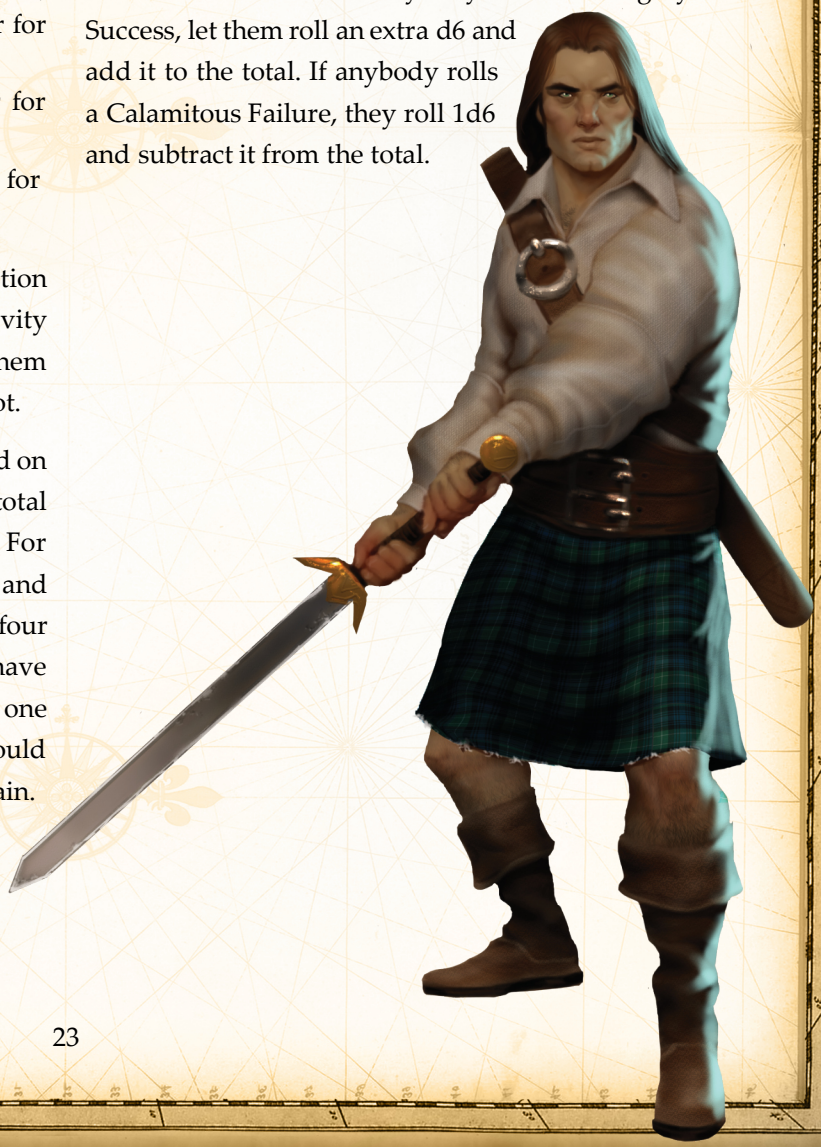
Some types of Montage Tasks (and rolls used for them) might include:

- Dancing (Savvy + Career to remember the steps and Flair + Career for the performance)
- Marksmanship Tournament (Savvy + Ranged for aim, Daring + Ranged for nerve)
- Wrestling Tournament (Might + Career for endurance, Daring + Brawl for speed)
- Fencing Tournament (Savvy + Career for experience, Daring + Melee for speed)
- Poker Tournament (Savvy + Career for odds, Flair + Career for luck)

It is also possible you might ask the PC in question what their approach to a given montage activity will be and based on their explanation tell them which Qualities and modifiers to use on the spot.

You might decide to have different results based on how many successes each PC got, or on a total number of successes the entire group achieved. For instance, the King might approach the PCs and engage them in conversation if they get at least four successes between them at his grand ball, but have a go-between offer them a job if they get at least one success. But if they got zero successes, they would probably not be invited back to another ball again.

Group Task Rolls: Career Tests in *Honor + Intrigue* are straightforward enough, but sometimes you will want to know if the group succeeds or fails collectively. Maybe the PCs are trying to lift a portcullis with their combined strength, or maybe they are trying to find a hidden message amid a pile of books. Instead of having each participant roll a single Test that succeeds or fails on its own, you can pool their rolls together to see if they succeed or fail as a group. To do this, simply take the number needed for a single success, and multiply it by the number of participants. When each participant rolls, have them adjust their roll based on the tasks difficulty per normal, but then take the sum of all their rolls. If it exceeds the earlier multiplied result, the group succeeds. For some tasks, you may want to reduce the difficulty to take the additional help into consideration. If anybody rolls a Mighty Success, let them roll an extra d6 and add it to the total. If anybody rolls a Calamitous Failure, they roll 1d6 and subtract it from the total.



Example: *Angus, Julie, and Alli are trapped behind a portcullis trap and the room is filling with water. The GM would allow Angus to attempt it by himself but lets him know he would have a Penalty Die and a difficulty of -6. Julie and Alli offer to help, which the GM decides will also reduce the difficulty significantly. The GM tells them all to make a Might task roll with a difficulty of -4 and allows them to add appropriate careers to their rolls. Because there are three participants, the GM decides they will need a total result of 27 (9x3) to succeed. After rolling and adding their modifiers, Angus gets a 14, Julie gets a 6, and Alli gets a 7 for a total of 27. Together, they just manage to lift the portcullis.*

Extended Task Rolls: Extended Task Rolls work on the same principle as Group Task Rolls, but represent a complicated task that must be completed over a period of time, rather than a group effort. This might represent opening a combination lock or battering a reinforced door down. In this case, the GM determines a time frame of how many attempts are allowed to complete the task, then multiplies this by the number needed to succeed. Difficulty modifiers are applied to each roll, and the GM keeps a running total. If the total meets or exceeds the needed amount within the allotted number of rolls, the task succeeds. On a Mighty Success, roll an extra d6 and add it to the total and on a Calamitous Failure, they roll 1d6 and subtract it from the total.

Example: *As Luis and Diego are exploring some underground ruins, Diego makes his way into a room where the door suddenly shuts behind him. They hear a clicking noise followed by the sounds of large gears and Diego notices the spiked ceiling starting to get lower in the room. Hearing Diego's screams for help, Luis frantically begins looking for a mechanism to stop the ceiling from collapsing in the next room. The GM will allow Luis four rounds to search for the mechanism and disarm it. After that, Diego will be skewered, fixing the difficulty at 36 (9x4). The GM tells Luis to roll four Savvy + Career tests with a Difficulty of -1 and he gets 14 (A Mighty Success, allowing him to roll 1d6 and add the 3 that he rolled), 6, 11, and a 7, for a total of 41, stopping the spikes just in the nick of time!*

Chase Scene Alternative Rules

To give credit where it is due, these alternate chase scene rules were inspired by an *Honor + Intrigue* blogger Mark Sullivan who himself took inspiration from a blogger, John Bell. The objective of revising the chase scene rules was to ensure that a resolution was reached more quickly while still presenting lots of opportunities for stunts and other excitement to take place during the chase scene.

No Initiative is rolled. Actions are resolved in order based on the results of a contested Career test called "the Chase Roll".

The people in pursuit are "The Pursuers". The people being chased are "The Quarry".

The objective of the Quarry is to Shake the pursuers and Escape. The objective of the pursuers is to stop the Quarry by either defeating them or physically cutting off their avenue of escape. This is measured by loss of Composure as either Quarry wears down or Pursuers give up the chase.

It is important to note that Composure cannot be recovered during a Chase Scene.

The Chase Roll: Make a test using the Quality most fitting, adding a Career if it might be appropriate to the activity at hand (riding, parkour, running, etc.). Be sure to add Bonus Dice (for Born Athlete, Born in the Saddle, etc.) or Penalty Dice (for Lumbering, etc.) as appropriate. If you (or your mount) are faster or slower than standard movement for some reason, add or subtract 1 from the roll. If you are much faster or slower, add or subtract 2. If you have a weapon in hand, take a -1 Penalty, as it is harder to run with a weapon in hand. If it is a two-handed weapon, make it a -2 Penalty.

It is possible for more than one result to occur; but they should be resolved in the following order: Shake, Exchange Fire, Exchange Blows.

- *If the Quarry gets a Mighty Success* on the Chase Roll, the Pursuers get a Penalty Die on their rolls when the Quarry is trying to Shake them.
- *If the Pursuer gets a Mighty Success* they can Exchange Blows with a Bonus Die to their roll.
- *Calamitous Failure:* Getting a Calamitous Failure on the Chase Roll ends the chase for the character involved. Their horse throws a shoe, they get stuck in between two planks in the fence, a cart completely blocks the road, the ship runs aground on a reef, etc. which prevents them from continuing.
- *Both Get a Mighty Success or Calamitous Failure:* In the unlikely, but possible event that the Quarry AND the Pursuer get a Mighty Success (or both get a Calamitous Failure) the Quarry escapes… BUT leaves an important clue behind for the pursuers.

Shake: If the Quarry rolled higher on a Chase Roll than some of their pursuers, they may try to Shake the pursuit (of those who rolled lower) by using the environment or situation to their advantage. This could involve trying to lose them, taking a shortcut, hiding in a water trough, knocking over a cart, squeezing through a fence, throwing coins in a crowded street, or anything else the Quarry can think of. The GM will decide the Quality (and Career) most appropriate to the test. The difficulty of this test for all Pursuers being shaken is based on how much the Quarry beat the nearest Pursuer, to a maximum of 6. Each Pursuer who fails this test loses 1 Composure. A Calamitous Failure causes one to lose 2 Composure. On a Mighty Success, the Pursuer may Exchange Fire (as if they had won the original Chase Roll).

Exchange Fire: If a Pursuer ties or beats the Quarry's Chase Roll (by 3 or less), they get close enough to exchange fire (a single Major Action) with the Quarry at Mid-Range with an additional -1 to hit for trying to attack while running or riding. Any Quarry that has not already made an attack, may return fire as well. If a character did not already have a weapon drawn, they can attack with an additional -2 to hit. If you run out of loaded weapons, you cannot reload while you are running or riding, but ships do reload between each volley and a passenger on a coach can reload while the driver focuses on steering.

In addition to damage, anybody who is hit also loses 1 Composure (even if a Fortune Point was spent to avoid the damage).

Exchange Blows: If a Pursuer wins by 4 or more, they get close enough to Melee or Brawl with the Quarry. Any Quarry that has not already made an attack may make a Melee or Brawl attack as well. A Pursuer may instead choose to perform some sort of daredevil stunt, like leaping onto the back of the Quarry's coach, for instance. A stunt like this should be difficult and the consequence for failure should put the Pursuer out of the chase (such as missing the coach and landing on the road without a horse).

You cannot Yield Advantage during a Chase. In addition to damage, anybody who is hit also loses 1 Composure.

You can also choose to Exchange Fire instead of Exchange Blows if you wish.

Example Chase Scene: *Our heroes, Julie and Gérard are in a horse chase of some bandits who are galloping away. The GM determines that the bandits can add their Career and Daring to the roll, and the PCs can add Noble or Soldier if they have it. The bandits roll 9+3 (Daring 1, Bandit 2), Julie rolls 5+3 (Daring 3, Noble 0), and Gérard rolls 8+3 (Daring 1, Soldier 2). The bandits win the*

Chase Roll and decide to try to Shake their pursuers. Because they beat their nearest pursuer by 1, that is the difficulty of the Shake roll for both of them. The GM declares that the bandits will ride beneath a very low-hanging branch and hope it knocks the pursuers off their mounts. The GM declares this will be a Savvy + Career test to see if the pursuers can avoid hitting the branch. Poor Julie rolls a 4+1 (1 Savvy, 0 Noble) and is nearly knocked from her saddle (-1 Composure) and Gérard gets a 9+4 (2 Savvy, 2 Soldier), managing to swiftly duck under the branch.

The next Chase Round commences and all three make their Chase Rolls. This time the bandits rolled 3+3, Julie rolls 5+3, and Gérard rolls 10+3. This means that Julie can Exchange Fire and Gérard can Exchange Blows. Julie pulls close enough to the bandits to take a pistol shot (at -3 to hit as she has to draw the pistol and fire it while riding). She rolls 7-3 (Savvy 1, Ranged 0, -3 Difficulty, -1 Composure), sending her shot wide of the mark. One of the bandits then returns fire at Julie and rolls 7-1 (-3 Difficulty, +2 Ranged) Gérard then rides up next to a bandit and attacks with his rapier rolling 8+2 (-2 Difficulty for drawing the weapon, +2 Melee, +2 Daring) scoring a hit! The Bandit takes 2 damage, but also loses a point of Composure!

Chase Scene Chart: A Chase Scene Chart has been included at the end of this book to make running chase scenes easier. If your group enjoys the use of miniatures at the table, the Chase Scene Chart will be a fun and useful thing to have, as it allows you to visually track who has done what during each Chase Round. You can add to the fun with this by printing the chart over an image with the appropriate scenery to where your chase is taking place, such as a road, city streets, ocean, etc. Alternatively, you could use colored pencils, crayon, or markers to lightly draw some scenery over the chart.

After rolling the Chase Roll, simply place the character's miniature in the appropriate row. The Quarry will always be in the first row. Once all figures are placed, then simply run scene in the order of Shake, Exchange Fire, Exchange Blows. Remember that when running a Shake result, the difficulty for *all* Pursuers is based on which one is *nearest* to the Quarry. At the end of the round, clear the Pursuers and have everyone roll again, then place the miniatures in the appropriate place for the next round.

Run For Your Lives

Sometimes the goal of a chase is not to catch or evade a given person, but to simply escape a dangerous situation before it is too late.

The PCs require 3 successful Career tests in a row to get out safely. This is especially tense for scenarios where "the castle/cave begins collapsing around you and you must run for your lives". The GM should give the PC a chance to explain what they want to do, and then tell them what to roll based on their narration. Award a bonus die for especially ingenious ideas.

Mighty Success/Calamitous Failure: A Mighty Success should either count as 2 successes, or simply allow the PC to escape. A Calamitous Failure should count as 2 failures in terms of consequences. If the GM had no consequence for failure in place, a Calamitous Failure should cause damage or a point of Composure loss anyway.

A Little Help From My Friends: A PC may donate one of their successes to another PC, enabling them to help each other to escape. It is good to add some narration here like "Angus almost clears the chasm, scrambling on the edge of the wall for purchase and finds Gérard's hand to pull him up". When a PC donates a success, there is no consequence to them other than taking longer for themselves to escape. They keep any successes they already had.

Consequences for Failure: If the situation is especially perilous, the GM might declare that a failure might cause damage (a piece of falling debris, a burn if escaping a fire, etc.) or the loss of a point of Composure (you pull a muscle, get entangled in a rope, or are just plain frustrated) in addition to hampering the chance of escape.

Adjusting the Difficulty: If you want to make the escape less daunting, you can change the requirement to 2 successful tests to escape in a row, or make the successes not need to be in a row.

Getting Split Up

Conventional wisdom for both players and GMs is "don't split the party". Not only does this put the players at a strategic disadvantage, it also creates frustration by having some players unable to participate in certain scenes. However, there are sometimes where it might be dramatically appropriate to split the group up, increasing the tension. This technique is one for setting up an encounter where not all of the PCs will be together when it starts.

When PCs are traveling through some terrain featuring fog, many branching tunnels, an overgrown forest, or crowded streets, it is quite possible they may get split up just before some important encounter occurs. Have them make a Savvy + Career test. All those that succeed remain together as a group along the central route they intended to take. All those who fail have wandered away from the group and are alone. Once all the PCs positions have been described and set, you begin an encounter where not all of the PCs can see one another, or all of the enemies because there is terrain blocking their line of sight. When the encounter begins, those at the center will be able to at least hear what is going on at the various edges, and those at the edges will be able to hear the center, but not the other edges. Once the encounter has been described, have the PCs roll for their Initiative.

If you are using tabletop miniatures and terrain, put the main party (who didn't get lost) at the center of the map. Each individual who got lost is placed at a different edge of the map. There should be some sort of terrain feature blocking line of sight between each area (large trees, rock formations, thick fog, a building, etc.). Enemies can be placed at the edges and at the center of the map. You can then run this like any other combat with each PC having their own problem to deal with before they can come to the aid of their allies.

Encumbrance Optional Rules

Honor + Intrigue is not the sort of game where one wants to get too weighed down by bean-counting. Nevertheless, some GMs may want to be sure their PCs are not carrying around unlimited gear that comes from "hammer space" whenever it is needed. Likewise, one might wish to discourage the PCs from looting every corpse they come across. Such things are not really in-genre for a swashbuckling heroes. If you are looking for a relatively simple option for tracking encumbrance, read on.

Lighten the Load: One technique I've used applies to special cases. This is especially apropos in chase scenes or during escapes where PCs have tried to load up on buried treasure. I declared that it cost 1 Composure per sack of treasure they were carrying. Each sack they dropped instantly restored this lost Composure. So when the heroes were being chased through the jungle by warriors shooting poison darts, some chose to drop their treasure to help them make it to the boat to escape (eliminating the Composure penalty on all their checks to avoid dart volleys). The higher the character's Might, the more gold in each sack (so the system did not need to be modified based on Might). This technique can be modified for a variety of situations in which a character is carrying an unreasonably heavy load (such as an unconscious ally). This method works

well in special cases and can continue to be used along with the method proposed below.

Carrying Capacity: The starting equipment technique of letting each character choose 5 items ensures the PCs do not start with too much gear but doesn't actually stop them from *becoming* hoarders. So what I propose here is intended to do that.

Each character can carry 6 items plus their Might. Each item above this costs 1 Composure. So, a character with Might 2 can carry no more than 8 items, and a character with Might -1 can carry no more than 5. Worn clothing does not count against this total but worn armor does. Extra clothing carried in a bag, however, would count.



Option: Small Items, Large Items, and Containers: At the GM's discretion, some items might take up more or less carrying capacity. Note this will complicate the process (so feel free not to use it). Small things (like a dagger or compass) count as half an item. Large, bulky or heavy things count as 2 items (heavy armor, a 2-handed weapon like a musket or claymore). A few other notes:

- A belt counts as 1 item and can carry 2 items.
- A small container (like a belt pouch or box) counts as 1 item and can hold 3 small things.
- A large container (like a backpack or large bag) counts as 2 items and can hold 4 items.
- A pouch containing 100 coins counts as 1 item.
- A 1-handed sword with its scabbard or a pistol in its holster count as 1 item.
- 10 bullets and powder counts as a small item. 20 arrows in a quiver counts as 1 item.

Stowing or retrieving an item from a container is a Minor Action. This does not apply to battle-ready weapons or ammunition.

Carts and saddlebags can of course carry much more, and the GM should just let logic dictate rather than trying to keep a specific hard limit. A boarding cannon could be mounted on a wagon but will not be stowed in a saddlebag.

Dressing Up: In certain social situations in which PCs are attending a fancy ball, or going to be at court, the fashion restrictions will likely prevent them from carrying all their gear. Nobody is going to wear a backpack to a noble's elegant party. Maybe weapons are not permitted to be worn in the king's presence. In addition to these considerations, assume each PC can carry half (round down) the usual number of items while dressed up. Concealing items will be a matter of role-play and Career rolls, but the item in question

Tracking Equipment: You might simply make a list where each line starts with a number. At the typical maximum gear limit, underline the line. Anytime a character is carrying more equipment than will fit above the line, they begin to have encumbrance. If you are using large items, write those bigger so they take up two lines. Small items let you write two things down on a single line.

Tracking Food & Water: For most campaigns, this probably is unnecessary, but for survival-oriented games, keeping track of the PCs' food and water could be quite important. A mess kit is a container that holds 10 units of food and the utensils to consume it, and usually is carried in a backpack or saddlebag. A waterskin holds 5 units of water and is usually carried on a belt. To remain healthy, characters consume 1 food and 1 water each morning, and 1 food at night (the water represents a full day's drinking water, which is consumed over time).

Horror & The Climate of Fear

While *Honor + Intrigue* was designed largely to be a lighthearted swashbuckling game, it can at times see heroes thrown into horror situations, whether they are exploring a haunted castle or being pursued by ghost pirates. Horror adventures have a **Climate of Fear** which permeates everything in the setting with a sense of increasing dread.

While within a situation where the GM declares there is a Climate of Fear, Composure lost due to monsters or intimidation or Close Calls can be restored in the normal fashion. Terror caused by the haunted *environment*, however, is harder to shake off. Ghost sightings, moving furniture, disturbing statuary, or anything else the GM can think of as inspiring fear—whether or not the effect is supernatural in nature—can require such a check. The GM treats this as any other Terror check and assigns a difficulty number to a Daring roll based on the situation.

One hour of **Sanctuary** is needed to regain 1 lost Composure in this way. Other means (such as taking part in a religious ceremony like communion) can restore it more quickly. Sanctuary must be a reasonably safe place for the PCs to rest from the horrors they have encountered in the adventure so far. While under the Climate of Fear, the GM should let PCs know when they have found such a place that makes them feel safe, but such places should also be rare.

Initiative Option 1: Pass/Fail Initiative

Initiative can often be one of those things that can slow a game down, especially in large combats. Here we present an alternative that retains the excitement and unpredictability of having PCs roll individually each round, while allowing the GM to track turns much more quickly.

This method of Initiative discards the phases of the round and countdown entirely. Rather than only used to break ties, Careers are part of every Initiative roll. The GM declares what Careers are allowed for Initiative rolls in this combat, using the same guidelines as what would be effective for breaking ties using the regular system. A character without the declared Careers just rolls Savvy. The difficulty of the test is the Savvy + Career of the enemy with the highest bonus -2. Monsters and animals use Daring instead of Savvy. If the enemy has some additional Initiative Bonus (like from a dueling style) apply that as well. If the enemy would have a Bonus Die, increase the difficulty by 2. If the enemy would have a Penalty Die, decrease the difficulty by 2. PCs' Bonus Dice and Penalty Dice for Initiative are applied to this test, as are any raw bonuses or penalties specific to Initiative.

- Any PCs who succeed on the test act first, in any order they like, followed by the Enemies, acting in any order the GM wants.
- After the Enemies, any PCs who failed the test act, in any order they like.

- On a Mighty Success, the PC may act first and gets a Bonus Die to one action that turn.
- On a Calamitous Failure, the PC hesitates and loses their Minor Action and goes last.
- Pawns that are not Enemies: Go last (unless a PC rolled a Calamitous Failure).

NPC companions: The GM can either have them roll separately or have them go at the same time as the PC that is responsible for them, depending on if the GM needs to save extra time.

Adjustments: Because this method does away with phases, certain adjustments need to be made.

- The Dodge maneuver gives its bonus vs. the next two attacks against a character.
- A Fortune Point to evade a ranged attack only evades the next two ranged attacks.
- A grenade will explode after 1d6-1 Turns from when it was lit. The GM should keep a hidden d6 and roll it down by 1 each time a PC or NPC takes an action. Treat all Pawns or creatures of a given type as a single turn. When that d6 gets to "0" the grenade will blow up. Longer fuses (2d6-2 turns) should also be possible.

Easy Initiative Tracker: Tracking Initiative with this method is very easy because the GM only needs to track the players and does not need to record individual numbers. This is especially easy with a dry erase board or a laminated page. The GM writes down each PC's name. Those who pass their Initiative check get a "✓" by their name. Those that fail get an "X". A Mighty Success gets "✓✓" and a Calamitous Failure gets "XX". The GM can then just call on the people with check marks and erase them as their turn is resolved. Once all check marks are resolved, the GM resolves the actions of the enemies. Once all enemies are resolved, the GM calls on the people with an X, erasing as each is resolved. When there are no more marks on the board, the GM calls for a new Initiative roll, reminding the players of the Career and difficulty.

Example of a Round: *Stanislaus, Julie, Angus, and Evelyn encounter Comtesse Du Mornay and her gargoyles atop the roof of her castle. She also has a group of guards (Competence 2 Pawns) at her side. The GM figures the Comtesse has a Savvy of 2 and her Sorcerer 3 career should be factored in and declares the difficulty of the check is 3 (two less than the sum of her Savvy and Career bonus for a total target number of 12). The GM declares that anybody with the Magician, Alchemist, or Hunter (there is a monster hunter in the party) careers may add those to their Savvy roll.*

Julie rolls a 7+1 is 8. Evelyn rolls 7+5 is 12. Poor Stanislaus rolls his Initiative with a penalty die for his heavy armor and gets a Calamitous Failure. Angus rolls a 12 on the dice, getting a Mighty Success.

The GM's Initiative board reads thus:

Julie: X
Evelyn: ✓
Stanislaus: XX
Angus: ✓✓

The GM tells Angus to resolve his turn, and that he can add a Bonus Die to one action he takes. After Angus' turn is resolved, the GM calls on Evelyn to resolve her turn. After this, the GM resolves the turns of the Comtesse and her gargoyles. Then Julie can revolve her turn, followed by the guards, and finally Stanislaus.



Pass/Fail Initiative Sheet

Pass ✓	Player	Fail X	Notes
✓	Alex		
	Albert	X	disarmed
✓✓	Jenny		
	Bob	XX	grappled
✓	Shannon		
✓	Russ		
	Brendon	X	adv. position, +1 Def
✓	Walter		

Enemy Damage

Leader	~~1~~	~~2~~	3	4	5	6	7	8	9	10
Sergeant	~~1~~	~~2~~	~~3~~	~~4~~	~~5~~	6	7	8	9	10
	1	2	3	4	5	6	7	8	9	10
	1	2	3	4	5	6	7	8	9	10
	1	2	3	4	5	6	7	8	9	10

Suggestion: Making a Laminated Initiative Page: In my own games, I used a word processor to write down the name of all my PCs on the left side of the page (I use the players' names so the sheet can be re-used for different campaigns). Next to that, I have a space to write down the result of their checks (✓✓ or ✓ left of the names, X or XX right of the names). In the next column I have space to write down any notes regarding the character. I also include some blank lines to add any relevant NPCs to this. Below that, I have several rows counting from 1 to 10, which I could use for countdowns for fuses, NPC Lifeblood, or some other purpose.

I printed out this page and laminated it (you can also just use a plastic sheet protector) so I can just quickly draw an X or ✓ without even needing to rewrite the PCs' names.

Thumbs Up/Down Method: An easy way for the GM to get everyone's Initiative at the table without writing anything down at all is to call for everyone to give a hand signal based on their result. Success is a single thumbs-up. Mighty Success is a double thumbs-up. Failure is a thumbs-down. Calamitous Failure is a double thumbs-down. People who have already taken their turn simply don't signal when called. Another fun option here is to let a player decide who goes next (of the available options) at the end of their turn. When everyone with a thumbs-up has gone, the GM runs the enemies and NPCs. Then the process repeats with all the thumbs-down players revolving their actions until everyone has acted.

Initiative Option 2: Dramatic Steps

In this Initiative alternative, actions are resolved in a set order based on what is dramatically appropriate. Initiative is only rolled when you *need* to know who went first (like when one swordsman kills the other). If both swordsmen survive an exchange of blows, we don't need to know the order of their attacks. The pros of Dramatic Step Initiative are that it is more narrative and relies much less rolling to decide turn order. You also don't need to write down anything. The cons of Dramatic Step Initiative are that combat becomes more predictable (though things still can change and force players to adapt).

Each round is divided into 5 dramatic steps. The GM simply asks for and declare actions by the type corresponding to the current step, resolving all the actions of that type before moving on.

Order of the Dramatic Steps

1. **Dramatic Actions.** This would include Stunts and Repartee

2. **Pure Movement.** This would include opening a door, running, hiding, footwork, attempting to escape a grapple.

3. **Ranged Attacks.** Blade Throw, Hip Fire and actions that give a bonus to Initiative are resolved first. Those who are ready to shoot go next, followed by aimed shots, load, and other Minor Actions before shooting go last. Resolve ties by closeness to target.

4. **Melee / Brawl Attacks.** Quick Cut or any action that gives a bonus to Initiative is resolved first. Then melee attacks are resolved in order of closeness to the center of the action. This step includes Beat, Feint, and other Minor Actions using Brawl or Melee.

5. **Slow Actions.** These would include casting a spell, picking a lock, recovering Composure, etc.

You can always choose to do an earlier step action instead of the step you are on. This is you reacting to battlefield changes. For instance, if the enemy you were going to attack in melee is killed, you could decide to throw a knife instead.

Handling Grenades: When a grenade is thrown, the GM should secretly roll 1d6. It explodes at the end of the dramatic step when a 1 is rolled on the die. Each step, roll an additional 1d6 for the grenade, until the grenade eventually explodes (if it somehow doesn't explode after 6 steps, it fizzles out). A hissing grenade might be a good signal to avail oneself of taking a Pure Movement action.

When combatants on the same side do the same action at the same time, they can just decide among themselves who resolves it first (roll 1d6 to break a tie if they can't agree).

Handling Dodge Action and Fortune vs Multiple Ranged Attacks: First consider, does the narration indicate the shooters open fire at once? If yes, then apply Dodge or the Close Call as appropriate. If not, we may need to know the order that the shots were fired. You can resolve this by distance between the attacker and the target or have them roll 1d6 to break the tie.

Boons, Flaws, & Dramatic Step Initiative: Boons, Flaws, and special abilities that give Bonus or Penalty dice on Initiative have a more dramatic effect (because it comes up less often). Combat Paralysis or Heavy Armor make it so you *always* lose ties (except against others with the same penalty). Speedy makes you always *win* ties (except against others with the same bonus).

Initiative & Mobs

If you are using the standard Initiative rules, it can be a problem when large mobs of a single type of enemy always share Initiative. A pack of eight wolves, all acting on the same Initiative diminishes their threat (if the Dodge Reaction works on every attack the same phase for instance) and also makes the combat seem more artificial and less exciting. But if each of the wolves has their own Initiative, that can make the combat less predictable and more exciting.

If there are many different types of enemies on the field, individual Initiative for mobs is impractical, but when there is just one or two types of enemies, give individual Initiative a try for them.



Language Barrier Checks

When two people want to communicate with each other, but don't speak the same language with great proficiency, sometimes there is a language barrier that prevents them from being understood. Language barrier checks also make the value of a character gaining fluency in a language more readily apparent.

When the GM decides the language barrier could be a problem, each party rolls a die. The die will depend on the speaker and listener's degree of proficiency in the language. If the results of the roll are within 2 points of each other, the message was understood (more or less). The GM might choose to lessen this margin to within 1 or even 0 if the message is especially complicated or expand it to 3 if the message is especially simple or the player does a good job of roleplaying any pantomime or gestures that might help.

If the roll is off by 1 or maybe 2, the GM might say that a *similar* message was communicated, but something got lost in translation (an easy and humorous way to do this might be to pick a word that rhymes with or sounds similar to the key word in a sentence).

The dice rolled by each person is based on their degree of proficiency, with a higher die types leaving greater room for error.

Native Speaker / Fluent: 1d3
Basic Speaker: 1d6
Speaks a related language: 1d10
Speaks a completely different language: 2d6

Example 1: *Julie has Basic proficiency in English and while visiting England is going to attend a ball at a lord's manor. The guard asks if she is on the guest list and she tries to tell a guard that she is. The GM decides this is a standard check. Julie rolls 1d6 and the GM rolls 1d3 for the guard. The guard rolls a 2, and Julie rolls a 4, meaning that they understood each other. This doesn't mean the guard believes her. Only that he understood Julie. Julie would still need to roll a Career test if she were actually trying to deceive the guard.*

Example 2: *Evelyn is Fluent in French, but has not learned Occitan, a regional language in the south of France. She comes across a farmer who is asking her for help hunting some wolves that have ruined his farm, asks if she will kill them for him, and offers to pay a livre per wolf skin she brings to him. The GM decides this is a very particular message, and the results must be within 1 to be understood perfectly. He rolls 1d3 for the farmer and Evelyn rolls 1d10. The farmer gets a 1, but Evelyn rolled a 3. So there was a miscommunication. Evelyn heard the farmer is having a problem with "calves" rather than "wolves".*

Example 3: *Angus is in Venice and does not speak Italian. He tries to ask a passerby if he knows the way to the town square… in Scots Gaelic. The GM decides this is a standard message and rolls 1d3 for the NPC and directs Angus to roll 2d6. The NPC gets 3, but Angus rolls a 10. Neither can understand the other at all, no matter how slow or loudly they speak.*

Lucky/Unlucky Break

This is an optional rule for those who want to add a bit more drama to the result of a dice roll. Task rolls are resolved as normal, but if both of the dice are the same (ignore dice discarded by a Bonus or Penalty Die), something special happens. If the dice are an even number, it is something lucky (even if the Task Roll failed) and if the dice are an odd number, it is something unlucky (even if the Task Roll succeeded). If you prefer, you can roll a separate die to generate a more random odd/even result.

For instance, you might succeed in picking a lock, but someone will know it has been tampered with. Your attack might miss but put the foe off-balance giving you +1 to Defense until the next turn. The GM should feel free to come up with lucky or unlucky breaks on the fly.

Alternative Rewards: Reputation Points

The two types of rewards most known to players of roleplaying games are treasure and character advancement, both of which also exist in *Honor + Intrigue.* But there are other ways to reward PCs for their deeds. This is also a good way for PCs who are not members of a particular Secret Society to still be in some way affiliated with one. Reputation Points are an option that allow the group (or alternatively individual characters) to improve (or risk worsening) their standing with a given group (or individual NPC). In a campaign where there are number of rival NPC factions, being able to build social capital among some of them can prove to be extremely valuable. Normally such things are handled simply through role-play—and there is nothing wrong with doing it that way. But if you want to offer this as a tangible, trackable reward and/or make PCs weigh the consequences of their choices more carefully, you may want to consider using Reputation Points.

Tracking Reputation: Reputation is tracked on a numerical scale with each individual NPC faction. The lower the PCs' Reputation (represented by negative numbers), the more they are disliked and distrusted by the NPCs in question, and inversely the higher their Reputation with the group, the more they are liked and trusted.

At 0 Reputation, the NPCs are cautious. Because the PCs are an unknown quantity, the difficulty of all Social Rolls is increased by -1. PCs will be allowed into the territory of the NPC (whether this is a noble's estate, a thieves' guild's hideout, or a tribe's hunting grounds) with permission for a maximum of a half-day or until their business is concluded.

At -1 to -2 Reputation, the NPCs are Unfriendly. They may have had bad dealings with the PCs in the past, perhaps the PCs have in some way interfered with their plans, or perhaps the NPCs are simply disposed to dislike the PCs (if they were from an enemy nation). The difficulty of all Social Rolls by the PCs will be increased by -2, and the PCs will only be admitted into the NPCs territory under guard and by special arrangement.

At 1-2 Reputation, the PCs are Building Trust with the NPCs. Social Rolls are not adjusted. PCs still need permission to enter the NPCs' territory, but this permission will usually extend for an entire day and can be unsupervised.

At -3 to -6 Reputation, the NPCs are Hostile to the PCs. All Social Rolls have their difficulty increased by -4 as the NPCs are very unlikely to believe anything the PCs say. Further, the PCs will be denied access to the NPCs territory until relations improved (except perhaps as prisoners).

At 3 to 6 Reputation, the PCs are Friendly with the NPCs. The PCs get a +1 Bonus to all Social Rolls with the NPC faction and may freely travel through the NPCs' territory for up to three days as guests. In addition, if the NPC faction has anything valuable to trade (including magical talismans or potions), they will trade it with the PCs.

At -7 or lower, the PCs are hated enemies and would be attacked on sight (if possible) or plotted against (if not possible, such as between enemy nobles at the same court who must play nice in public or fellow soldiers who hate each other but also happen to be fighting on the same side).

At 7 to 10 Reputation, the PCs are considered Allies of the NPC faction. The PCs get +2 to all Social Rolls and the PCs can travel through their territory freely for up to a week as guests. Special training that the faction can offer is now available to the PCs and some especially rare items can be traded.

At 11 Reputation, the PCs are able to become members (or maybe unofficial members) of the NPC faction and receive a Bonus Die on all Social Rolls with the group. They are allowed to set up a permanent base and can stay as long as they want

within the group's territory and are considered to be under the NPC group's protection. The group may also give the PCs a special gift.

You can feel free to customize these rewards and consequences as well to fit the unique NPCs or groups within your campaign. Below is a summary of the typical Reputation Chart.

Reputation Rank	Effect
-7+: Enemy	Attack on sight or actively plot against
-3 to 6: Hostile	-4 to social rolls. No admittance to territory until relations improve.
-1 to 2: Unfriendly	-2 to social rolls. Admittance to territory only under armed guard by special arrangement.
0: Cautious	-1 to Social Rolls; Admittance to territory needs permission, max 1 watch
1-2: Building Trust	+0 Social Rolls, allows trade. Admittance to territory needs permission, max 1 day.
3-6: Friendly	+1 Social Rolls. Free travel through territory, max stay 3 days, Will trade special items
7-10: Allies	+2 Social Rolls. Free travel through territory. Max stay 1 week. Will give special training.
11: Unofficial Membership	Bonus Die to Social Rolls. Will give special item. Allowed to set up permanent base. Stay as long as you want.



Lowering Reputation: When any of the PCs are caught doing harm to members of the NPC faction, the group will lose Reputation Points (in addition to any legal penalty for the infraction). Feel free to come up with your own custom offenses against any given faction. Some common offenses would include:

- Deceit: -1
- Theft: -2
- Fighting: -2
- Spying: -4
- Killing a member of the faction: -4

There may be consequences in addition to Reputation loss. If the PCs were caught stealing for instance, they may be put on trial. Even if they killed one of their host's household guards in self-defense there might still be legal consequences to their actions beyond a damaged reputation.

These actions will also often lead to certain factions being hostile immediately—the Cardinal is going to be pretty upset with the Musketeers that keep on killing his guards (and the guards are going to be none too thrilled with them either).

Raising Reputation: How the PCs raise their reputation with any given faction will be based on the faction. This is your chance as the GM to be creative and create some custom quests and tasks for the PCs to do that the faction would like. For instance, defeating members of a rival faction or rescuing members of the NPC faction could be worth +1 Reputation Point each occurrence (up to a maximum of +3). Securing some important object or intel for the faction might be worth +2 Reputation if it is not too dangerous to get, but +4 Reputation if it is extremely dangerous to get. +4 should be about as high as you go for Reputation rewards, and +3 should be a maximum allowed for a certain task that is repeatable.

It is recommended that you come up with a list of "Bounties" that members of the faction would like

for the PCs to accomplish on their behalf in order to raise their Reputation among them.

Individual Reputation: Instead of the PC group in general having a reputation score with different factions, you could have each individual PC track their own, though this might be best if you are using only one or two factions within your campaign. For instance, if you want each PC to keep track of how well they are regarded by the King vs. the Cardinal, individual reputation might be better because some PCs actions are likely to draw more attention than others. Alternatively, you might use individual Reputation because some individual PCs may care more about a certain faction than others (a cutpurse is going to be more invested in what the local Thieves' Guild thinks of him than the Royal Court, while for a noble the inverse would be true).

Polyhedral Weapon Damage Option

In many RPGs, dice of many different sides are used. D4s, d8s, d10s, d12s, etc. are frequently used to resolve damage rolls. One benefit of applying such a system to Honor + Intrigue is that it would make more wide-ranging damage results, rather than applying flat bonuses and penalties to a roll of d6s. This means you could potentially give someone a tiny scratch with a greatsword, but you could also do 10 damage in one hit.

Weapon damage ratings are converted as follows:

D6s	Polyhedral
1d2	1d2
1d3	1d3
1d3+1	1d3+1
1d6-1	1d6-1
1d6	1d6
1d6+1	1d8
1d6+2	1d10
1d6+3	1d12
2d6	2d6

Troupe Play: Vanguard & Rearguard

This technique is something I implemented when I was running a large "hex-crawl" style campaign where the PCs were exploring a large area and the campaign focused on survival and resource management where death was a real possibility. For that reason, I reasoned it would make sense for each player to have a backup character should their main character die. In addition, instead of running the campaign with a small group I expected to have perfect attendance each session, I was running with larger group that I expected at least a few player absences per session, meaning the party makeup would be inconsistent. I needed to come up with a way to handle the inevitable question of *"Why isn't so-and-so here?"*

What I came up with was a system I called "The Vanguard & The Rearguard". The characters who were present at the current session of the game were part of the "Vanguard". These were the characters who were doing active and dangerous adventuring, the ones getting "screen time" in this episode of our imaginary series. All the other characters (and some NPCs) were in the "Rearguard" which was nearby, and relatively safe. These were the characters who were resting, healing, studying, training, or doing some other downtime activities. Not only did this allow the campaign to account for absent players, it allowed players to have a second character to switch between. Players could switch their active Vanguard character with one who was in the Rearguard at the start of each session or if there was a significant lull in the action (such as when the party was making camp).

One benefit of Troupe Style play is that the GM does not need to worry about canceling a game session if one player cannot make it, nor does the GM need to invent a reason why a particular character is not present. It is *assumed* that not every player will make every session. A player who didn't show up simply

has all their characters in the Rearguard that session.

One challenge of running a campaign like this is Advancement Points. *Honor + Intrigue* has Fortune earned in play also count as Advancement Points, meaning each PC would have different totals. Between the headache of keeping track of individual characters' own totals and attempting to balance the fairness of new characters introduced mid-campaign, I came up with a solution of Group Advancement Points. Because I wanted players to rotate between their characters, I also implemented a rule for training to spend Advancement Points.

Rearguard Training & Crafting Time: As an option, you can decide that a character must spend a certain amount of time in the Rearguard in order to spend their Advancement Points. This works best in a campaign where you have each player also have a second character while one is in the Rearguard. In my aforementioned "hex-crawl", I allowed each PC to spend 1 Advancement for every 4 hours they spent in downtime in the Rearguard whether the points were spent training to improve themselves or crafting items. Excluding 8 hours per day for rest, this allowed 4 Advancement to be spent per day in training or crafting. The one exception to this was that PCs in the Vanguard could spend Advancement Points on learning languages that they had occasion to practice during the session. You can set the number of hours per Advancement Point to the scale you prefer.

Group Advancement Points

Whether you are using Troupe Style Play, are introducing new characters mid-campaign, or simply want a level playing field for all PCs, you may want to consider using Group Advancement Points for your campaign, rather than having each PC track their own individually. If you decide to use this option, Fortune Points no longer award Advancement Points (though the GM might consider increasing the amount of Advancement awarded per session to compensate for this).

The GM keeps track of how much Advancement Points the group has accrued so far. This is the Advancement Cap. The individual players then keep track of how much their PC has spent, which cannot exceed the Advancement Cap. So rather than deducting Advancement Points from an accrued total earned, the players continue adding to an accrued total spent. When a new PC joins the group, you can let them begin with the current total to spend as part of their character creation process.

Example: After several game sessions, the group has accrued 11 Advancement Points. Alex decides he is going to buy off a Flaw, and writes down that he has spent 10 Advancement Points. Andrew had previously spent 5 Advancement to master a maneuver and chooses to master another, raising his total spent Advancement to 10. Jenny is wanting to raise her Defense from 1 to 2, however this would cost 15 Advancement Points. She'll have to wait for another time.

When employing Group Advancement Points, however, there are some adjustments you will need to make to balance the fact PCs are no longer receiving individual Advancement Points when they earn Fortune in play, as well as how Advancement works with regard to some Boons and Flaws. Here is what I did for my campaign:

1. Fortune for Comic Relief is no longer limited to once per session. Because they are no longer tied to Advancement, there is less need to contain them. If a player has earned several, I might say "you've had enough", partly to avoid people trying to constantly joke in the game, though. Don't forget, these need to happen in character to count.
2. When a PC's Motivation or Boon or Flaw triggers receiving a Fortune Point, they receive 2 Fortune Points instead.

3. Tragic Fate: If you have this Flaw, you get +1 Fortune at the start of each session instead of +1 Advancement at the End.
4. Blessed: For each Blessing you have left over at the end of a session, you get +1 Fortune at the start of the next session.

Improvised Combat

While one of the designed features of the *Honor + Intrigue* system was the dueling system meant to emulate the back-and-forth presented in swashbuckling films, some players might find the sheer number of options overwhelming. Below we present a "Rules Hack" that these players might enjoy: Improvised Combat. Improvised Combat rules might also be useful for teaching the system to players who are just learning the rules.

When running Improvised Combat, instead of asking the players for the specific maneuvers the PCs are performing, the GM instead simply asks the player what they wish to accomplish. The GM then decides whether the described action was a Major Action or a Minor Action, and tells the player what Combat Ability and Quality to add to the roll, as well as what will modify the roll's difficulty (such as the enemy's Quality or Combat Ability).

If the described action is a Major Action, the GM can ask if there was any Minor Action they'd like to take, or save it to defend (with a Parry or Dodge for instance). Reminding the PCs of the option to save their Minor Action to defend will speed the game (less time spent thinking of a follow-up action) and also increase the PC's own survival.

If the first described action is a Minor Action, the GM can ask if they would like to do anything else, or save it to defend.

One benefit of using this system with new players is that you can teach the game as you play. For instance, when a player says "I want to swing my sword at him" the GM could say "Ah, that's a Bladework attack. Roll 2d6 and add your Daring and Melee to the result and tell me what you get." The player would learn that Bladework is the standard attack, and that it uses Daring with Melee. If the player later says "I want to pin his sword down with mine" and the GM says "Okay, that is a Weapon Bind; roll 2d6 and add your Might and Melee to the result. That's a Minor Action, by the way, so you could also take another action if you want." The Player learns the game terms and the action types as they play.

You can also use Improvised Combat as a guideline to create new Maneuvers for your campaign.

How to Decide if an Action is Major or Minor?

When deciding whether an action is Major or Minor, the key is the way it will impact the opponent. As a rule, Major Actions can cause an enemy serious harm or impairment, and Minor Actions usually give some lesser bonus or impairment to the enemy. Minor Actions can also be mundane tasks that require no roll, like long distance movement, or drawing a weapon.

Major Actions

- Do Lifeblood Damage (regular damage, low damage with a secondary effect, or high damage [or affecting multiple targets] with a slight penalty, such as to Defense until the next turn)
- Damage 1 Composure to an Enemy (enemy can Yield Advantage instead)
- Recover 1 Composure
- Disarm an Enemy. Typically, something must be done to set this up (either preceded by a Minor Action to trap their weapon, or a Mighty Success on a Parry). The Difficulty should be a Quality +Melee to knock the weapon away, or a contested unmodified damage roll to break it.
- Cause severe impairment (At a Loss until they spend a Major Action or 1 Advantage to Recover)

Minor Actions

- Cause minor impairment (Give a Penalty Die to their next roll, or a certain roll, trap their weapon with yours, make them At a Loss until they spend a Minor Action to end it)
- Give a Bonus Die to another action (for yourself or an ally)
- Reposition Yourself (get corps-a-corps, block an enemy's path, get past an enemy, disengage from combat, get into an Advantageous Position)
- Arm yourself, progress in loading a weapon (you can allow a roll to do it extra fast. If they fail, it costs the Minor Action, if they succeed, it doesn't or they get 2 Load Actions completed).

Choosing The Quality + Combat Ability

Often the action described will already be covered by existing Maneuvers. You can simply use those as listed. However, sometimes the described effect sounds like one Maneuver, but the execution does not. In that case, you will need to improvise, and simply choose the Quality that seems most appropriate to how the action was described.

Making it a Maneuver

If one of the players used an Improvised Maneuver and you really liked it, you could even develop it as a Maneuver in game terms. You've already decided the mechanics of how it works; what's left is choosing a name for it, and deciding what happens when you master the maneuver. Once it is available as a Maneuver, PCs (and NPCs) can invest Advancement Points to Master it to gain the benefit. Typical benefits of mastering a Maneuver include:

- A Bonus Die (for Minor Actions) and +1 to resist that Maneuver
- +1 Damage with the Maneuver
- Reduce or eliminate an associated penalty

Grittier Campaign Mode

Not all swashbuckling stories are lighthearted affairs. For darker themed campaigns, the GM may consider invoking the following rules options:

- Use Retainers instead of Pawns to raise stakes
- Use 2d10 Dice System instead of 2d6
- Use Slower Healing Alternative (below)
- Raise the cost or disallow Fortune from being spent in certain ways (like evading ranged attacks or certain death).

Slower Healing Alternative

The existing healing rules allow PCs to recover from injuries rather quickly, often restoring full Lifeblood shortly after any combat (unless they were knocked out). This is a grittier system that the GM might use instead. Slower healing forces PCs to be more careful and aware of their resources and their surroundings in an adventure. This can be especially good for a "wilderness hack" or "dungeon crawl" type scenario.

A short rest after combat will allow someone with the Physician/Healer career apply basic first aid to injuries, healing Lifeblood equal to their Career (a minimum of 1 LB). It takes five to ten minutes for a physician to apply basic first aid to each patient. After this, healing will require rest and time.

A character without the Physician or Healer career may attempt to render some useful first aid by making a Moderate (+0) Savvy check with a Penalty Die. On a success, the target recovers 1 Lifeblood. The GM might decide to allow a different Career to be added to this check (like a soldier with experience patching battlefield wounds) but the maximum healing provided will still be 1.

A long rest (of six or more hours) will heal half the damage a character currently has remaining. Any damage remaining is called "Lingering Damage".

Lingering Damage heals at a rate of 1 Lifeblood per day. A person with the Physician/Healer career can make a test with difficulty equal to the Lingering Damage total of the character. If they succeed, the character heals 2 Lifeblood per day thereafter.

When a character's Lifeblood is reduced below 1, that damage is also Lingering Damage.

Lasting Injuries

In combat, sometimes there are injuries that stay with you permanently. While the original rules allow a character to begin play with some permanent injury, normally anybody who survives their injuries during the campaign will fully recover. This option will create scenarios in which a character can receive permanent injuries during the campaign.

Mechanically, these injuries work by giving the character one or more new Flaws along with 2 or more Fortune Points and reducing the Lifeblood lost by the attack (to a minimum of 1). The reduced damage is not to say that the injury is less serious, simply that it is more survivable than the alternative (such as a stab through the heart) or preferable to being Defeated (by Yielding their last point of Advantage).

For example, Ariel the musketeer has no Fortune remaining and currently has only 1 Lifeblood left when she is hit by an enemy musket ball for 11 damage. This would normally indicate death (unless she spent 3 Fortune or Advancement Points to be "mostly dead"). Instead, her player opts to take a Permanent Injury (in this case, a punctured lung), reducing the damage to 1 Lifeblood and giving Ariel 3 Fortune Points (which she also records as Advancement Points). She still falls unconscious, but she is not dead. Or she could have opted to spend one of those 3 Fortune Points to reduce the damage by 2, and remained conscious (and wheezing).

If the character is still conscious after receiving a Lasting Injury, they must also make a Daring roll or lose Composure. The Difficulty of this roll is the same as the number of Fortune Points gained by taking the Lasting Injury.

A character cannot receive the same lasting injury twice. You can choose which one you receive but lose a minimum of 1 Lifeblood unless Fortune is spent to reduce the damage to 0.

Below is a list of possible Lasting Injuries with the Lifeblood saved and Fortune Earned by each.

LASTING INJURY TABLE		
LB	**Lasting Injury Received**	**Fortune**
4	Permanent facial scar. Gain Distinctive Appearance or Unsettling	+2
4	Fractured limb which never heals properly. Gain Lumbering	+2
5	Nerve damage to dominant hand. Gain All Thumbs	+2
5	Psychological trauma. Gain Cowardly or Combat Paralysis	+2
6	Lose your nose. Gain Unsettling *and* Distinctive Appearance	+3
7	Lose an ear or ruptured eardrum. Gain Poor Hearing	+3
8	Lose an Eye. Gain Poor Vision. If you already were missing an eye, you become permanently blind	+3
9	Excruciating pain. Gain Delicate (your new maximum Lifeblood is 2 less; but do not apply this new total until you are near full Lifeblood)	+3
10	Lose a hand. Gain Missing Limb Flaw	+3
10	Punctured lung. Gain Poor Recovery	+3
11	Severe head injury. Gain Absent Minded *and* Combat Paralysis	+4
13	Lose a foot. Gain Missing Limb and you have -10' to your base movement speed	+4
15	Lose an arm at the shoulder. Gain Missing Limb and you cannot have a prosthesis. Because you have no second arm at all, some tasks are impossible rather than at a Penalty Die	+4
20	Lose a leg above the knee. Gain Missing Limb *and* Lumbering and you have -10' to your movement speed but require the use of a crutch. Without the crutch you have -20' to your movement speed	+5



Duelist's Guide

The Duelist's Guide section focuses on the game's unique dueling rules, including new dueling styles and Maneuvers.

Aside from material to use in combat, this guide also deals with some of the roleplaying concerns involved in a character learning a dueling style, becoming a sword master in one's own right, and taking on students of one's own. There is even a guideline for grand masters to create their own unique dueling styles. This addresses the issue not only mechanically, but how it is handled in-character.

New General Boon & Flaw

Grand Master (Boon)

You are a true master of swordsmanship, having discovered nuances of personal combat heretofore undiscovered by man. Students seek you out to learn the art of the blade from you. Before you can take this Boon, you must have mastered at least two Dueling Styles.

As a Grand Master, you have the ability to create new Dueling Styles by spending 20 Advancement Points. See "New Dueling Style Creation (Extended Rules)". You gain the Dueling Style for free when you do this, and you can also teach it to students who spend their own Advancement Points for the

Dueling Style Boon, as long as you spend at least 2 weeks training them.

Whenever you teach a Dueling Style you've created to a new student, you gain that student as a Contact (if they are an NPC). You can spend Fortune to get a favor from your Contacts, but sometimes they will just show up and offer aid on their own.

Notorious Duelist (Flaw)

This Flaw behaves somewhat like the Hunted Flaw, except that it means you attract swordsman looking to prove themselves by killing you. Whenever someone challenges you to a duel without provocation, you earn 1 Fortune Point. If you win the duel, you likely gain an Enemy or Rival as well (a humiliated survivor, or their surviving kin).

New Maneuvers

Goad

Major Action, Daring + Career vs. Daring + Career

Goad is a new Repartee mode of attack that is similar to a Taunt or Intimidation. However, while Taunt works by trying to embarrass an enemy to fluster them and Intimidation attempts to weaken their resolve to fight, Goad is in essence daring an enemy to hit you. It is a challenge to their courage. If you succeed, the enemy will have a Penalty Die to attack anybody but you. If you fail, the enemy gets a Bonus Die to attack you. Either way, you get their attention. This effect ends instantly if you or the enemy is attacked by anybody else. This technique can be an effective way to initiate a one-on-one duel even in the midst of a crowded melee, possibly enticing an enemy to pursue you across some precarious terrain and ordering lackeys to leave you to them.

Horsemanship

Minor Action, Flair + Melee vs. Savvy

The Horsemanship Maneuver is to the mounted combatant what the Footwork Maneuver is for the swordsman on foot. It can be used to get around or past an opponent or obstacle, or allow you to disengage from an opponent unwilling to let you escape. The difficulty is either the foe's Savvy or a set difficulty decided by the GM based on how difficult the obstacle should be to evade.

In some scenarios, the GM may declare that a certain position (such as the top of a hill or near a low-hanging branch) is very advantageous in a fight, granting +1 Defense or +1 Melee to whoever holds that position. Taking such a position off an opponent would require a Horsemanship roll.

Mastery: Bonus Die to Horsemanship rolls, +1 to resist Horsemanship Maneuvers. This Maneuver is for use in combat, while the Born in the Saddle Boon is for non-combat riding.

Forefend Maneuver

Minor Action

An enemy who becomes predictable becomes much less dangerous. You anticipate their mode of attack and prepare a defense against it.

Choose an offensive Melee or Brawl maneuver. Your opponent gains a Penalty Die to use it on you. This lasts until you disengage (either on purpose or by Yielding Advantage), or use Forefend Maneuver again to name a different maneuver.

Note: There are two ways to approach using this maneuver. One way is for the user to secretly write down the name of the maneuver they are preparing against. The other is to openly declare it. Which method is used is up the GM based on the play-style of the group. Secretly writing it down can allow mystery until it is used (at which point the offending attacker rolls a Penalty Die), but has the added step of having to write something down. Openly declaring the maneuver means that the opponent is now much less likely to use it, in essence allowing one duelist to "veto" a certain maneuver. Each has their advantage and drawback.

Mastery: Choose two maneuvers when you use Forefend Maneuver.

Quick Mount / Dismount

Minor Action, Hard [-2] Flair + Career

You try to mount or dismount a horse quickly. If you succeed at this roll, you leap onto (or off) the saddle but do not expend the Minor Action. If you fail, you either spend the Minor Action or split your action and take the penalty.

Mastery: Success is Automatic (you always can mount or dismount a horse without expending a Minor Action or taking a penalty).

Study Opponent

Minor Action, Savvy + Duelist vs. Duelist

Roll a Savvy + Duelist (Career) test for you vs. the opponent's Duelist Career (you learn their rank automatically when performing this Maneuver). If the opponent does not have Duelist or the equivalent, you make an Easy (+1) test instead. If you succeed, you learn one fact about their fighting technique. On a Mighty Success you learn two facts. On a Calamitous Failure, you give yourself away and your opponent gains 1 Advantage (even over their maximum). Some examples of facts you can learn (you get to choose what type you want to learn):

- What dueling style the opponent is using and their level of mastery.
- Their best Quality.
- Their Rank in one Combat ability you've seen them use.
- What defenses they have against one particular maneuver. This would include if they are using Forefend Maneuver against it, as well as the difficulty to use the maneuver on them.
- Their bonus to up to two maneuvers you've seen them do (includes whether they are a master of that maneuver or not).

Mastery: Bonus Die to use Study Opponent and +1 to resist Study Opponent by others.

Dueling Styles

Below follows a number of new dueling styles, as well as a compilation of dueling styles published in sources outside the ***Honor + Intrigue*** core rule book. In addition, the original dueling styles are reprinted here and revised. The styles are generally organized by weapon type.

Epee Styles

Styles using the rapier, ropera, or foil either alone or paired with another weapon in the off-hand.

The Academy Style

This style focuses on the intellectual aspects of swordplay to an even greater degree than the Spanish Style. Manuals used by duelists of the Academy Style are full of angles, lines, and mathematical formulae as well as insights into frequently observed patterns. Duelists of the Academy Style not only memorize these patterns; they learn to observe them in their opponents, making even the briefest of moments into a careful study.

Weaponry: An epee, either alone or with a dagger in the off-hand

Maneuvers: Study Opponent, Forefend Maneuver, Riposte, Stop-Thrust, Dodge

Style Benefits: I Saw That Coming: You've learned to read people in a duel the same way a poker player can read the "tells" of their opponent. When you use Forefend Maneuver and the resulting Penalty Die causes the opponent's attack to miss you, you may Riposte as if you had successfully Parried an attack.

Final Secret: Ready for Anything: You have become so attuned to the science of the blade that you can predict how the fight will go in your mind and choose the moment to end it on your own terms. When you succeed with Study Opponent, you can choose to spend a Fortune Point for a Bonus Die even after seeing the result of a dice roll against that opponent. Once you use this ability, you must succeed on Study Opponent again to re-use it.

La Fère

Named for le Comte de la Fère, it is a style not invented by him but much associated with his employment of it. The style superficially resembles the French or Toreador Styles, employing an epee in one hand and a cape in the off-hand. However, it is an aggressive style, using the cape as though it were a weapon, often concealing a crushing fist.

Weaponry: An epee and a cloak

Maneuvers: Feint, Disarm, Bind, Beat, Barehand Parry

Style Benefits: The Iron Fist in the Velvet Cloak: You may use a cloak to Beat and Disarm, and you may also use it to Barehand Parry (as well as Cloak Parry). The cloak-covered hand has Protection of 1d2 if not protected by a heavy glove. When you get a Mighty Success using the cloak, you may make a free Brawling attack. You get +1 to any rolls to Goad an enemy while wielding a cloak.

Final Secret: Relentless Attacker: When you strike an enemy with a Brawling attack, you get a Bonus Die to hit and damage with Bladework attacks against that enemy until the end of your next turn. This effect ends if you Yield Advantage in the meantime.

Féroce-Sauvage

The rapier is known as a gentleman's weapon, a symbol of elegance and sophistication that emphasizes brain over brawn. Duelists of the Féroce-Sauvage Style frequently disabuse swordsman of this misguided prejudice as they lash out in a frenzy. In some ways, Féroce-Sauvage seems to derive from the brutal Old Style, while adding a modern panache of flashy and unpredictable moves. The strength of the style is its unpredictability, as it is so different from most conventional methods for the epee. Among these is the use of the epee to Moulinet, even though it is primarily a thrusting weapon, and the use of improvised weapons or even hurled swords.

Weaponry: An epee, often with an improvised weapon

Maneuvers: Blade Throw, Dirty Fighting, Shove/Trip, Hilt Punch, Moulinet

Style Benefits: Reckless Rage: When you defeat a Pawn with a Bladework or Brawling attack, you do not take any penalty on subsequent attacks against Pawns. Add your full Might to Blade Throw damage and you can use Blade Throw to hurl just about any Improvised Weapon at an enemy with a 5′ Range Increment. You also get +1 to Intimidate an enemy while wielding an Improvised Weapon.

Final Secret: Fighting Fury: You have learned to harness the thrill and fury of combat to wade headlong into the enemy. Whenever you use Charge to make a Bladework or Brawling attack, you may roll to hit and damage with a Bonus Die. If you defeat a Pawn as part of your charge, you may elect to keep moving to another target (or you can stop and engage adjacent Pawns using Reckless Rage).

The French Style

Originally influenced by the Spanish and Italian styles, the French style uses flashy actions to befuddle the opponent and also favors the use of a small weapon (like a main gauche or baton) or cloak in the off-hand. The French Style emphasizes tricks and flashy moves, and the swordsman is well used to such things. You can't kid a kidder, as they say.

Weaponry: An epee and small off-hand weapon or cloak. A baton (1-handed club), dagger, main gauche, or parrying dagger are all acceptable choices.

Maneuvers: Glide, Tag, Footwork, Riposte, Feint

Style Benefits: You Can't Kid a Kidder: You can spend a Fortune Point to get +2 to resist any Melee Maneuver that does not target your Defense. Thus, a French Style duelist with a Savvy of 2 targeted with a Feint Maneuver could spend a Fortune Point to make the difficulty -4 instead of -2.

Final Secret: Power of Confidence: You've learned how to defeat an opponent before striking a telling blow by getting into his mind. When you get a Mighty Success with a Major Action that doesn't do damage (such as Tag or Dirty Fighting), you gain a Fortune Point. This Fortune Point does not grant you any Advancement, however.

The Italian Style

Also known as "Florentine Style," the Italian style follows the adage that "the best defense is a good offense". For this reason, strength training in the sword arm is of great importance, as well as being able to strike down your opponent quickly. While the main gauche is usually meant as a defensive weapon, students of the Italian style are quite deadly with it and use it as much for offense as for defense, much to their opponents' surprise.

Weaponry: An epee and a main gauche

Maneuvers: Lunge, Stop-Thrust, Beat, Bind, Sword Break

Style Benefits: A Strong Offense: In your hands, a main gauche does 1d6 damage instead of 1d6-1. In addition, students of the Italian style have a very strong grip, getting +1 to resist being disarmed.

Final Secret: The Cross Lunge: If you get a Mighty Success on an attack with either your epee or main gauche, you may make a free Bladework attack with the other weapon as well.

The Spanish Style

Also known as "La Verdadera Destreza" (the True Art), this style emphasizes footwork and keeping your blade always pointed at your enemy. Fencers of this style train within a circle filled with geometric patterns, which are used to teach students lines of attack, footwork, and defense. Stepping to the side as you make an attack (or defense) is a hallmark of this style. This style teaches the swordsman to cut as well as thrust with the rapier.

Weaponry: An epee

Maneuvers: Quick Cut, Footwork, Riposte, Dodge, Tag

Style Benefit: Slim Target: While you are armed with a rapier and keep your off-hand behind your back, you may spend 1 Fortune Point for +2 to your Defense against a Melee attack.

Final Secret: Unmoving Steel Wall: You've become adept at standing your ground and parrying rather than retreat from attack. You may spend a Fortune Point to make a free Parry, even if you have no actions remaining.



Torbellino

Literally "Whirlwind", the Torbellino style teaches swordsmen to wield a sword in each hand! Legend holds that this style is based on one brought to Spain by the Moors in the eighth century and adapted to the epee in the 15th century. The main fencing school to instruct in the Torbellino style is in Cordoba, and as such it is sometimes known as the Cordoba Style.

Weaponry: Two epees, one in each hand

Maneuvers: Quick Cut, Footwork, Dodge, Riposte, Lunge



Style Benefits: The Steel Whirlwind: You are a true terror when whirling your blades through an army of Pawns, dropping many who dare to get too close. When a Pawn misses you with an attack, you may make a Riposte against one Pawn. Unlike most uses of Riposte, you don't need to succeed on a Dodge or Parry first.

Final Secret: Two Bladed Defense: If you get a Mighty Success with a Parry or Riposte, you may make an immediate Bladework attack with the other sword.

Toreador

Inspired by the tradition of bullfighting, the Toreador style teaches the swordsman to wield a sword in one hand and use a cape in the other to distract and confuse.

Weaponry: An epee and cape

Maneuvers: Feint, Dodge, Cloak Parry, Footwork, Riposte

Style Benefits: Ven, Toro!: You have honed the art of misdirection to become deadly. On a successful Feint, you can use the Bonus Die for damage instead of to hit.

Against large animals or monsters, you do +2 Dmg.

You also get +1 to any rolls to Trick or Taunt an enemy while wielding a cape.

Final Secret: Deadly Diversion: You get a Bonus Die to damage with a successful Riposte if it follows a Dodge or Cloak Parry. An enemy that charges you has a Penalty Die to damage, as you are adept in evading the worst of such an attack.

Small Sword Styles

The Small Sword Style

A style that has recently grown out of the Netherlands, and is becoming popular among some of the French nobility, the Small Sword style uses the stiffer, shorter small sword over the rapier. It has no cutting edge at all, so it cannot be used to perform cuts, only thrusts.

Its short length makes it a quicker weapon to use, and the style emphasizes speed. The student learns to fight with their off-hand behind their back, while wielding the small sword in the main hand.

Weaponry: A small sword

Maneuvers: Quick Draw, Stop-Thrust, Dodge, Glide, Riposte

Style Benefits: A Mighty Sting: Students of the Small Sword Style have learned to make up for its shorter blade, making it just as deadly as a rapier in their hands (it does 1d6 damage instead of 1d3+1).

Final Secret: The Swarm of Hornets: You move with the speed of lightning. You can split your actions into three actions with the small sword. Each action is taken at a -4 penalty, however.

Backsword Styles

Styles that focus on the cutlass, saber, scimitar, or similar weapons.

Baaz Ke Panje

This style, initially developed in India, translates to "Falcon's Talon". It takes its name from the arm positioning and weaponry of the practitioner; which, from above, resembles a falcon's outstretched claw in profile (the scimitar is the long claw, the knife is the rear claw). And just as a falcon is known for its deadly grip, so too is the fighter of this style.

Weaponry: A scimitar or talwar with a knife in the off-hand, usually a kukri.

Maneuvers: Bind, Quick Cut, Feint, Glide, Sword Break

Style Benefit: The Raking Nail: If you have an opponent in a Bind and they successfully escape (with Glide or unbind themselves), you may use a Reaction or a Fortune Point to perform a Glide on the opponent, raking them with your blade as they escape your hold. If the opponent unsuccessfully tries to escape your Bind, the difficulty to escape increases by 1 on their next attempt. This later effect is cumulative with itself.

Note that an opponent can automatically escape a bind by dropping their weapon and Yielding Advantage; doing so would not entitle you to a free Glide attack.

Final Secret: Rending Claws: You have become adept at using both your blades as one. On any round where you do not split your actions, whenever you roll damage on an attack, roll for both weapons and use the higher result. This includes use of the Sword Break maneuver against an opponent, as you use one blade to hold theirs in place and the other to shear it off.

Badiya Siklon

The Bedouin know of many dangers that await for those crossing the burning sands, but the scorching sun and poisonous vipers pale in comparison to the danger of being buried alive in a sandstorm, which can come out of nowhere.

Another danger that caravan masters have learned to fear is assaults by bandits. Those who are wise know to hire capable guards able to ward them off, even when outnumbered. Swordsmen trained in the Badiya Sikon ("Desert Cyclone") style are prized for this purpose, nimbly slicing their way through a dozen caravan raiders, and evening the odds in seconds.

Weaponry: A pair of scimitars

Maneuvers: Quick Cut, Footwork, Riposte, Moulinet, Dodge

Style Benefit: Reaping Whirlwind: You rip through your opponents like a terrible sandstorm, spinning through them in a vortex of flashing steel. When using the Moulinet or Bladework Maneuver against Pawns, you can re-roll the first failed attack roll.

Final Secret: Relentless Storm: When you have your foe on his heels, you cannot be stopped. Whenever a foe Yields Advantage to you, you get

+1 to your next Bladework attack against that opponent. If they Yield Advantage again, the bonus increases to +2, and to +3 if they Yield Advantage again, and so on. If you successfully strike the foe for damage, miss, or the foe successfully uses a Reaction, this benefit is negated. If you miss the foe, however, you cannot Yield Advantage again until the start of your next turn. This ability is especially useful in concert with dual wielding, as it offsets the penalty for Splitting Actions. Alternatively, it works well in concert with making a Called Shot, as you are pressing the foe until you have them right where you want them before you make the last lethal cut.

Drake's Style

Supposedly started by the famous Sea Dog himself, this style teaches buccaneers how to fight for their freedom from the lash or the noose using any means necessary. The student wields a cutlass in the main hand and another weapon in the off-hand. This other weapon can be a second cutlass, an axe, a hook-hand, a knife, belaying pin, pistol butt, or any other relatively short weapon that happens to be lying around.

Weaponry: A cutlass and a short off-hand weapon (either a cutlass, axe, hook-hand, knife, club, or even improvised weapon)

Maneuvers: Bind, Shove/Trip, Dirty Fighting, Quick Cut, Beat

Style Benefits: Any Port in a Storm: Swordsmen of Drake's Style ignore the penalties for using improvised weapons. In addition, you are also so accustomed to the pitch and roll of the sea that you do not suffer any penalty while Balancing and get a Bonus Die to avoid being knocked down whenever you are hit while Balancing.

Final Secret: Cross Bones: You have become so fierce you deal +1 damage with whatever weapon you are using in your off-hand, so long as it is a weapon that could be used with Drake's Style. So a boarding axe, hook-hand, belaying pin, pistol butt, etc., each becomes more deadly when wielded by you along with a cutlass.

The Eastern Style

Also called "the Polish Style," this style is also common throughout Eastern Europe, including Russia and the Ottoman Empire. In Poland (and Eastern Europe in general) the side sword worn by nobility is not the rapier, but the saber. As it was originally designed for men on horseback, this style focuses on attacking the opponent's upper body in a box-shaped pattern of attack. The proper stance with this style is to hold your saber high with your off-hand tucked behind your back or gripping the reins of your horse.

The name of the Eastern Style, of course, comes from the perspective of Western Europeans. The style itself goes by many names, depending on the nation in which it is used, and each has its own variations in technique as well. Weaponry also varies from Polish and Russian sabers to Arabic scimitars (all varieties of backswords). Below are some sample names you can use for the style based on region (you might even swap a Maneuver for another to further individualize them).

Arabia: Saif
Persia: Shamshir
Russia: Shashka
Germany: Heidelburg
Morocco: Nimcha
Poland: Szabla
Turkey: Kilij
Weaponry: A backsword

Maneuvers: Moulinet, Glide, Disarm, Quick Cut, Riposte

Style Benefits: Swordsmen of the Eastern style learn exceptional speed, getting a +1 to Initiative rolls.

Final Secret: The Steel Whirlwind: You spin with your blade in a whirling frenzy. You may spend a Fortune Point to make a free Bladework attack at -2 to hit, even if you have no remaining actions.

Fedai

This style, (pronounced "Fed-Aye-EE"), is favored by city watch and the sultan's palace guards, as it aids them in subduing threats (it is always better to take someone alive when possible, both for justice and to improve security).

It is a somewhat versatile style in that the fighter is trained to use a heavy scimitar with a slightly longer handle and blade, allowing it to be used in either one or two hands, letting the swordsman to switch from powerful two-handed chops to having

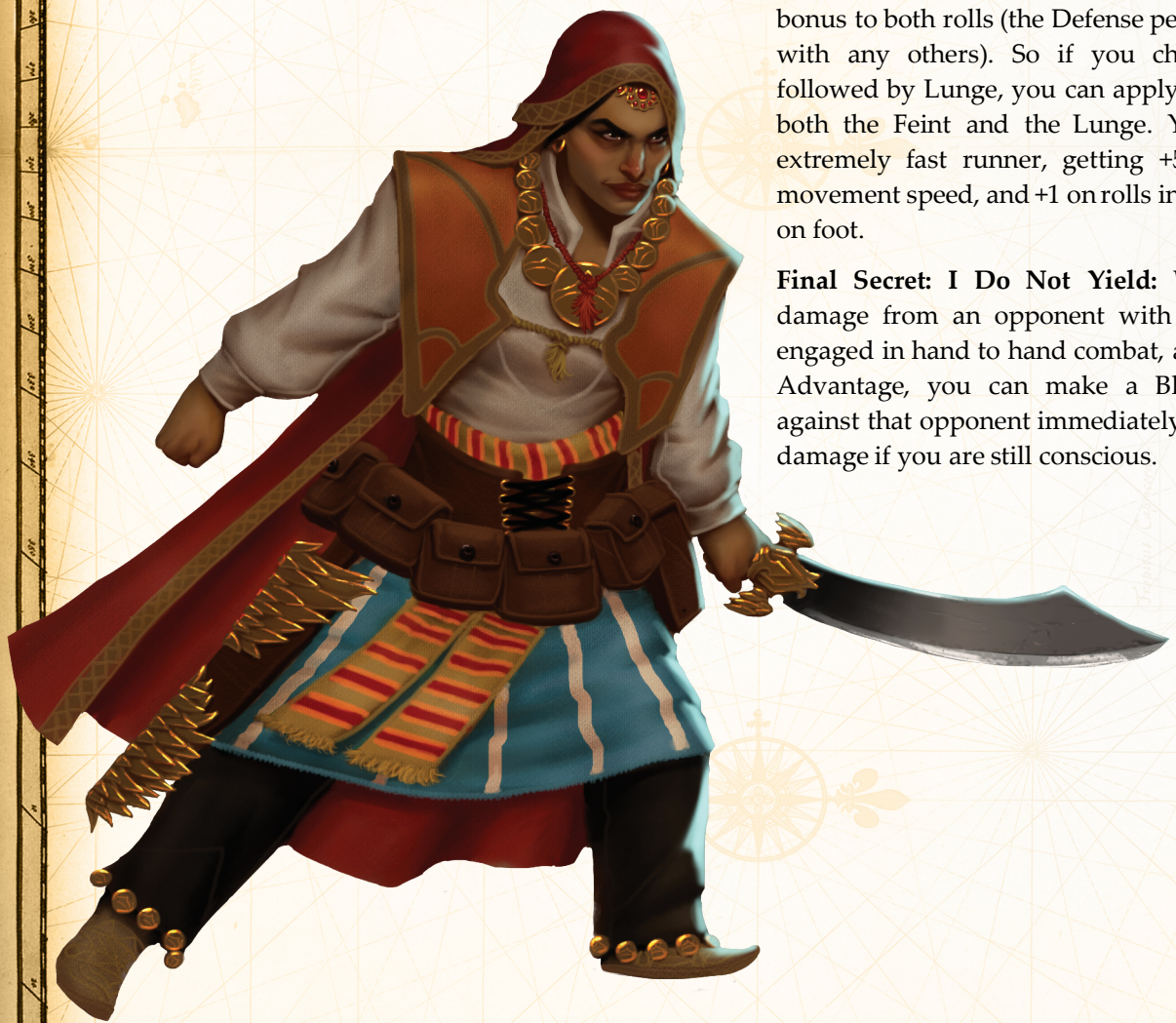
a free hand to subdue an enemy. The swordsman can, of course, still function with a regular scimitar, but loses the two-handed swing as an option.

Weaponry: A heavy scimitar that can be wielded in one or two hands. In two hands, this sword does 1d6+1 Dmg. In one hand, it has -1 to Parry.

Maneuvers: Grapple, Shove/Trip, Beat, Moulinet, Disarm

Style Benefit: If you get a Mighty Success with a Grapple or Beat, you may make an immediate Quick Disarm or Bladework attempt against the opponent.

Final Secret: Heavy Blade Master: When wielding the Heavy Scimitar in one hand, you no longer have the -1 Penalty to Parry. When wielding the Heavy Scimitar in two hands, you get a Bonus Die to damage rolls with it.



Yıldırım

While the Eastern Style, in its many variations, is the dominant style of swordsmanship with a single backsword, it is not the only style. The *Yıldırım* style, originating in Turkey, translates to "lightning". Like the Eastern Style, Yıldırım focuses on speed, but instead of defense, channels that speed offensively. A Yıldırım swordsman is constantly advancing, even when under attack. A Yıldırım swordsman avoids retreat whenever possible, and circles around an opponent to cut off his escape.

Weaponry: A scimitar

Maneuvers: Feint, Footwork, Tag, Lunge, Stop-Thrust

Style Benefit: Charge!: You can utilize *any* of the Yıldırım Maneuvers while charging (except Stop-Thrust). If you make a Minor Action while charging that receives the bonus, and you have a Major Action remaining, you can apply the charging bonus to both rolls (the Defense penalty also stacks with any others). So if you charge and Feint followed by Lunge, you can apply the +1 bonus to both the Feint and the Lunge. You are also an extremely fast runner, getting +5' to your base movement speed, and +1 on rolls involving running on foot.

Final Secret: I Do Not Yield: When you take damage from an opponent with whom you are engaged in hand to hand combat, and do not Yield Advantage, you can make a Bladework attack against that opponent immediately after taking the damage if you are still conscious.

Broadsword Styles

Styles that focus on using the heavier broadsword.

Falkinson

Hailing from the Scandinavian countries, the Falkinson style focuses on the use of a particular broadsword known as a "bastard sword" or a "hand-and-a-half" sword, which has a cross-guard and no basket-hilt, as well as a slightly longer blade. While the weapon can be wielded one-handed or two-handed, the style focuses on allowing the wielder to switch grips depending on their current priorities in a duel. As such, it is a style known for its flexibility.

When used in one hand, the off-hand can be used to wield another weapon, hold a shield, grab a rope, or some other utilitarian or defensive purpose. When wielded in two hands, the wielder maximizes their strength, making attacks more damaging. The style taught by this school is rough indeed, and a Falkinson graduate often has several scars to prove it. There are two sets of bonuses for practitioners, depending on how the sword is gripped. The player must choose which grip bonus s/he is getting at the start of every turn.

Weaponry: A broadsword, specifically a bastard sword.

Maneuvers: Weapon Bind, Beat, Sword Break, Moulinet, Dirty Fighting

Style Benefits: Versatility: While wielding a bastard sword in two hands, you do an additional +1 damage with it, which also affects Sword Break attempts. While wielding a bastard sword in one hand, you receive +1 to your Defense against Melee and Brawling attacks.

Final Secret: Falkinson's Gambit: While wielding a bastard sword in two hands, you can wager a Fortune Point to reroll a damage roll and use whichever was higher. If the result on the rerolled d6 less than the original roll, you get to keep the Fortune Point. You must pay the Fortune Point if the roll was a tie, or higher than the original. While wielding a bastard sword in one hand, you may reroll any failed Parry by spending a Fortune Point. If you fail again, you can spend another Fortune Point to try again, as long as you have Fortune Points remaining.

The Old Style

This style of swordsmanship is based loosely upon knightly fighting with sword & shield, using a broadsword and buckler (or fist). It is waning in popularity among gentry, but the military and traditionalists continue to favor this style. Though it has its roots in chivalry, the style itself is not chivalrous, as groin kicks were among the favorite moves.

Weaponry: Broadsword and buckler or a gauntleted fist.

Maneuvers: Dirty Fighting, Shove/Trip, Beat, Hilt Punch, Bind

Style Benefits: Iron Resolve: The ferocity of the Old Style enables the swordsman to remain conscious at 0 Lifeblood.

Final Secret: My Sword and Shield are One: You have become an expert at using the buckler and sword in harmony. Whenever you get a Mighty Success with the buckler or your fist (whether this is for an attack, Parry, Hilt Punch, or any other combat roll), you get a free Bladework attack with the broadsword.

Roland

Drawing its name from Charlemagne's legendary paladin, the Roland style hearkens back to the age of feudalism. While the Old Style has adapted to use the more modern buckler, Roland students still fight with a broadsword and a kite shield and cling to the concept of chivalry. Because they put such a high premium on bravery, students of the Roland Style should take the Laugh in the Face of Danger Boon.

Weaponry: A kite shield and broadsword. Variants of the style teach the student to wield an axe and shield or a mace and shield instead.

Maneuvers: Beat, Shove/Trip, Hilt Punch, Moulinet, Riposte

Style Benefits: Knight of the Shield: Fighters of the Roland Style are trained in the use of a kite shield. This means that they do not lose the usual 1 point

of Advantage, but do have a -1 Penalty to attempts to hide, acrobatics, (and other Career Tests the GM might find a large shield to hinder) and Initiative rolls. Swimming with the kite shield gives a -2 Penalty instead and no Penalty Die.

You have also learned to turn the extra weight of the kite shield from a liability into an asset. When using the shield to perform any Maneuver, your Might is considered 1 higher to resolve that action.

Style Detriments: The Roland Style instills in its students a great deal of importance in the knightly virtues of valor, chivalry, and fair play. For this reason, fighters of the Roland Style have a Penalty Die to Dirty Fighting.

Final Secret: Valorous Rally: You are prepared to fight till the last breath to defend what you believe in. While you are reduced to 4 Lifeblood or less or have only 1 point of Advantage remaining, you gain a Bonus Die to all combat rolls (but once you regain some Advantage, such as with a Mighty Success, this effect ends).

You are also a truly courageous warrior, and your valor is contagious. When an enemy attempts to frighten you (with Intimidation or Terror) and fails, that enemy must make an immediate Daring check or lose 1 Composure. Your bravery is so inspiring that allies within 30' who can see you get a Bonus Die to make Daring rolls to resist fear (including Close Calls, Intimidation, and Terror checks).

Greatsword Styles

Styles that focus on the use of a two-handed sword.

The Highland Style

This style continues to be popular in Scotland, despite the lighter blades favored in England. This style teaches the student to wield a claymore (greatsword). The student is taught to whirl their blade at great speed to "make great room" around themselves with their blade.

Weaponry: A greatsword (claymore).

Maneuvers: Moulinet, Beat, Hilt Punch, Footwork, Disarm

Style Benefits: Faster Than I Look: While armed with a claymore, you do not have the usual -1 penalty to Parry.

Final Secret: Unstoppable Tenacity: You've become so hardened by training you can withstand greater punishment than most men. Whenever you are damaged by an attack, you may spend a Fortune Point to reduce the damage by 3 (instead of the usual 2). Against Pawns, you can spend a Fortune Point to reduce the damage by 6 (instead of the usual 4).

Zweihander Style

Derived from the Old Style, the Zweihander Style remains in use in Germany where it is common among the Doppelsöldner mercenaries clad in their bright motley uniforms. Because the two styles carry so much in common, it is very possible to master both the Old Style and the Zweihander Style (you do have to buy both Boons). While the two styles cannot be used simultaneously, you still would gain the additional Advantage for mastering each, as you are yet more experienced with another type of weaponry.

Weaponry: A greatsword (zweihander) usually combined with kicks, headbutts, and elbow-jabs.

Maneuvers: Dirty Fighting, Shove/Trip, Beat, Hilt Punch, Bind

Style Benefits: Iron Resolve: The ferocity of the Zweihander Style enables the swordsman to remain conscious at 0 Lifeblood.

Final Secret: My Sword and Body are One: You have become an expert at using your body and sword in harmony. Whenever you get a Mighty Success with a non-damaging Maneuver, such as Dirty Fighting, Beat, or Shove/Trip, you get a free Bladework Attack with the greatsword.

Mounted Styles

This section introduces mounted combat styles which can only be used while riding a horse.

Chevalier de Mode

From the French word for "Knight" and "Fashion" (as in, following modern trends), the Chevalier de Mode Style of mounted combat is an attempt to

blend the classical mounted lancer of old with the modern cavalry soldier armed with pistols. Fighters of the Chevalier Style are trained to charge with the lance, and once having struck with it, quickly switch to pistols to sow chaos among the ranks.

It is recommended that those who wish to learn the Chevalier de Mode Style also have the Born in the Saddle Boon (which grants a Bonus Die to non-combat riding checks). Most characters trained in the Chevalier de Mode Style should have the Soldier career, as this is a form of military training.

Weaponry: Horse-Lance and Horse Pistols from horseback. Typically, the lance is discarded after a successful attack.

Maneuvers: Hilt Punch, Dodge, Quick-Load, Quick Draw, Horsemanship

Style Benefits: From the Old to the New: When charging with a lance from horseback, you do +1d6 Dmg instead of +1d3. After striking an opponent with the lance, you must discard it, but you may make a free Quick Draw attempt to grab a Horse Pistol. You do not have the typical penalty to Quick Draw a Horse Pistol from a saddle horn. When you strike with the butt of a Horse Pistol, you do 1d6 Dmg.

Style Detriments: You may only use the Chevalier de Mode Style while you are mounted. Likewise, because your feet are not on the ground, you cannot use Lunge or Footwork at all while using the Chevalier de Mode Style.

Final Secret: Horseman of Death: Everyone knows to fear the horseman who wades into battle with a thundering pistol in each hand, wreathed in smoke and surrounded by screams. When you Split Actions to fire two horse pistols as a Major Action, you gain a Terror Rating. The Terror Rating is equal to the number of attacks that hit (whether or not a Close Call was used). All enemies within Close Range must make a Daring test against your Terror Rating or Lose 1 Composure. Instead of losing Composure, Pawns will flee (roll 1d6+2 to see how many within Close Range do).

El Cid (Caballero Style)

Named for the famed Spanish knight, the El Cid Style trains the fighter in the art of mounted swordsmanship. The tradition has been passed down since medieval times, and Spain has produced some of the finest horsemen and swordsmen in all Europe, making their *Caballeros* a force to be reckoned with.

It is recommended that those who wish to learn the El Cid Style also have the Born in the Saddle Boon (which grants a Bonus Die to non-combat riding checks). Most characters trained in the El Cid style should have the Soldier career, as this is a form of military training.

Weaponry: Sword from horseback (It is likely a broadsword or saber, but some even use a rapier).

Maneuvers: Horsemanship (See New Maneuvers), Moulinet, Shove/Trip, Quick Cut, Hilt Punch

Style Benefits: Tall in the Saddle: You can Yield Advantage to attacks while mounted. A Mighty Success against a mounted opponent gives a free Shove/Trip attempt to knock them out of the saddle. Against opponents on foot, you have +1 Defense against Melee or Brawling attacks.

Style Detriments: You may only use the El Cid Style while you are mounted. Likewise, because your feet are not on the ground, you cannot use Lunge or Footwork at all while using the El Cid Style. When Moulinet is used, it can only attack on one side of the horse.

Final Secret: A True Knight: Against opponents on foot, you do +1 Damage. Against opponents on horseback, you have +1 Defense against Melee or Brawling attacks due to your superior training. Finally, if you are unhorsed, you can spend a Fortune Point to keep yourself in the saddle.

Ranged Styles

This includes styles for thrown weapons as well as aimed weapons. It should be noted that most ranged styles do not give Advantage for mastering them; however, they do usually give an additional benefit instead.

Lanzamiento

It is said that this style was started by a juggler who'd accidentally spilled a noble's drink during his act. The juggler was challenged to a duel, and accepted. On the day of the duel, each fighter was allowed a choice of swords and daggers. Rather than one of each, the juggler simply chose two daggers. When the duel began, each man circled the other, sizing them up and planning their approach. As the noble lunged forward, two knives flew at him. Dodging one put him directly in the path of the other, striking him down.

Weaponry: Throwing Knives or Daggers

Maneuvers: Quick Draw, Staple, Aim Shot, Tag, Barehand Parry

Style Benefits: Catch as Catch Can: You can throw a dagger to use the Tag Maneuver, using Ranged instead of Melee. You can use the Barehand Parry Maneuver to defend against thrown weapons (including grenades), arrows, and similar ranged attacks. If you succeed, you take no damage and you also catch the weapon. You can spend 1 Fortune to immediately throw it back.

Final Secret: Flurry of Knives: When you use the Ranged Attack, Tag, or Staple action to throw a knife, you can split your action up to four times instead of the usual two. When you do so, the penalty you take to hit is equal to the number of knives you choose to throw (to a maximum of four). So you could throw four knives, with a -4 Penalty to hit with each or three knives with a -3 Penalty to hit with each. You can add your full Might to damage with thrown knives. You do not gain +1 Advantage for mastering this style.

Locksley Archery Style

Named for the famous English highwayman, Sir Robin of Locksley (also known as Robin Hood), the Locksley Archery Style continues to teach the way of the bow long after it has fallen out of military usage. In the 17th century, bows are still used for amusement, but combatants trained with the Locksley style prove that it is still a deadly weapon.

Weaponry: Bow and arrows

Maneuvers: Quick Draw, Aim Shot, Staple, Tag, Disarm

Style Benefit: Splitting the Arrow: You can make Tag and Disarm attempts using Range instead of Melee, and Flair instead of Might (for Disarm). You also have +1 to use a bow to perform Stunts.

Final Secret: Hail of Arrows: You can loose arrows at incredible speed. You may split actions in the round while armed with a bow and arrows if you make a successful Quick Draw check. In addition, you may fire up to four arrows in a round in this manner instead of the normal two actions for splitting your action. When you do so, the penalty you take to hit is equal to the number of arrows you choose to fire (to a maximum of four). So you could fire four arrows, with a -4 Penalty to hit with each or three arrows with a -3 Penalty to hit with each. In addition, you do +1 Dmg when doing a Called Shot with a bow. However, you do not gain +1 Advantage for mastering this style.

Schwarzpulver Pistol Style

While the rules of pistol dueling vary from land to land, and the sword is still the primary weapon used for dueling until the 18th century, in the lands of Germany, pistol dueling achieved its most savage interpretation. Rather than consider the matter settled after a single shot, the duelists would draw their pistols on a signal and exchange shots and reload until only one man remained standing. Thus the ability to reload quickly was of great importance! This style was also proved practical on the battlefield in addition to the field of honor.

Weaponry: Pistol

Maneuvers: Quick Draw, Quick Load, Aim Shot, Hilt Punch, Disarm

Benefit: Not So Fast!: Using a pistol, you can attempt to shoot a foe's weapon out of their hand! This works as a "Quick Disarm" made using Savvy +Ranged instead of Might +Melee. Ranged penalties apply to the roll in addition to the base difficulty. An opponent disarmed in this fashion also has a Close Call.

You also ignore the -2 Penalty when hip-firing a pistol.

Final Secret: Cool Under Fire: The key to victory is never to flinch: it ruins your aim. When you spend Fortune to avoid a ranged attack, you do not get unnerved by a Close Call. In addition, you are so meticulous in the care and use of your pistols that you rarely ever suffer a serious misfire. When you roll a Misfire, instead of spending a Fortune Point to choose your result, you may spend a Fortune to simply avoid misfiring entirely. If you choose not to spend the Fortune Point, you may still roll a Bonus Die whenever you roll on the Misfire Table. However, you do not gain +1 Advantage for mastering this style.

Sharpe Musket Style

This style is named for an English infantry officer ordered to defend a castle no matter the cost. When an enemy army approached, he told his men there was but a single choice: fight on or die. With a single company, he managed to hold off a veritable army. Sharpe's men fought with a tenacity, adaptability, and coolness under fire yet unseen. The style uses a musket both at range and in melee, usually affixed with a bayonet. It focuses on remaining cool under pressure and making every shot count.

Weaponry: Musket, often affixed with a bayonet

Maneuvers: Aim Shot, Quick Load, Hilt Punch, Lunge, Stop-Thrust

Style Benefits: Make Ready: Up to twice per round, when you drop an opponent or get a Mighty Success while using a musket (even in Melee), you may make a free Quick Load check. If your musket was already loaded you may make a free Ranged Attack with a Penalty Die.

Final Secret: Advance: When an opponent spends a Fortune Point to avoid your musket fire and fails their Daring roll against a Close Call, they must also Yield Advantage. An opponent Defeated in this manner will flee the scene unless you have an ally nearby to capture or dispatch them. Whenever you kill a Pawn with a musket, 1d3 adjacent Pawns must make a Moderate (+0) Daring test or retreat.

Wilhelm Tell's Style

Named for a famous Swiss marksman so accurate, he once shot an apple from the head of his own son, this crossbow technique is used by the best shots around the world, where it goes by an assortment of names. It was initially favored by medieval marksmen, but it will remain in use by snipers long after the development of gunpowder simply for its ability to kill without much noise.

Weaponry: Crossbow

Maneuvers: Quick Load, Staple, Disarm, Tag, Aim Shot

Style Benefit: Trick Shooting: Like their famous predecessor, practitioners of Wilhelm Tell's Style are adept in shooting at small targets and making impressive trick shots. You can make Tag and Disarm attempts using a crossbow at range, replacing Melee with Ranged Combat Ability. Flair is used to hit with both Maneuvers, and range penalties apply on top of any other difficulty to the shot. A ranged Disarm attempt is always considered a "Quick Disarm", thus incurring a Penalty Die on the roll. An opponent who is successfully Disarmed in this fashion also has a Close Call.

Final Secret: Snapshot: Your reflexes have become so keen that you can shoot an enemy in the nick of time as long as you have a quarrel ready. If your crossbow is loaded, you can spend a Fortune Point to make a free Ranged attack against an enemy within range that is about to attack you or an ally. This hastily aimed shot has a Penalty Die on the damage roll. If the shot kills the target, their attack never occurs. If the target survives your shot, the attack is made with a Penalty Die. However, you do not gain +1 Advantage for mastering this style.

Miscellaneous Styles

These styles encompass a myriad of different weapons.

Boxing

Since ancient Greece and Rome, boxing has existed both as a spectator sport and as a means of defense. Boxers fight unarmed, but they are certainly dangerous if they've been sufficiently trained. The training regimen involves a great deal of endurance training. It is suggested that a fighter of the Boxing Style take Born Athlete as well as Thick Skinned.

Weaponry: Unarmed (though heavy gloves are a good idea if your enemy is armed).

Maneuvers: Footwork, Dodge, Riposte, Barehand Parry, Beat

Style Benefits: Punching Power: Your fists are extremely hard and do 1d3 Dmg with punches and add your full Might to the damage.

Counterpunch: You can Riposte with a punch, using Brawl instead of Melee.

You can also use the Beat Maneuver unarmed, even against an armed opponent, without any problem, as you simply push the opponent's body off-balance, or hit their hand or haft of their weapon.

Final Secret: Lethal Weapons: You do not flinch from a fight, even against enemies wielding swords. You are never considered Unarmed, even when fighting an armed opponent. In addition, you have mastered combination punches, allowing you to strike with great speed. You can split a Major Action into three Brawling Attacks at -3 to hit each.

The Dance of Blades

While nobles and aristocrats fight their duels of honor with swords, criminals settle their differences in the streets with knives. In a knife "duel", the combatants usually begin with their off-hands tied together—essentially beginning the fight in a grapple that cannot be broken (but control of this grapple can change). This style is also prevalent among spies and assassins. For times when the fighters are not tied together, being able to throw the knife is also of great importance.

Weaponry: Dagger

Maneuvers: Grapple, Dirty Fighting, Lunge, Feint, Footwork

Style Benefit: Arm's Reach: You are adept at fighting in close quarters with a knife. You can use any of the style's maneuvers while fighting Corps-a-Corps and/or grappled, including Footwork and Lunge.

Final Secret: Deadly Skill: You are so lethal with a knife that you do 1d6 damage when performing a Called Shot with one.

Fate's Favorite

Even the lowly and unlikely have risen to be great heroes, when Fate has decided they are to be so. This "style" of combat is not so much "learned" as it is stumbled upon by those Fate has chosen to survive against all odds. People who use the Fate's Favorite style are not considered warriors. They are people who may be forced to defend themselves with whatever happens to be lying around, and by Fate, it happens to be just what they needed. Despite a lack of true martial training, those who become Fate's Favorite have a confounding ability to not be hit by enemies. It is not a style of combat—it is a perceivable pattern of an otherwise untrained weakling managing to fight off enemies through sheer dumb luck, again and again.



Most of the maneuvers used in this style will appear to be complete accidents to the observer. Fate's Favorite may trip on the back of a stool, causing them to sway off balance, thus ducking below an enemy's swung sword. An enemy that lunges forward at the character may get caught in some curtains that cover their face, etc.

Weaponry: Whatever Fate provides (improvised weapons)

Maneuvers: Tag, Dodge, Footwork, Shove/Trip, Dirty Fighting

Style Benefit: You always seem to be able to find *something* with which to defend yourself. You have no penalties with improvised weapons.

Final Secret: Luck Strike: When you spend a Fortune Point to increase the damage of an attack with an Improvised Weapon after rolling, it increases by an amount equal to the number of Fortune Points you have remaining, rather than by +1. If this is your last Fortune Point, instead roll 1d6 and add it to your damage roll.

Halberd Style

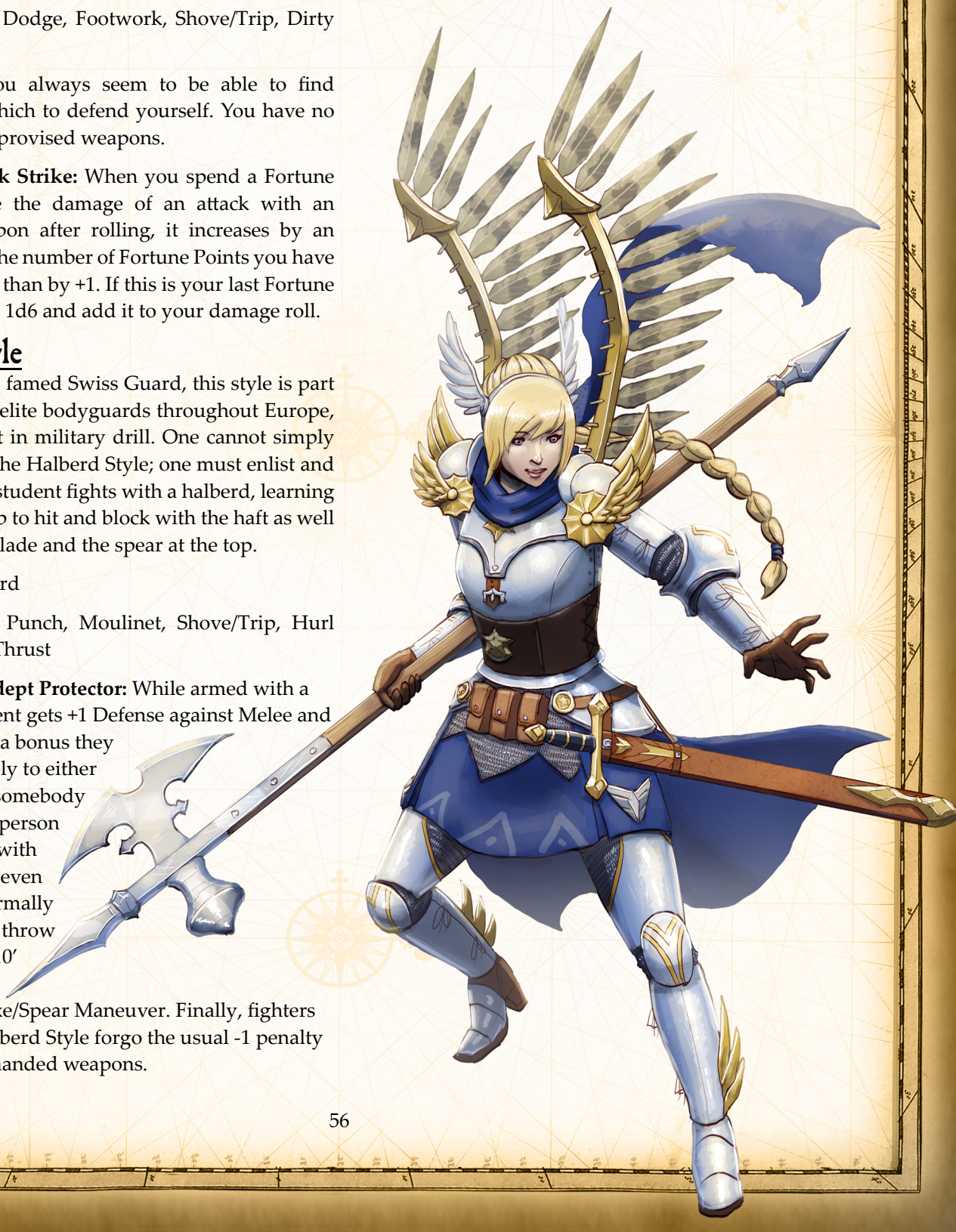
Developed by the famed Swiss Guard, this style is part of the training of elite bodyguards throughout Europe, where it is taught in military drill. One cannot simply "enroll" to learn the Halberd Style; one must enlist and be accepted. The student fights with a halberd, learning to adjust their grip to hit and block with the haft as well as using the axe blade and the spear at the top.

Weaponry: Halberd

Maneuvers: Hilt Punch, Moulinet, Shove/Trip, Hurl Axe/Spear, Stop-Thrust

Style Benefits: Adept Protector: While armed with a halberd, the student gets +1 Defense against Melee and Brawling attacks, a bonus they can choose to apply to either themselves or to somebody next to them (the person they are charged with defending). Also, even though it isn't normally thrown, you may throw a halberd with a 10' Range Increment using the Hurl Axe/Spear Maneuver. Finally, fighters trained in the Halberd Style forgo the usual -1 penalty to Parry for two-handed weapons.

Final Secret: The Final Defense: Whenever your charge would be hit by an attack, you can spend a Fortune Point to make yourself the target instead. You may Parry or Dodge this attack normally. You may also spend a Fortune Point to give your charge a Close Call against a ranged attack, shoving them out of the way.



Kenjutsu

Kenjutsu is a style from Japan that uses a katana wielded in two hands. It would be exceptionally rare in a campaign set in Europe but could potentially have been brought by a traveler. Kenjutsu focuses on speed and timing one's strikes to defeat one's opponent.

Weaponry: Katana

Maneuvers: Quick-Draw, Stop-Thrust, Quick-Cut, Moulinet, Footwork.

Style Benefit: **Great Speed:** You get +1 to Initiative Rolls and do +1 damage when wielding a katana in two hands.

Final Secret: Steel Whirlwind: You spin with your blade in a whirling frenzy. You may spend a Fortune Point to make a free Bladework attack at -2 to hit, even if you have no remaining actions.

Kurash (Wrestling)

Throughout central Asia, wrestling is the ultimate sport; both peasants and sultans alike cheer on their favorites in the ring, and victors can become famous and wealthy. While it is a popular form of entertainment, Kurash wrestling can also be a lethal means of combat. Kurash is a battle of skill, speed, strength, and above all, endurance; matches have been known to last for days.

Weaponry: Unarmed

Maneuvers: Choke/Crush, Grapple, Footwork, Shove/Trip, Beat

Style Benefit: Lift and Throw: If you have an opponent in a Grapple, you can physically hurl them through the air and onto the ground by making a Shove/Trip attack against them at an increased difficulty (-2). If you succeed, the opponent is on the ground 1d6 feet away, At a Loss, and cannot recover until spending a Major Action or Yield Advantage.

You can also use the Beat Maneuver unarmed, even against an armed opponent, without any problem, as you simply push the opponent's body off-balance, or hit their hand or haft of their weapon.

Final Secret: Unyielding: Whenever you take damage, you can spend a Fortune Point to reduce the damage by 3 instead of by 2, or by 5 instead of by 4 against Pawns. After battle, you can spend a Fortune Point to recover 2 Lifeblood instead of 1. Your Maximum Lifeblood is also permanently increased by 1. Lastly, you get a Bonus Die on any roll to test long-term physical exertion, such as treading water, long distance running, etc.

Helmbrecher

From the German for "helmet breaker", the Helmbrecher style emphasizes the use of the mace or hammer to punch through heavy armor. While some may hold the sword in high esteem, Helmbrecher is about results rather than style. While by default it uses a one-handed weapon, it can be adapted to use a two-handed variant.

Weaponry: Mace or Hammer

Maneuvers: Beat, Sword Break, Hilt Punch, Shove/Trip, Moulinet

Style Benefit: Crack: Bladework attacks against armored opponents ignore 1 point of Protection.

Final Secret: Shatter: Bladework attacks against armored opponents ignore 2 points of Protection.

Little's Quarterstaff Style

Named for an ironically large man, John Little was reputed to be the best fighter with a quarterstaff in all England. One of the biggest draws of this style is its availability to the common man. When many localities decree that only gentlemen may wear swords, the humble staff remains a common man's best means of defense. While it is intended for use with a staff, a practitioner of the style could make do with a walking stick instead.

Weaponry: Quarterstaff or Cane

Maneuvers: Shove/Trip, Hilt Punch, Riposte, Beat, Dirty Fighting

Style Benefit: Take All Comers: You've learned to grip a staff from the center for optimum leverage and speed. You can split actions while wielding a single long staff or while holding a cane in one hand.

Final Secret: "You Shall Not Pass": You may spend a Fortune Point to make a free Parry, even if you have no actions remaining in the round.

Myrmidon

Named for the soldiers under the command of Achilles in the Trojan War, fighters of the Myrmidon style favor the spear and shield of a Greek hoplite. But aside from tight formations, Myrmidons also excel at single combat or skirmishing with these weapons. It seems to have influenced both the Roland and Old Styles.

Weaponry: A round shield and spear.

Maneuvers: Beat, Shove/Trip, Hilt Punch, Stop-Thrust, Hurl Spear.

Style Benefit: **Shield Expertise**: Myrmidons are trained in the use of a round shield. This means that they do not lose the usual 1 point of Advantage but do have a -1 Penalty to attempts to hide, acrobatics, (and other Career Tests the GM might find a large shield to hinder) and Initiative rolls. Swimming with the shield gives a -2 Penalty instead and no Penalty Die.

You have also learned to turn the extra weight of the shield from a liability into an asset. When using the shield to perform any Maneuver, your Might is considered 1 higher to resolve that action.

Final Secret: My Spear and Shield are One: You have become an expert at using the shield and spear in harmony. Whenever you get a Mighty Success with the shield (whether this is for a Parry, Hilt Punch, Shove, or any other combat roll), you get a free Bladework or Hurl Spear attack with the spear.

El Rayo

Translated as "Lightning", the El Rayo style teaches people how to fight very effectively with a whip. Speed and sheer boldness make this style stand out. Because this style often employs the whip as a tool for acrobatic stunts, the Born Athlete Boon is recommended.

Weaponry: Whip.

Maneuvers: Tag, Grapple, Shove/Trip, Disarm, Quick Cut

Style Benefits: Swift as Lightning: While using a whip, you can make the Grapple and Shove/Trip maneuvers using Flair instead of Might. You may also make the Quick Cut Maneuver with a whip (normally Quick Cut is only for bladed weapons). When using a whip to do Quick Cut, it does 1d2 damage each hit instead of half normal damage (but you cannot add your Might to this damage).

Final Secret: Master of Stunts: You are extremely adept at performing Stunts to take down Pawns. When using your whip to perform a stunt (like swinging into a group of Pawns like a wrecking ball, tripping them to fall like dominoes down the stairs, or simply cracking the whip to terrorize them into fleeing), you get a Bonus Die.

Retiarius

The Retiarius Style gets its name from ancient gladiators who fought with the net and trident. The gladiators were meant to emulate a fisherman, and their traditional opponent wore scaly armor and a helmet resembling a fish. Though this style of fighting has long since fallen out of fashion, it is not completely forgotten, and talented warriors can be found using it in coastal villages. A fighter of the Retiarius Style learns to use the net defensively while also maximizing use of the trident. Because it requires the trident be wielded in one hand, a Retiarius should have a Might of 1 or greater.

Weaponry: A net and trident

Maneuvers: Dirty Fighting, Cloak Parry, Bind, Feint, Riposte

Style Benefit: Flourish and Stab: When you successfully use the net to make the Cloak Parry maneuver, you can use the trident to make the Riposte maneuver with a Bonus Die. You also get +1 when using the net to Feint.

Final Secret: Master of the Net: Your mastery of the net increases the range increment to 10'. If you get a Mighty Success when using the net to use Dirty Fighting, the opponent loses their next turn before they can try to escape your net.

El Trueno

Literally "Thunder", the El Trueno style is based on using a whip with brutal efficiency. It is said that this style was perfected by the torturers of the Inquisition, who could not only use a whip to strip a man's hide from his bones, but also beat him senseless with the handle or strangle him.

Weaponry: Whip.

Maneuvers: Grapple, Choke/Crush, Shove/Trip, Hilt Punch, Disarm

Style Benefits: Deadly Weapon: Practitioners of the El Trueno Style learn how to kill with a whip. A whip does 1d3 Dmg instead of 1d3-1. When using a whip as a garrote to Choke, you can still take a Reaction or Yield Advantage, but doing so forces you to release your grip.

Final Secret: Hangman's Jig: With a flick of your wrist, you can cause the whip to loop around your enemy's neck and cut off their breath. On a Mighty Success with a Bladework attack, you can make a free Choke/Crush attack as if your opponent were Grappled. If the attack succeeds, you begin strangling them immediately and they are also Grappled. If the Choke/Crush fails, the whip uncoils and the opponent is not Grappled.

Yilan Azidiş Style

Literally "Serpent Fang", this style, often favored by trained killers, uses a pair of kris knives, held with the blades facing down. Assassins trained in this style often supplement their blades with venom, which gave the style its name. By using two knives, the fighter also can use one to Feint or Bind, while the other knife is used to stab, or two opponents can be neutralized at once by splitting an action.

Weaponry: A pair of kris knives

Maneuvers: Quick-Draw, Lunge, Bind, Dirty Fighting, Feint

Style Benefit: Bleeding Wounds: Practitioners of the Yilan Azidiş style become adept in ensuring their victims die. A Called Shot that succeeds in doing damage to a victim will also cause the victim to lose 1 Lifeblood per round for 1d3 rounds. Multiple stabs can leave multiple bleeding wounds; the effects stack. A successful moderate (+0) Physician + Savvy task roll will stop the bleeding, but only if the physician and the victim do nothing else on their turn for that round but tend to the wounds, during which time they would be At a Loss.

Final Secret: Striking Serpent: A master of Yilan Azidiş has learned to use both kris knives as one. A Mighty Success using Bladework or Lunge with either weapon gives a free Bladework attack with the second weapon as well.

Advanced Weaponry Styles

Mastering these styles does give +1 Advantage.

Frontline Style

Based on techniques taught for ground engagements using automatic weapons, the Frontline Style emphasizes the quality of quantity.

Weaponry: Blaster carbine, blast cannon, shotgun, repeating rifle, or submachine gun

Maneuvers: Quick Draw, Quick Load, Footwork, Hilt Punch, Dodge

Style Benefit: Going In Hot: You ignore the -2 penalty to hit while hip-firing. You can arm and throw a grenade in a single Major Action.

Style Benefit: Take Cover: Using Footwork for advantageous position, you get +2 Defense or Ranged. You also get a Bonus Die to evade explosions.

Gunslinger Style

Favored by outlaws, bounty hunters, and lawmen, the Gunslinger Style is focused on speed.

Weaponry: Laser, blaster, or modern pistol

Maneuvers: Quick Draw, Quick Load, Aim Shot, Hilt Punch, Disarm

Benefit: Not So Fast!: Using a pistol, you can attempt to shoot a foe's weapon out of their hand! This works as a "Quick Disarm" made using Savvy +Ranged instead of Might +Melee. Ranged penalties apply to the roll in addition to the base difficulty. The disarmed opponent also has a Close Call. When firing a pistol, you also ignore the -2 Penalty when hip-firing and the damage penalty for split actions.

Final Secret: Cool Under Fire: When you spend Fortune to avoid a ranged attack, you do not get unnerved by a Close Call. In addition, you are so meticulous in the care and use of your pistols that you rarely ever overheat or misfire. When you roll a Jam or Overheat, you may spend a Fortune to simply avoid it.

Heavy Gunner Style

Heavy gunners wield heavy fully automatic weapons, acting as key support for a squad either covering their retreat or pressing their advance, often against superior numbers.

Weaponry: Heavy blaster carbine, light machine gun

Maneuvers: Aim Shot, Quick Load, Hilt Punch, Shove/Trip, Footwork

Style Benefit: Steady Spray: When using Sweeping Fire only one die (the higher) is reduced, not both. When using Suppressing Fire, you add a Penalty Die every two rounds, not each round.

Final Secret: Relentless: When you use Concentrated Fire with a bipod or tripod, you also roll a Bonus Die on the damage roll. When you spend a Fortune to avoid a ranged attack, you do not suffer a Close Call. When you are laying Suppressing Fire, spending a Fortune Point does not break your fire. Damage can, but you may make a Might +Career Test with a difficulty equal to half the damage to continue firing instead.

Holdout Arsenal

The winner in almost any battle, is the one who is best prepared for it. This style is favored by bounty hunters and mercenaries eager to stay one step ahead of their foes via unorthodox equipment and tactics so they may be ready for any situation.

Weaponry: Magnificent Technology (Grappler Bracer, Hidden Weapon Gauntlet, etc.).

Maneuvers: Feint, Grapple, Quick Draw, Shove/Trip, Dirty Fighting

Style Benefit: Bring Them In Warm: You can use the Feint or Dirty Fighting Maneuver with a ranged weapon within one Range Increment using Ranged instead of Melee. To benefit from the Feint, you must attack with a different weapon (either Feint with your Magnificent Technology or attack with it). You get 1 extra Equipment Point as from the Magnificent Technology Boon.

Final Secret: Bring Them In Cold: A Mighty Success with a Minor Action from one of the style's Maneuvers confers +1d6 Damage against the same target with your next Ranged Attack or Bladework against them if you hit. You get 2 extra Equipment Points as the Magnificent Technology Boon.

Marksman's Style

Based on techniques employed by snipers and bounty hunters, the Marksman's Style emphasizes accuracy over everything else.

Weaponry: Laser musket, disruptor rifle, or bolt-action rifle, usually with a scope

Maneuvers: Quick Load, Dodge, Disarm, Tag, Aim Shot

Style Benefit: Trick Shooting: You can make Tag and Disarm attempts at range, replacing Melee with Ranged Combat Ability. Flair is used to hit with both Maneuvers, and range penalties apply on top of any other difficulty to the shot. A ranged Disarm attempt is always considered a "Quick Disarm", thus incurring a Penalty Die on the roll. An opponent who is successfully Disarmed in this fashion also has a Close Call.

Final Secret: Snapshot: If your weapon is ready to fire, you can spend a Fortune Point to make a free Ranged attack against an enemy within range that is about to attack you or an ally. This hasty shot has a Penalty Die on the damage roll. If the shot kills the target, their attack never occurs. If the target survives, their attack is made with a Penalty Die.

Paired Pistoleer

The only thing better than a good blaster by your side is *two* good blasters by your side!

Weaponry: Two blaster or modern pistols

Maneuvers: Quick Draw, Quick Load, Footwork, Dodge, Riposte

Benefit: Return Fire: After a successful Dodge, you can Riposte using Ranged instead of Melee if the target is within 2 Range Increments so long as you have at least one pistol ready.

Final Secret: Deadly Barrage: You can rain fire almost like an automatic weapon. You can use Concentrated Fire, Sweeping Fire, and Suppressing Fire with two pistols. When you do so, you roll damage with a Bonus Die.

Locating A Teacher & Learning

With such a wide variety of dueling styles available, it is possible PCs will want to seek out a teacher from whom to learn them. In the case of many styles, this is rather easy. There are no shortage of teachers versed in a style in its land of origin. You can find people to teach Spanish dueling styles in Spain without a problem. Likewise some styles are still common outside their land of origin.

However, sometimes the style that one is interested in is not widely available in the place where the campaign happens to be, either because it is from a foreign land or might even involve illegal activity. The PC in question will likely need to travel to find a teacher of the new style they wish to learn, assuming they even know where to look.

The GM should determine how rare the style is in the location in question. If it is common, then no rolls are necessary and the PC can easily find an instructor. However, if it is rarer, the PC will need to make a Career Test. Typically this should be the Duelist career with Savvy, though Explorer or Criminal could also apply. The difficulty of the Test depends on how rare the style should be. Uncommon styles should be Hard (-2), rare styles should be Tough (-4), and very foreign or illegal styles should be Demanding (-6). Large cities are usually good places to try to find an instructor. Outside a city, the roll should be made with a Penalty Die.

Once a teacher has been found, there is no guarantee that he will take on the PC as a student. You might simply role-play this out or even make it a matter of a simple cash transaction (and the rarer the style, the more expensive this could be). However, it is possible the teacher will insist the prospective student pass some sort of test, either demonstrating their talent (either through a Career Test or a combat with training blades) or possibly completing some sort of quest.

Once the teacher has accepted the student, the training may begin. It takes 10 Advancement Points (7 within a Fencing School) to buy the Boon for the Dueling Style, but beyond paying Advancement and money, it also costs time to learn enough to take the Boon. You could either simply say that two weeks pass learning the style, but you might not be able to "fast forward" past such a large chunk of time in the campaign. In such case, each day of instruction, the student can make a Tricky (-1) Career Test (Quality should be determined by the style). If they succeed, they may spend 1 Advancement towards learning the style. If they fail, they do not lose any Advancement, but do not make any forward progress in learning the style. Once the cost for the Boon is entirely paid, the student can add it to their sheet. They now know enough of the school to eventually master it, once they master all the maneuvers.



New Dueling Style Creation (Extended Rules)

If you can create new Maneuvers, you will soon be wanting to create new Dueling Styles featuring them.

Fortunately, making your own Dueling Styles is actually rather easy. Choose the type of weapon and stance favored by the style and five Maneuvers that are "trademarks" of the style. Give it a special ability that works when properly armed, such as a mitigated penalty, or some sort of +1 bonus. For the Final Secret, use the other styles as examples. They usually involve something special that happens on a Mighty Success, or an ability to spend Fortune Points to do something out of the ordinary. Come up with a story about the founder of this style, and what its guiding philosophy is (i.e., why those Maneuvers, weapon, and stance were chosen). What nuances describe how a fencer of this style fights that sets them apart from other fencers? Where did the style originate and where is it popular today?

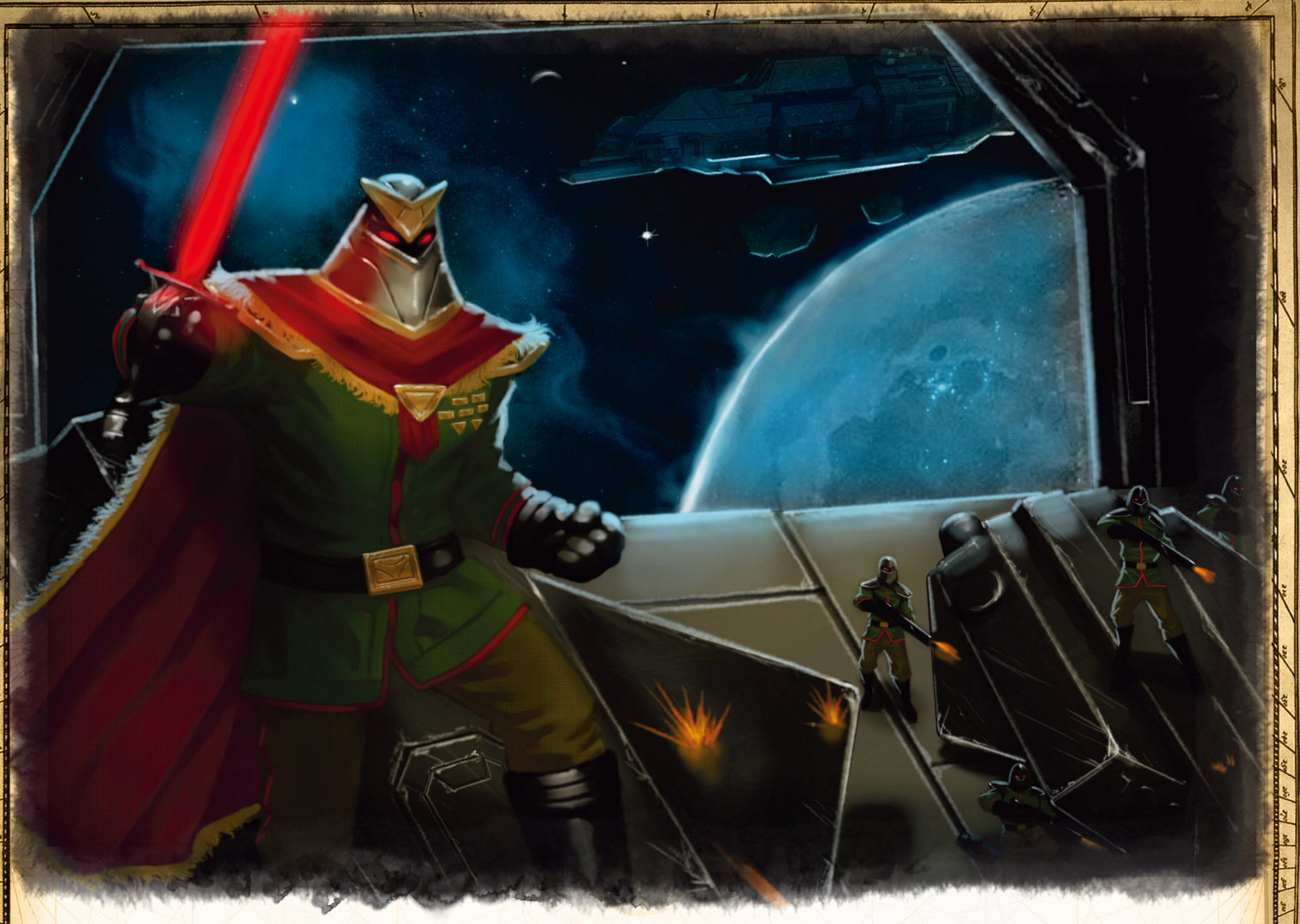
Roleplaying the creation of a new Dueling Style can have ramifications beyond mere rules mechanics. For example, the creator of the style might begin to attract pupils eager to learn the style. Likewise, it might attract enemies who want to test their mettle against you, or to learn the secrets of the style for themselves so that they can begin selling them.

Duelists often jealously guard the inner mysteries of their Dueling Styles. Otherwise, they wouldn't be called "Final Secrets" and the benefits would be available to anybody. Only a Grand Master can truly create a new Dueling Style (see "New Boons"). A character who isn't a Grand Master could *claim* to have devised their own Dueling Style, but only someone with the Grand Master Boon can actually create the Style Benefits and Final Secret for a style which truly give it a mechanical edge. There are plenty of phony "sword masters" preying on the gullible, however, selling "secret attacks immune to all defense", but these hucksters offer no true benefit in combat, and often attract the ire of angry duelists as well…

A Dueling Style requires five trademark Maneuvers. The creator of the style must have Mastered all of the maneuvers before they can make it part of a style. The type of weapon used and the stance, combined with the maneuvers, should be unique. Two dueling styles using the rapier with the exact same list of Maneuvers would be too similar. Once these requirements are satisfied, the Grand Master spends 20 Advancement Points and several weeks perfecting the nuances of the Style Benefits and Final Secret. This is something the Player and the GM should work out with one another, but do look at other Dueling Styles for guidance in what makes sense.

It is also possible to make a new style that is simply a variant of an existing style the Grand Master has mastered. They might change the main weapon or a Maneuver or two, but the gist remains the same. A duelist cannot gain another Advantage increase from mastering variant of a style they've already mastered. Creating a variant style only costs the Grand Master 10 Advancement Points.

Once the new Dueling Style is created, the Grand Master who created it gets the style for free. The Grand Master could then begin to teach a student the ways of the style if they wish, in which case the student would need to spend their own Advancement Points to buy the Dueling Style Boon for the style. After a few weeks of training with the Grand Master, the student gains the Boon and the Style Benefits that go with it. When the student eventually masters all the Maneuvers of the style, they truly understand the style, and unlock the Final Secret. At that point, the student has now Mastered the style and can begin to teach another…



Blasters + Intrigue

Swashbuckling In Space

Honor + Intrigue was designed with a focus on the 17th century; however, the system will work well for swashbuckling adventures in any age. What follows is a primer on running a *Blasters + Intrigue* campaign set in a space opera and some other sci-fi subgenres, too.

Let us guide you on how to build and equip sci-fi characters, run spacefaring travel and battles, and introduce some of the perils that await out in the galaxy!

What is "Reskinning"?

Reskinning means to change the description of a thing without changing the rules mechanics of how it works (or changing them very little). It is one of the simplest ways to add something "new" to a game without having to reinvent the wheel (and a very handy trick for any GM to use). While there are many new mechanics introduced here, there is also a good amount of creative reskinning as well. With reskinning, sailing ships can become starships, mammalian monsters of the frozen wastes become reptilian aliens from the steaming jungle, and a dueling style made for a musket now uses a blaster carbine instead. You might even choose to rename certain game mechanics, like turning "Fortune Points" into "Destiny Points" if you feel it fits your setting better.

Building a Sci-Fi Character

Sci-Fi Careers

Careers are not all that different for a *Blasters + Intrigue* campaign. Some might have their names changed a bit, but they are more or less the same. You can replace names or simply add new ones to each. Here are some ideas for some more sci-fi specific careers and what they are similar to:

- Scientist/Chemist (Alchemist/Apothecary)
- Spacefarer/Space Pirate (Sailor/Pirate)
- Psionicist/Telepath (Spellcaster)
- Lawyer/Politician/Administrator (Magistrate)
- Mechanic/Engineer (Craftsman)
- Scout/Naturalist (Hunter/Woodsman)
- Industrialist/Executive/Entrepreneur (Merchant/Banker)
- Assistant/Server/Driver/Custodian (Servant)
- Mystic/Seer (Magician)

You might also add a few new careers that are specific to the setting. Here are some ideas:

Bounty Hunter

In a big universe, fugitives often try to run and hide on other worlds. For this reason, bounty hunters are employed to track them down and bring them in. Bounty hunters are adept at questioning witnesses, underworld lore, tracking, survival, stealth, and employing traps and restraints. Their frequent travel gives 1 language slot per rank. Suggested Boons: Special Equipment Training, Friends in Low Places, Linguist, Master Tracker, Sneaky, Magnificent Technology. Suggested Flaws: Greed, Infamous, Taciturn, Obligation, Unsettling.

Clerk/Functionary

Even a galaxy of adventure and excitement needs people who work behind a desk. While clerks work in the private sector, functionaries usually work for some government agency. Both would be adept at navigating bureaucracy, office networks, and paperwork. Some may have jobs dealing with the public. Suggested Boons: Gifted, Good Etiquette, Trusted Companion, Delicate, Destiny. Suggested Flaws: Obligation, City Dweller, Non-Combatant, Double Life, Soft-Hearted.

Fugitive/Refugee

A person who has lived much of their life on the run, either from a crime they committed or fleeing persecution. As a result, they have gotten good at hiding, scrounging, underworld lore, evading authorities, and being inconspicuous. They get 1 free language slot per rank. Suggested Boons: Destiny, Seeking, Master of Disguise, Sneaky, The Devil's Own Luck. Suggested Flaws: Hunted, Hapless Friend/Loved One, Poor Recovery, Spendthrift, Taciturn

Gladiator/Pit-Fighter

Rather than fighting for their homeland like a soldier or for personal honor like a duelist, gladiators fight for glory and the cheers of the crowd in the blood-soaked sand of an arena. Often, gladiators are outfitted with primitive or exotic weapons and armor. Suggested Boons: Born Athlete, Dueling Style, Daredevil, Hard to Kill, Fearsome Looks, Special Equipment Training. Suggested Flaws: Hot-Headed, Infamous, Obligation, Delusions of Grandeur

Investigator/Reporter/Detective

An investigator knows how to find clues, track down leads, knows the right questions to ask, and is able to put together the pieces to see the big picture. A reporter uses these skills to inform the public while a detective does so at the behest of law enforcement or a client (if they are a private detective). Savvy is the most important Quality followed by Flair. Suggested Boons: Carouser, Friends in Low Places, Good Etiquette, Keen Eyesight, Master of Disguise. Suggested Flaws: Obligation, City Dweller, Hunted, Obsession, Vice.

Pilot

Pilots are experts in handling spacecraft, especially in combat and other tricky situations, such as flying through an asteroid field. In addition to maneuvering spacecraft, they are also proficient in astrogation and comm systems. Daring is a Pilot's most important Quality, followed by Savvy. Suggested Boons: Daredevil, Ship, Born in the Cockpit, Keen Eyesight, Pirate Killer. Suggested Flaws: Active Duty, Arrogant, Hot-Headed, Hopeless Romantic, Vice.



Police/Security

Armed security personnel in uniform to protect private property and public safety. While Police serve the local government, Security are hired by a private company. They are trained in patrolling, combat, vehicular pursuit, and also know the local laws. Daring or Might is the most important Quality. Suggested Boons: Born Behind the Wheel, Special Equipment Training, Fearsome Looks, Hard-to-Kill, Crack Shot. Suggested Flaws: Hot-Headed, Hapless Friend (partner), Obligation, Taciturn, Unsettling.

Programmer/Hacker

Programmers are skilled in creating computer programs, and Hackers are skilled at breaking into a computer's security systems. Savvy is their most important Quality. Suggested Boons: Master Hacker, Silver Tongue, Sneaky, Linguist. Suggested Flaws: Delicate, Hunted, Obsession, Poor Vision, Taciturn, Untrustworthy.

Professional/Specialist

This career is a bit of a catch-all for any sort of highly skilled professional that one of the other careers doesn't cover. Architect, Athlete, Mortician, or Chef are just a few examples. When you choose your profession, use its name for your chosen Career. If you choose this Career, you need to work with the GM to decide on your character's background and the sort of things that they will be able to do.

Sci-Fi Boons

Born Behind the Wheel

You get a Bonus Die to Career checks to maneuver ground vehicles.

Born in the Cockpit

You get a Bonus Die to Career checks to maneuver spacecraft or aircraft. You also confer +1 Pilot Advantage to a small craft you are piloting.

Born in the Deep

You are a skilled diver and underwater swimmer. You get a Bonus Die to swimming checks and rolls to resist drowning. You swim and resist cold and pressure as if your Might were 3 higher. Your intensive training has also allowed you to dive twice as deep as an ordinary person (treat yourself as if you were at half your current depth). Your penalties for acting underwater are halved and you have no Penalty Die to initiative.

Born Spacefarer

When dealing with capital starships or carrying out activities on board ship (other than fighting), you may roll a Bonus Die.

Master Engineer

You get a Bonus Die to repair or jury-rig technology.

Master Hacker

You get a Bonus Die to Career checks to hack computer systems.

Special Equipment Training

You have Armor Familiarity and training in use of weapons outside of the standard issue.

Magnificent Technology

Replaces the Magnificent Arms or Armor Boons, as it allows a wider range of futuristic equipment. You get 4 Equipment Points that can be used to purchase Magnificent Technology. Common items are worth 1 point, Uncommon are worth 2 points, and Rare items are worth 4 points. You can take this Boon multiple times to get additional sets of equipment. You can mix and match different types of equipment (arms, armor, gadgets, or cybernetics). You cannot acquire Unique items with this Boon (they must be built or otherwise discovered in play). If you take a consumable item with this Boon, you can resupply when you have sufficient time and resources between adventures. See page 245 for the list of items.

Sci-Fi Flaws

Groundling

You get a Penalty Die to any rolls while in space or in the sky.

Star-Born

You are so accustomed to living in space you have no penalties for being in zero-g and move 20′ + 3′ per point of Savvy while weightless. However, you get "ground sickness" when on the surface of a planet with a gravity of 0.8 g or higher that lasts for the first 1d3 days you are there. You have a Penalty Die to Initiative, Footwork, and any roll requiring balance while you have ground sickness.

High-Tech Equipment

Blasters & Ranged Weapons

In a space opera campaign, blasters have become the dominant weapon. With a high rate of fire, and unlimited ammunition, they do not balance the same as black powder weapons do when using a 17th Century setting, and some adjustments ought to be made to reflect how they work in the genre. When a character is hit by a blaster, they may spend Fortune to get a Close Call as usual. However, in a space opera game, characters also have the option to Yield Advantage to blaster attacks, which might represent the character hitting the deck or diving for cover. If this rule is used, ranged Dueling Styles should also confer +1 Advantage when the style is mastered.

Blasters do not suffer from the unreliability of black powder weapons, nor the slow rate of fire. Instead of a "Misfire" blasters "Overheat" on a low roll. An overheated blaster can cool down by simply not firing it for a round. If an overheated blaster is fired, it will immediately jam, which will require 2 Reload actions to vent the excess heat.

Blasters assume the shooter is using a burst-fire mode. This has two main effects. You can split your action to fire at two different targets, taking -2 to hit and to damage (less shots are hitting each target). The second effect is you can attack multiple Pawns in a group. You can do this either as a Stunt or by sequential attack rolls with the usual cumulative -1 to hit after each. The Pawns must be within 2 range increments of you and within 10 feet of the first one to be defeated in sequence.

Unlike black powder weapons in a 17th Century setting, blasters are not especially good at piercing armor because space opera armor is typically designed to protect against blaster shots. In fact, the GM might even declare that armor is less effective (by 2 Protection) against certain melee weapons, whether these be energy blades, monomolecular blades, or vibro-blades.

The GM might also allow some weapons to have a "stun" setting. A weapon set to stun does the same damage but is deliberately nonlethal. Nonlethal damage heals at a rate of 1 point per hour instead of 1 point per day. Nonlethal damage taking a character below 1 Lifeblood will knock them unconscious, but they are not dying. They do not lose 1 Lifeblood a round, and they do not die at -6 Lifeblood.

Continue reading for a selection of sample blasters.

Laser Musket or Pistol

If you want to preserve a 17th century ambiance to the campaign set in space, you could use "laser muskets" or "laser pistols" that function much the same as black powder equivalents. The user must spend load actions to recharge the weapon after each shot just like a black powder equivalent. They also do the same damage. Unlike black powder weapons, they never misfire. You can make laser variants of any black powder firearm.

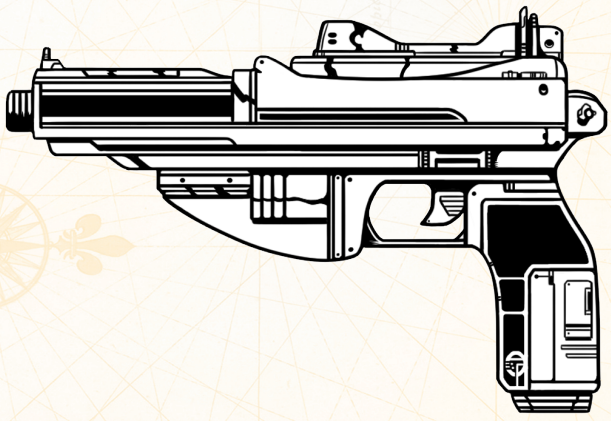
Diesel + Intrigue

The rules for the blaster weaponry for a sci-fi game can easily be adjusted to represent 20th century weapons more appropriate for a pulp, post-apocalyptic, or action-movie style campaign (for examples, see page 242). Revolvers, shotguns, and bolt action rifles have a set ammo capacity, after which it must be reloaded. Instead of "Overheating", weapons can jam on a low attack roll. Clearing a jammed weapon uses the same number of Minor Actions as reloading it.

For automatic weapons, you don't need to keep track of every single bullet. Instead of "Overheating" automatic weapons will either exhaust their ammunition or jam. In either case, the weapon must be reloaded.

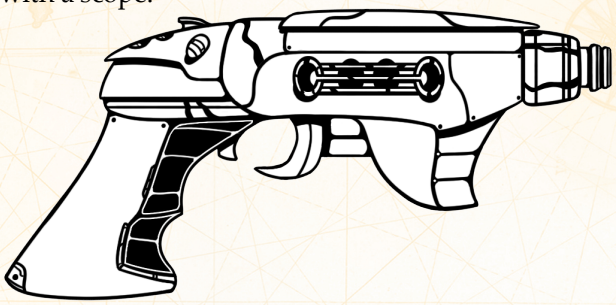
Reloading takes 2 Minor Actions for a pistol or 3 Minor Actions for a carbine, rifle, or shotgun. A heavy variety requires 1 extra Minor Action to reload. You will need to keep track of ammunition. For some weapons, this will be in convenient "clips" holding multiple rounds, but for revolvers, bolt action rifles, and shotguns, you would need to keep track of individual rounds.

Just as you can easily reskin sci-fi weaponry as modern weaponry, you can do the same to change starfighters into diesel-powered fighter planes or hovercycles into motorcycles. Instead of starships, have sky pirates ply the clouds in airships.



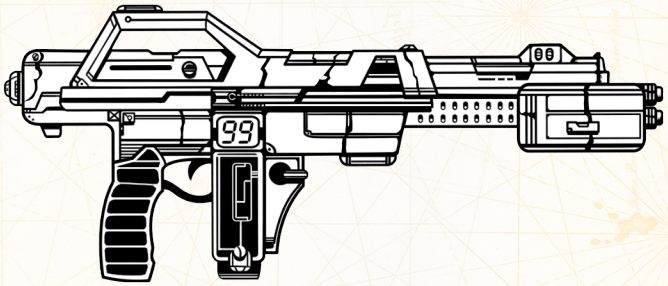
Blaster Pistol

A blaster pistol is one of the most commonly carried weapons by spacefaring adventurers. It does 1d6+1 damage and has a 20′ Range Increment. It will Overheat on an attack roll of 3 or less. A light blaster pistol is favored by smugglers and gamblers for its ease of concealment. It does 1d6 damage and has a 10′ Range Increment. It will overheat on an attack roll of 4 or less. A light blaster pistol gives a Bonus Die to conceal (or a Penalty Die to detect) and +1 to Quick-Draw (or a Bonus Die if equipped with a spring-action arm brace). For this reason, it is sometimes called a "holdout blaster". Heavy blaster pistols are often carried by bounty hunters or soldiers. It does 1d6+2 damage and has a 25′ Range Increment. It will Overheat on an attack roll of 4 or less. Because of its bulk, it gives a Penalty Die to conceal (or a Bonus Die to detect) and has -1 to Quick-Draw. Heavy blaster pistols can be equipped with a scope.



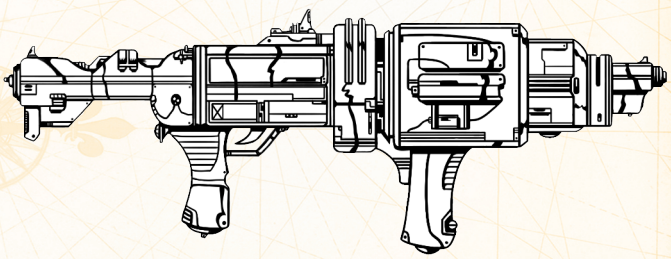
Blaster Carbine

A blaster carbine is one of the most commonly wielded weapons in the galaxy, used by soldiers, smugglers, pirates, and adventurers alike. They are analogous to an assault rifle. A blaster carbine does 2d6 damage and has a 60′ Range Increment. It will Overheat on an attack roll of 3 or less. A light blaster carbine is analogous to a submachine gun and trades ease of use for range and power. It does 2d6-1 damage and has a 40′ Range Increment. It will Overheat on an attack roll of 4 or less. A light blaster carbine gives a +1 to Quick-Draw and reduces the penalties for attacking multiple Pawns by 1. A heavy blaster carbine is analogous to a light machine gun. It does 2d6+1 damage and has a 60′ Range Increment. It will Overheat on an attack roll of 3 or less. It is so heavy that it gives a Penalty Die to Quick-Draw. A heavy blaster carbine can be equipped with a bipod or tripod, which takes a Minor Action to set and requires the user to be prone, crouched, or set up on cover, but extends the Range Increment by 20′.



Blast Cannon

Also known as a spread blaster or scatter blaster, a blast cannon fires multiple bolts in a deadly cone similar to a shotgun. Like a blunderbuss of old, these weapons are usually carried by starship crew or pirates to use during boarding actions, or under the bar in a cantina. It has a Range Increment of 10 feet and does 1d6+6 damage. Because it fires in a wide angled burst, it does less damage to distant targets. The penalty for range is applied to the damage instead of the roll to hit. It will Overheat on an attack roll of 5 or less against the first target in a particular blast. Each shot hits 1d6 targets when aimed at a tight group, making it especially lethal to Pawns.



Scope

A scope can be affixed to a carbine, musket, rifle, or heavy pistol to increase the benefits of the Aim Shot Maneuver. Instead of +10′ to the Range Increment, it adds +20′.

Boltcaster

Vaguely resembling an archaic bow or crossbow, a boltcaster is actually a sophisticated heavy weapon. Before it is fired, the trigger must be held down to charge for a Minor Action. It does 1d6+2 damage with a Bonus Die and will knock enemies prone unless the target succeeds on a Might check with a difficulty equal to half the damage. It has a Range Increment of 60′ and does not Overheat.

Grenade Launcher

Typically, only wielded by shock troops, a grenade launcher allows the wielder to fire a grenade in an arc with a 40′ Range Increment. A grenade launcher can fire four grenades before it must be reloaded, which takes 3 Minor Actions.

Missile Launcher

Missile Launchers are usually wielded by heavy troops to destroy enemy vehicles. The missile fires in a 50′ Range Increment and explodes on impact. When targeting a vehicle, a Missile Launcher counts as a Volley fired from a Size 2 ship with a Guns rating of 0. When firing at an individual person, missile launchers are deadly but lack accuracy. It is fired with a Penalty Die to hit. If it hits, it does 2d6+4 damage to the target. The explosion does 2d6 damage to anybody within 10′ and 1d6 (drop the highest die of the 2d6) to anybody within 20 feet. Missile launchers are effective against crowds and are often shot at massed infantry where it has no penalty die to hit and kills 1d6+1 Pawns. Reloading a Missile Launcher takes 3 Minor Actions.

Flamethrower

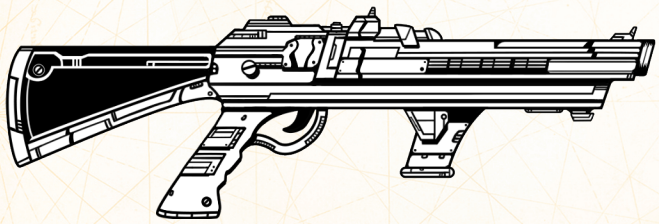
Usually used in boarding actions or to sweep enemy fortresses, a flamethrower does 2d6 damage and fires in a deadly cone with a 10′ Range Increment. Each shot hits 1d6+1 targets when aimed at a tight group, making it especially lethal to Pawns. Because it fires in a wide angled burst, it does less damage to distant targets. The penalty for range is applied to the damage instead of the roll to hit. A mini flamethrower can be wielded in one hand and does 2d3 damage with a 5′ Range Increment. Each shot hits 1d3 targets when aimed at a tight group, making it effective vs. Pawns. Either flamethrower will Overheat on an attack roll of 5 or less (on the first attack roll made for the cone each round). Any target that takes 3 damage or more from a flamethrower is immediately set on fire (see Hazards: Fire in *Honor + Intrigue)*. An enemy can attempt to make a Called Shot to hit the fuel tank with a -2 to hit. When the fuel tank takes 10 damage, it explodes like a grenade for 4d6 damage. For a mini flamethrower, targeting the fuel tank is a -4 to hit and it explodes like a grenade for 2d6 damage when it takes 5 damage or more. Alternatively, you could reskin this as a device that fires freezing liquid nitrogen mist, acid, radiation, or lightning instead of fire.

Gas-Thrower

Similar to a flamethrower, this consists of a worn backpack and a nozzle. Instead of fire, it sprays gas (see gas grenade rules for specific types). Instead of a radius, a gas-thrower spews gas in a cone, treating targets within 5′ of the nozzle as if they were at the center of the radius. It hits 1d3+1 targets when aimed at a tight group. An enemy can attempt to make a Called Shot to hit the pressurized gas tank with a -2 to hit. When the tank takes 10 damage, it explodes like a grenade for 2d6 damage plus the full effect of the equivalent gas grenade.

Disruptor Rifle

A disruptor trades rate of fire for sheer power and is analogous to a bolt-action rifle. A disruptor rifle has a 70′ Range Increment and does 2d6+1 damage with a Bonus Die. Once fired, the power cell is ejected and a new power cell must be manually loaded into a firing chamber, which uses 2 Reload Actions. A disruptor does not Overheat but does Misfire on a roll of 2 just like a black powder weapon. As a special effect, anything *killed* by a disruptor rifle is disintegrated.



Rocket Gun

This light two-handed weapon fires small rockets that spiral towards their targets, building momentum, and detonating on impact. The main benefit of a rocket gun is that it has no recoil which means it fires without difficulty in low-g and zero-g. A rocket gun does 1d6+1 damage and has a Range Increment of 40 feet. It takes 2 Reload Actions to load a rocket cartridge, which contains ten shots.

Needle Gun

A needle gun uses magnetic repulsion to fire a rapid spray of 2-inch-long needles sharpened to a molecular point. The weapon has no recoil, which means it fires without difficulty in low-g and zero-g. Because of lower drag, they also fire without problem underwater. Needle guns get a Bonus Die on damage rolls and ignore half the Protection rolled against them. A needle pistol does 1d6 damage and a needle shotgun does 1d6+4 damage; both have a Range Increment of 10 feet. A needle shotgun fires in a wide angled burst, doing less damage to distant targets. The penalty for range is applied to the damage instead of the roll to hit. Each shot hits 1d6 targets when aimed at a tight group, making it especially lethal to Pawns. Needle guns of either type use compatible needle cartridges as ammunition. Reloading a needle cartridge takes 2 Reload Actions. A needle pistol can fire five times before reloading, a needle shotgun can fire once per cartridge.

Dart Gun

Dart guns are used to inject targets from a distance. A dart rifle has a 30′ Range Increment and does 1d3 nonlethal damage. A dart pistol has a 5′ Range Increment and does 1d2 nonlethal damage. A target damaged by a dart gun is then injected with whatever liquid was loaded in the dart (usually poisons or sedatives). A dart gun takes 2 Minor Actions to Reload and holds 5 shots.

Firing Patterns

The commonality of automatic weaponry in science fiction makes a few new techniques available.

Hip Firing

Hip Firing means shooting without aiming down the sights of the weapon, allowing the shooter to trade accuracy for speed. Hip Firing a ranged weapon adds a -2 penalty to hit and doubles range penalties but gives the shooter a +2 Bonus to their Initiative roll—so this can be very useful in certain close-range situations when time is of the essence.

Concentrated Fire

Instead of a careful aimed shot or quick burst, you might decide to fire at an enemy in a steady stream. Roll an extra die when attacking. This extra die counts as a Bonus Die to determine if you hit, but a Penalty Die to determine if the weapon overheats or jams. *Example: Alex decides to use concentrated fire and rolls 3d6 for his attack. He gets a 6, 3, and 1. For his attack roll, this counts as a "9" but for weapon overheating, it counts as a "4".*

Sweeping Fire

Also known as the "spray and pray" method, sweeping fire can only be used with a weapon capable of fully automatic firing. You shoot blaster fire in a fan, hoping to hit multiple targets in the arc of fire. The targets must be within 15' horizontally of each other, and within 2 Range Increments of distance from you. You cannot choose to "skip" potential targets within the arc of fire—this is not a technique to use near allies. When you use sweeping fire, you can make three attacks with -3 to hit for each, or four attacks with -4 to hit for each. Because this technique uses a lot more energy, it is more likely for your weapon to overheat or jam. Treat each shot as if you had rolled 1 less on each die for determining overheating or jamming purposes.

Suppressing Fire

Rather than aiming to hit individual enemies, sometimes you will simply want to keep them pinned down. Filling a corridor with a constant barrage of blaster fire might prevent your enemies from trying to cross the line of fire. When a character is engaging in suppressing fire, they are filling an area up to 10' wide within 2 Range Increments with continuous fire by spending a Full Round doing so. Anybody emerging from cover into the area must make a Defense + Daring roll against the Ranged ability of the shooter. If they fail, they are either shot by the weapon or remain pinned down (player's choice). The downside of suppressing fire is that continuous fire will rapidly overheat the weapon. On the first round an attacker engages in suppressing fire, they must roll an attack roll with a Penalty Die. The roll does not reflect the "skill" of the attack, merely whether or not the weapon begins to overheat. On the second round of suppressing fire, an attack roll is made with two Penalty Dice, with one more Penalty Die per round until the weapon finally overheats. Only a weapon capable of rapid fire can be used for suppressing fire. Weapons with limited shots, charge times, etc. cannot be used in this manner.

"Cover Me"

If an attacker is doing suppressing fire and they take damage, Yield Advantage, or spend a Fortune Point to avoid taking damage, they immediately cease the suppressing fire.

High-Tech Melee Weapons

In space opera stories, it is perfectly possible to simply use existing melee weapons as-is. Black-and-white movie serials often saw characters carrying rapiers while walking the deck of a rocket ship. This is especially appropriate when armor is not commonly worn in the setting. However, if you want melee weapons to have some unique special properties, here are a few ideas. Feel free to have one (or maybe a few) be the "standard" for high-tech melee weapons to fit the flavor of your campaign and ignore the rest if you like. If you want a campaign where there are energy blades but not energy shields, that is perfectly fine.

Chain Blade

A chain blade is a chainsaw that has been turned into a weapon of war. It functions as a broadsword, backsword, greatsword, axe, or dagger, but does +1d3 damage and is incredibly loud (making stealth impossible) while turned on. Turning the chain blade on can be done simultaneously with drawing the weapon. A chain blade that is turned off does the same damage its most similar weapon type, but with a Penalty Die. *Example: a chain broadsword does 1d6+1d3+1 damage while turned on, and 1d6+1 with a Penalty Die when turned off.*



Energy Blade

An energy blade functions as a similar sword or dagger but have a blade that is made out of pure energy that can be turned off or on with the press of a button (this can be done simultaneously with drawing the weapon). An energy blade does +2 damage more than the weapon it is most similar to. Further, an energy blade gets a free Sword Break roll whenever it is parried by any weapon other than another energy blade, energy shield, or a shock weapon. Though it is an antipersonnel weapon, an energy blade is also remarkably effective against structures. When used against a structure (like trying to cut through a bulkhead) an energy blade does +1d6 damage. Against a vehicle, treat an energy blade as if it were Size 1 for determining damage (it does 2d6 damage to any vehicle Size 0-2, and 1d6 damage to larger vehicles). It is said that some telepaths can use their precognitive powers and an energy blade to parry and even riposte blaster fire.



Vibro Blade

A vibro blade functions as a similar bladed weapon, but the blade vibrates faster than the speed of sound when the vibration function is turned on (this can be done simultaneously with drawing the weapon). While the function is turned on, the vibro blade emits a high-pitched whine, giving a Penalty Die to stealth rolls. A vibro blade does the same damage as the weapon it is most similar to and ignores 2 points of protection given by armor while turned on.

Mono Blades

A mono blade has an edge or point that is a single molecule thick. This makes it incredibly sharp. A mono blade can function as any bladed or pointed weapon, including arrows fired from a bow. Mono blade weapons get a Bonus Die on damage rolls and ignore half the Protection rolled against them (round down, so a roll of 5 Protection would be reduced by 2).

Shock Weapon

Shock weapons are usually electrified variants of staves, clubs, or whips. A shock weapon does +1 damage more than the weapon it is most similar to. Further, whenever it hits, even if the target's Protection exceeded the damage, the target must make a Tricky (-1) Might check or be At a Loss until they spend a Minor Action to recover. A shock weapon can also be set to stun.

Energy Shield

When not activated, an energy shield appears as a bracer on the forearm. When activated, a translucent forcefield appears in front of the bracer, resembling a medieval shield or riot shield. An energy shield grants +1 to Parry and +1 Defense and can be used to Parry ranged attacks as well. Slamming an enemy with an energy shield does 1d6-1 damage.

High-Tech Security

Locks + Traps: Security systems in a science fiction campaign are likely to be much more sophisticated than those of a Baroque-era game. In such a setting thieves' tools are more sophisticated, though they may still pick an old-fashioned lock, too.

Computers + Hacking: Hacking a computer allows an unauthorized user to gain access to secure information or programs. While the GM can run this as a simple Savvy +Career Test, it might be more fun to make a mini-game out of it (at least for very well-protected systems) by making it an Extended Task Roll. Each success along the way grants an additional level of access to the systems before the final one where you're "in!". The GM should decide what each level of access grants. The hacker can use one of these abilities and make another Task Roll each round.

The hacker should declare how they intend to get past the system's defenses. Each system has three defenses that act as Difficulties. These are Encryption (vs. brute force), Coding (vs. backdoors), and Security (vs. a false ID).

If the time frame elapses before you're "in", the system shuts down completely and consequences occur. A silent alarm, a loud klaxon, the arrival of security personnel, data destruction, self-destruct, sealing exits, booby traps, etc. are all possible. The further the hacker is from the mark, the more severe the consequence. Failing by 3 or less means the hacker got what they came for, but just before they were locked out of the system.

High-Tech Explosives

Evading Explosions

Characters caught in the blast radius of an explosion get a chance to save themselves by rolling Savvy + Defense (assuming they can see the grenade coming, notice the bomb, etc.). If they manage a Demanding (-6) result, they get completely clear of the blast radius (up to 30'). If they manage a Tough (-4) result, they manage to move 15' before the explosion affects them. If they manage a Hard (-2) result, they get 10' before taking damage. If they manage a Tricky (-1) result, they move 5' before taking damage. If the target decides to dive and fall prone at the end of their movement, give +1 to the result. A character can Yield 1 Advantage to add +10' to the distance moved (and can Yield more than one this way). A target can spend a Fortune Point for a Close Call instead, but the difficulty to avoid Composure Loss is the same as escaping the blast radius would have been.

Explosions & Pawns: Instead of rolling individually for each Pawn, make a single roll, but use the Pawn's Competence + their total number. So, four Competence 2 Pawns would roll at +6. The Difficulty is set by how far the furthest Pawn is from the edge of the explosion. So, if the furthest Pawn was 15' from the edge, the Difficulty would be -4. The number of Pawns saved by a successful roll is 1 + 1 per point above the difficulty the roll was. So, if four Competence 2 Pawns succeeded by 1 more than the Difficulty, two would survive.

Energy Grenade

An energy grenade has a thrown range increment of 10 feet. They do 4d6 damage, less one die per 5 feet away the victims are from the origin of the blast. Roll damage once for all targets—the "lost" dice are ignored in order of largest to smallest. ***Example**: if you rolled 6, 4, 2, and 1, a target right next to the grenade would take 13 damage, a target 5 feet away would take 7 (ignore the 6 result), a target 10 feet away would take 3 damage (ignore the 6 and the 4), a target 15 feet away would take 1 damage (ignore the 6, 4, and 2), and a target 20 feet away would take no damage (ignore all dice).* To break a grenade, assume it does 1d6+2 damage (though breaking a grenade open is a terrible idea, causing an automatic explosion!).

It takes a Minor Action to arm a grenade, and a Major Action to throw it. Throwing a grenade is a Ranged attack made with Might. The thrower treats the target area as if it had a Defense of 0; only range penalties affect the throw. For every point by which the throw failed, the grenade lands 1d3 feet in a random direction from the target. Use a d6 to determine the direction (1-3 short of, 4 wide left, 5 wide right, 6 past the target). It is okay to be "close" with a grenade. So, if a throw missed by 2, the grenade would land 2d3 feet in a random direction from the target.

An armed energy grenade explodes on impact; there is no waiting for a fuse to burn down but see "Evading Explosions" rules.

Timebomb

A timebomb is about the size of a brick, often with a magnetic or sticky surface to mount onto a target. Treat a timebomb like a grenade, but it does 6d6 damage instead of 4d6. Every 5 feet from the center of the blast removes the highest remaining d6 from the damage roll. Setting a timebomb is a Major Action and arming a timebomb is a Minor Action. The GM might call for a Career test using Savvy to make sure the bomb was set properly to inflict optimal damage (failure would reduce the number of damage dice). Once armed, the countdown begins and the timebomb will explode at a set time. Disarming a timebomb takes a Major Action and may require a key-code or some other countermeasures be overridden to succeed (requiring a Savvy + Career test), presuming the bomb has even been found. Failure indicates the countermeasures have become locked and cannot be overridden. A Calamitous Failure causes the explosion to happen immediately. 5 points of damage will also cause a timebomb to explode.

Larger and more powerful timebombs exist as well. A briefcase-sized bomb does 10d6 damage and a timebomb the size of a crate (a 4-foot cube) does 20d6 damage. Anyone exposed to more than half the damage dice can only survive the blast by using Fortune Points to evade certain death (a mere "Close Call" will not be sufficient).

Remote Detonator

Similar to a timebomb in terms of explosive power, a remote detonator is detonated via remote control after it has been armed. It takes a Major Action to set, a Minor Action to arm a Remote Detonator, and a Major Action to explode it by using the remote control. The remote control might have countermeasures to ensure it is not tampered with—which might cause it to automatically detonate from a sudden impact (including being dropped by the wielder). Typically, the remote control will have a maximum range beyond which the signal cannot reach the explosive. In some cases, this will mean it does not work—in other cases, taking the remote control too far from the explosive will automatically trigger a detonation.

Trip Mine

Often deployed by soldiers in a warzone, trip mines are also sometimes used by bounty hunters or criminals trying to evade pursuers. A standard trip mine does 4d6 damage as per an energy grenade. It takes a Major Action to set and a Minor Action to arm a trip mine. An armed trip mine will explode when anything weighing over 50 pounds approaches within 5 feet. A person who is aware of the trip mine may have a chance to disarm it or move out of the way before it explodes. The difficulty to notice a trip mine is based on the Career of the person who set the mine, modified by + or -1 based on the conditions (it would be much easier to conceal in a snowdrift than in a building, for instance). The difficulty to disarm a trip mine is -2 for a standard trip mine. Uncommon trip mines have -4 to disarm and do 5d6 damage. Rare trip mines have -6 to disarm and do 6d6 damage.

Flash Grenade

Often used by bounty hunters or security forces, flash grenades are nonlethal and intended to severely hamper an enemy, nearly blinding them. Arming and throwing a flash grenade works the same as an energy grenade but does no damage. Anybody caught within a 20-foot radius of the flash must make a Savvy check or be At a Loss for 1d3 rounds. The difficulty of the check is -4 within 5 feet of the flash, -3 within 10 feet, -2 within 15 feet, and -1 within 20 feet. Spending a Fortune Point will allow a target to automatically succeed on this check. A Calamitous Failure renders the target completely blinded for the duration, then At a Loss for another 1d3 rounds after that.

Smoke Bomb

Smoke bombs are usually used by criminals and bounty hunters to obscure their enemy's view. Arming and throwing a smoke bomb works much the same as an energy grenade but does no damage. Instead, a smoke bomb fills a 20-foot radius with a nearly-opaque smoke that lasts 1d3+1 rounds. Anybody inside the smoke is blind while they remain within it, and it is impossible to see things within or on the other side of the smoke as well for those outside it.

Gas Grenade

Gas grenades work similar to smoke bombs, but instead of an opaque smoke, they contain some other type of gas, which might be transparent or translucent. The effect depends on what type of gas is inside the grenade. Below are a few sample types:

Poison: A poison gas grenade functions like an energy grenade, but instead of 4d6 damage, it does 4d3 damage. This damage cannot be reduced by Protection but is negated if the target is wearing a rebreather or is in some other airtight environment.

Knock-Out: A knockout grenade spews an anesthetizing gas in a 20-foot radius that puts targets to sleep. When the grenade goes off, roll 4d6. Anybody within 5 feet of the grenade must make a Might test with a difficulty equal to the highest die. Anybody within 10 feet rolls against a difficulty equal to the second highest die. Anybody within 15 feet rolls against the second-lowest die, and anybody within 20 feet rolls against the lowest die. Failure causes the target to fall asleep for 1d6 x10 minutes.

Teargas: A teargas grenade spews a gas that causes pain and watering of the eyes and nasal passages, making it very difficult to function. When the grenade goes off, anybody within 20 feet rolls a Might test against a difficulty of 4. Failure causes the target to lose a point of Composure. A target that begins their turn in the teargas or enters the teargas must make another Might test. The teargas persists for four rounds, with the difficulty of the Might test being reduced by one each round. This effects of teargas cannot be reduced by Protection they are negated if the target is wearing a rebreather or is in some other airtight environment. Composure lost to teargas cannot be regained until an hour has passed or they have been able to thoroughly wash their eyes out.

Paralyzing: This might also include something like laughing gas that renders the target helpless. The effect renders anybody caught inside the 20' radius unable to move for one turn unless they make a -4 Might Test, which takes their Major Action. Failure causes the target to also lose their Minor Action. Failing two or more times causes the victim to be paralyzed for 2 minutes.

High-Tech Armor

Sci-Fi armor functions in much the same way as in the 17th Century setting, but its effectiveness is not diminished by blasters. Depending on the setting, armor could be highly polished ablative metal, mechanized suits, even a forcefield projector. Its Protection is the same, as is its effect on Advantage and certain dice rolls. Likewise, armor is not often worn outside of battlefields by trained soldiers, giving a -1 Flair penalty when worn outside of warfare. Armor Familiarity, usually acquired via a Military Order or Special Equipment Training, is necessary to wear armor properly.

Spacesuit

A standard spacesuit offers no protection against physical damage but is fully sealed and will allow the wearer to temporarily survive in the vacuum of space, providing two hours' worth of air as well as protection against cold and severe radiation (against deadly radiation it allows the wearer to lose Composure every three rounds instead of every round). If a spacesuit is punctured while in vacuum, the wearer will be exposed to vacuum. For this reason, spacesuits often also include several vac-patches, allowing the wearer to retrieve the patch with a Minor Action and patch the hole with a Major Action. A standard spacesuit cannot be worn simultaneously with armor.

Light Armor

This armor offers 1d3 points of Protection. Wearing this armor without proper training means that you begin each scene with 1 less Advantage (cross out or cover the "Retreating" position and skip from "En Garde" straight to "Scrambling"). A Soldier with Armor Familiarity negates this penalty completely. There are also times when even light armor is hindering, giving a -1 Penalty to attempts to be stealthy, acrobatic, etc. and also to Initiative rolls. For swimming, the penalty is doubled, as the material absorbs water and gets heavy.

Heavy Armor

This armor offers 1d6 points of Protection. Wearing this armor without proper training means that you cannot Yield Advantage in any scene to avoid an attack. A Soldier with Armor Familiarity can Yield Advantage but begins each scene with 1 less Advantage (see Light Armor). Heavy armor is hindering in many tasks, giving a -1 Penalty and a Penalty Die to attempts to be stealthy, acrobatic, etc. and also to Initiative rolls. If heavy armor is comprised of heavy plates, swimming is impossible, as the plating drags you to the bottom. Your best hope to survive is to strip the armor off. Doing so takes two consecutive successful Savvy + Soldier checks at -2 Difficulty.

Helmet

Worn in addition to armor, or even without it, a helmet is not as inconvenient as body armor. A helmet gives +1 Protection in addition to whatever other armor worn by the character grants and does not impact Yielding Advantage at all. However, helmets do hamper vision and hearing, and give the wearer a -1 penalty to Savvy rolls to notice things. This penalty is not negated by Armor Familiarity; however, some helmets are augmented with gadgetry that might more than make up for this. Against attacks that specifically target the head, a helmet gives 1d6 Protection.

Gauntlets

Included with heavy armor, gauntlets give the hand 1d6 points of protection. This is not added to the general Protection offered by armor, and only applies to attacks to the hand, or using the hand to do something injurious, like grab an enemy's blade. Gauntlets are not especially hindering except for doing fine manipulation, such as picking a lock or forgery, in which case they give a -1 Penalty and a Penalty Die. These penalties are not negated by Armor Familiarity.

Magnificent Technology Items

In addition to higher technology weapons, sci-fi characters may have access to high tech gadgets that allow them to do special things. Some of these items are common enough that a PC can simply have them as normal equipment. Other items are special and require the Magnificent Technology Boon. It is also possible to combine abilities into a single item, such as an Armored Spacesuit with a Jetpack. You may also notice that the level of rarity of some of the gadgets seen here is different from their equivalent from the 17th Century setting for *Honor + Intrigue* to make it more in-line with space opera.

The items presented here are only suggestions, and the GM is encouraged to add more items that might fit the theme of the setting. Likewise, the GM can and should feel free to remove items that do not fit the theme of their campaign.

You can also convert magic items, including Potions, Preparations, and Talismans from *Honor + Intrigue* into gadgets pretty easily. A ward against fire, for instance could easily be reskinned into a fire-retardant suit. A potion that gives +1 Might would instead be an adrenal stimulant that does the same thing.

If you have the Magnificent Technology Boon, you get to begin with 4 Equipment Points worth of gear (or 8 if you took the Boon twice). Rare items are worth 4 Equipment Points, Uncommon are worth 2, and Common items are worth 1. Unique Items cannot be purchased with the Boon.

If you have an appropriate career (like Scientist or Engineer), you can craft items of Magnificent Technology in the same way a Magician, Alchemist, or Craftsman can in *Honor + Intrigue*.

Neon + Intrigue

While a lot of the technology presented here is ideal for an interstellar space opera style game, you could easily use many of these technologies for a near-future dystopia set here on Earth. This is especially true of many of the cybernetics and other gadgets. Not all sci-fi settings are the same, so the GM should draw up a custom list of gadgetry and equipment suited for the setting they want to run before players create their characters.



Magnificent Arms

Aquatic Weapon (Uncommon)

This weapon is adapted for use underwater and does not have the standard penalties for underwater use. This may be as a result of some special type of ammunition, rotors or jets that help it move underwater, etc.

Combo Weapon (Uncommon)

You have a weapon that also functions as another weapon (like a blaster that is also an energy sword). Switching functions requires no action, and you can even do so as part of a Reaction you take.

Durotanium Weapon (Uncommon)

You own a melee weapon crafted from a very strong material. It has a Bonus Die on damage rolls, including to break or avoid breakage.

EMP Weapon (Uncommon)

This weapon does double damage to robots, vehicles, and other machinery, but has a Penalty Die on damage to living targets.

EMP Weapon, Improved (Rare)

This weapon does double damage to robots, vehicles, and other machinery with no diminished effect against living targets.

Hidden Weapon Gauntlet (Common)

A gauntlet that has a light concealed one-handed weapon inside. People searching you for weapons will not find it unless they know to look for it. The first time you use this weapon in a scene, you treat the victim as if they were unaware (get a Bonus Die to hit, +2 damage).

Lucky Weapon (Uncommon)

While not necessarily the result of technology (though perhaps it could be), this particular weapon has always been lucky for you. You begin each session with 1 extra Fortune Point if you keep it with you. Whenever you roll a 1 with this weapon on Initiative, Maneuvers, attacks, Reactions, or damage, you can spend 1 Fortune Point to reroll the offending die.

Perfectly Balanced Weapon (Uncommon)

This melee weapon grants a Bonus Die to parry.

Unobtanium Weapon (Rare)

This melee weapon is crafted from a super strong and rare material. It does +1d3 damage and is almost unbreakable (only if all damage dice roll a "1" *and* the opposing weapon did more damage, allowing it to block energy blades). An unobtanium weapon also imposes a Penalty Die on Protection rolls made against it.

Magnificent Armor

Armored Spacesuit (Common)

In addition to providing protection against damage, this armor also has the full functionality of a spacesuit. It could be Light Armor or Heavy Armor.

Deflecting Gauntlet (Uncommon)

This reinforced gauntlet protects all the way up the forearm and makes a very effective personal defense device. It can be used to punch for 1d6-1 damage and allows the wielder to Parry or Barehand Parry with +1. The tempered metal can even be used to parry blaster fire. For resisting the Sword Break maneuver, the gauntlet is treated as if it does 2d6 damage. It gives 1d6+1 Protection to the hand it is worn over. It could be used to Barehand Bind or Barehand Parry an energy blade. The Deflecting Gauntlet is not especially hindering except for doing fine manipulation, such as picking a lock or forgery, in which case they give a -1 Penalty and a Penalty Die. It is also heavy enough that it will give a -1 penalty to Swimming rolls as well. These penalties are not negated by Armor Familiarity.

Durotanium Heavy Armor (Uncommon)

This armor is crafted from a very strong and uncommon material. It rolls a Bonus Die on all Protection rolls.

Durotanium Light Armor (Uncommon)

This armor is crafted from a very strong and uncommon material. Instead of 1d3, it gives 1d6-1 Protection (minimum of 1), but still functions as light armor.

EMP Shielding (Common)

Armor with EMP shielding provides double its normal Protection against EMP weapons.

Heat Shielding (Common)

Armor with Heat Shielding provides double its normal Protection against heat. Clothing with Heat Shielding provides 1d6 protection against heat.

Helmet Rebreather (Common)

A device that filters air and also contains a 1-hour air supply worn within a helmet. The wearer is immune to inhaled poisons from the air and can survive in without breathable air for an hour.

Personal Forcefield (Rare)

This item is usually a worn bracelet or badge. By depressing a button, the wearer's body is surrounded by a shimmering envelope of force. The device has the ability to completely absorb ranged attacks and falling damage without using a Fortune Point and provides 1d6 Protection against any hand to hand attacks. However, once it has absorbed a total of 20 damage, it burns out and must be recharged for at least 6 hours before it will function again. If activated before a character is exposed to vacuum or submerged in water the forcefield envelop will supply an additional 5 minutes of breathable air and protect against sudden pressure changes.

Personal Forcefield, Superior (Unique)

This is a vastly improved version of the personal forcefield that functions the same but instead provides 1d6+1 Protection against hand to hand attacks and can absorb 40 damage before burning out.

Power Armor (Uncommon)

A mechanized suit of heavy armor with servomotors to enhance the wearer's strength. Anybody wearing it has +1 Might while it is activated. The suit's rigid exoskeleton and servomotors also help withstand high gravity environments, reducing the effects by 2 g down to a minimum of 1 g.

Protective Mesh Clothing (Uncommon)

These garments are lined with a Durotanium mesh, making them as protective as light armor, granting 1d3 Protection without the bulk. It requires no training to wear, gives no penalties, and is indistinguishable from ordinary clothing.



Radiation Shielding (Common)

Radiation Shielding completely seals the wearer off from any ambient radiation, including deadly radiation. It does not provide special protection against other environmental factors that might go along with radiation damage, however, like intense heat.

Sea Tempered (Common)

Armor designed to be worn underwater, it provides the wearer with 2 hours of breathable air and grants immunity from the ambient cold and pressure of deep dives. Sea tempered armor is also equipped with lights to see in the dark of ocean depths. Fins on the armor double the wearer's swimming speed.

Sea Tempered, Advanced (Rare)

Armor designed to be worn underwater for extended periods. It provides the wearer with 8 hours of breathable air, grants immunity to the ambient cold and pressure of deep dives and is equipped with lights to see through the dark ocean depths. The wearer's swimming speed is doubled, and special jets and rotors allow the wearer to act underwater with no penalties as if they were adapted for life under the sea.

Sensory Shielded Helmet (Uncommon)

This helmet protects the wearer from sudden overwhelming of their senses. The wearer cannot be affected by blinding light or deafening noise, as sensory input will automatically be reduced to be within tolerable levels. The lenses of the eyewear also halves penalties for darkness (or eliminates them completely if the wearer already has the Night Sight Boon).

Unobtanium Armor (Rare)

This armor is crafted from a super strong and rare material. It gives +1d3 of Protection and counts as if it were one category lighter. Light Unobtanium Armor feels like no armor at all and Heavy Unobtanium Armor gives only the penalties of Light Armor.

Magnificent Gadgets

Advanced HUD (Common)

This eyewear will display additional detailed information about anything at the center of its vision, allowing the wearer to access known data from a computer network in real time as they look around. In certain situations, the GM may give the player a Bonus Die where this extra information might prove especially helpful. It also negates any penalties to notice for wearing a helmet.

Auto-Doc (Rare)

An auto-doc is a large machine that is used to heal the grievously injured. It might be a booth with a collection of mechanical arms, each ending in various medical tools, or it might be a large vat of healing biogel. An hour spent in an auto-doc allows the patient to recover as if they had spent an entire day under the care of a Physician with 2 more ranks than the person supervising the auto-doc (to a maximum of 5 ranks). An auto-doc can also cure the effects of poison and illness, though there may be some that are beyond its ability. An auto-doc's size prevents it from being brought along on dangerous missions, but it can be kept aboard a ship where it takes up 1 Ton of storage space.

Grappler Bracer (Common)

This wrist-mounted device launches a grappling line with a 10' range increment. It can be used to Grapple an opponent at range, using the wielder's Savvy instead of Might to hit and applying range penalties as necessary. The grapple line is treated as if it has a Might of 4 for maintaining its grapple. The line can be cut (it rolls 1d6+1 to resist the Sword Break maneuver). Unless the wielder is braced, it is possible the grapple line could reel in the user towards the target, assuming the target was braced or is heavier. It has a winch that can pull up to 400 pounds up to 40' per round. Every 10 pounds above this slows the movement rate by 1'. The Grappler Bracer can be deployed to stop a fall. When you

need to spend a Fortune Point to avoid falling with the Grappler Bracer, roll 1d6. On a 4-6, you get to do so without spending a Fortune Point.

Grav-Belt (Common)

This belt allows the wearer to temporarily lower gravity around themselves. It can slow their descent while falling, effectively acting as a parachute. While the belt is active, the wearer is not injured by falls while in 1g or less. In higher gravity, it reduces the impact of high gravity by 1g. The belt can be activated automatically if the wearer is conscious and able to press a button on the belt. It can also be used to extend the wearer's jumping distance, allowing them to leap their full move speed in a single bound while in 1g.

Holographic Disguise Device (Uncommon)

This badge or medallion can make the wearer look and sound just like another person. The device can "store" one person's voice and image and disguise the wearer as that person. The disguise can be changed but doing so removes the original stored disguise. Each time the device is activated, or a disguise is changed, or an hour passes while the device is activated, roll 1d6. On a 1, the device burns out and must be recharged for at least 6 hours.

Holographic Disguise Device, Superior (Unique)

This functions as a standard holographic disguise device but it can "store" up to ten disguises at a time and does not risk burning out with the passage of time (though activation and disguise changes can). The disguise is so good it can fool a retina scanner.

Hover-Belt (Uncommon)

Hover-belts are often used for zero-g maneuvering or as a mobility aid. The wearer will float up to 5 feet over a surface that could support their weight with a 15′ move speed (unmodified by Qualities). The wearer is also unharmed by falling. It can be activated by pressing a button on the belt.

Infrared Goggles (Common)

These goggles allow the wearer to see heat signatures with warm objects appearing bright yellow and cold objects appearing dark purple against a general red background. Infrared Goggles give a Bonus Die to notice people or objects that are warmer or cooler than the ambient temperature.

Jet Boots (Unique)

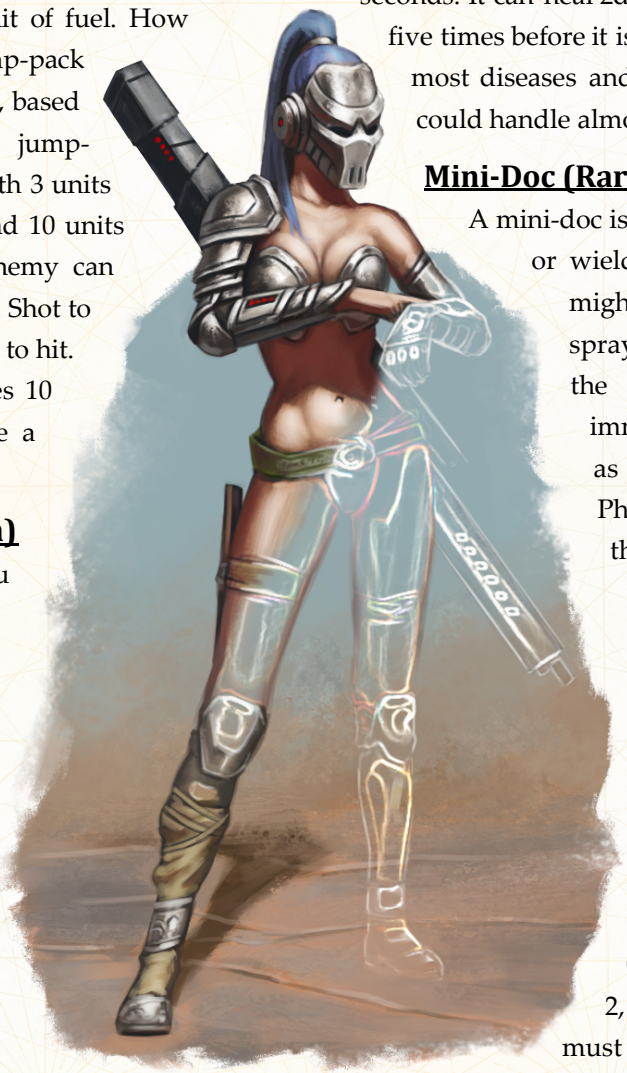
A miracle of miniaturization technology, jet boots allow the wearer to fly at a speed of 50 feet + 10 feet per point of Daring. They are very useful for zero-g maneuvering and incur no penalties for doing so. Unlike a jetpack, jet boots have no visible fuel tank that can be targeted by enemies. Depending on the setting, the GM might declare that jet boots cannot sustain long distance flight, but only be used in short spurts. If this is the case, roll the dice each time the boots are used, and a result of 5 or less indicates that the boots have lost a unit of fuel. How many units of fuel they will have is up to the GM, based on how frequently they should be used, with 2 units being for sparing use, and 5 units for frequent use.

Jetpack (Uncommon)

A jetpack allows the wearer to fly at a speed of 50′ + 10′ per point of Daring (it takes guts to fly one of these things at top speed). Jetpacks are very useful when trying to maneuver in zero-g, as they incur no penalties for doing so. Depending on the setting, the GM might declare that jetpacks cannot sustain long distance flight, but only be used in short spurts. If this is the case, roll the dice each time the jetpack is used, and a result of 4 or less indicates that the jetpack has lost a unit of fuel. How many units of fuel a jetpack will have is up to the GM, based on how frequently the jetpack should be used, with 2 units being for sparing use, and 5 units for frequent use. An enemy can attempt to make a Called Shot to hit the fuel tank with a -2 to hit. When the fuel tank takes 10 damage, it explodes like a grenade for 4d6 damage (and the wearer starts to fall as well).

Jump-Pack (Common)

Worn on the back like a jetpack, a jump-pack cannot maintain flight, but allows its wearer to launch themselves skyward for brief jumps. The distance of the jump is 50 feet + 10 feet per point of Daring each time a fuel unit is expended. A jump-pack can also be deployed to survive a fall not unlike a parachute, expending a fuel unit to reduce falling damage by one die (to a minimum of 0). Each time a jump-pack is used, it expends a unit of fuel. How many units of fuel a jump-pack will have is up to the GM, based on how frequently the jump-pack should be used, with 3 units being for sparing use, and 10 units for frequent use. An enemy can attempt to make a Called Shot to hit the fuel tank with a -2 to hit. When the fuel tank takes 10 damage, it explodes like a grenade for 4d6 damage.



Mag-Boots (Common)

Magnetic boots allow you to walk on a metal surface. This can be especially handy in zero-g environments, or to walk along a wall or ceiling. While mag-boots are activated, you have a movement speed of 15 feet per round, +2' per point of Might.

Med-Pack, Basic (Common)

These injectable nanomachines expedite healing. A basic med-pack heals 1d3 damage almost instantly. A med-pack can be used five times before it is expended.

Med-Pack, Advanced (Uncommon)

A more potent variety of med-pack that heals 2d3 damage and can be used five times before it is expended. It can also cure most poisons and can cure most illnesses within 1d3 hours.

Med-Pack, Emergency (Rare)

The most potent med-pack available, it can bring people from death's door back to fighting fit within seconds. It can heal 2d6 damage and can be used five times before it is expended. It can also cure most diseases and poisons that an auto-doc could handle almost instantly.

Mini-Doc (Rare)

A mini-doc is either worn over the hand or wielded like a flashlight. Or it might be like a squirt gun that sprays a healing biogel. Passing the device over any injury immediately begins healing it, as if the device were a Physician with 3 Ranks more than the person using it (up to 5 Ranks). The device destroys foreign bodies (like bullets) lodged in the body without requiring surgical removal. Mini-docs are excellent for stabilizing the dying. Each time the device is used to make a Career test, roll 1d6. On a 1-2, the device burns out and must be recharged for 6 hours.

Personal Cloaking Device (Rare)

When activated, this item makes the wearer almost transparent. Anybody trying to attack the target does so as if they were blind. The cloak lasts for one scene but ends abruptly once the target makes any sort of attack (or casts a spell), though the target of

that attack would be very vulnerable to an attack they cannot see coming. The wearer can choose to activate the device instead of spending Fortune to automatically hide. The device's power can be mitigated by dousing the cloaked person or object with liquid or powder, revealing their location, and they will continue to leave footprints, etc. The GM may choose to reduce the penalties for blindness against the wearer in those cases. Once the cloaking device has been used, it must recharge for 6 hours before it can be used again.

Psi-Wall (Rare)

This is a special headwear that integrates with the wearer's brain waves, insulating them from being manipulated by outside forces. It is usually integrated into a circlet, hat, or helmet. While worn, it confers the wearer the Psionic Resistance Boon. Alternatively, when worn by a psionic, their abilities are suppressed.

Remote Viewer (Uncommon)

This eyewear is accompanied by several miniature cameras that will record video and audio information for the wearer, making them excellent for surveillance. The wearer can choose to view from the perspective of one of these cameras in real time at any given time. The Remote Viewer will also save video and images if the wearer desires.

Telescopic Lenses (Uncommon)

This eyewear gives the wearer the ability to zoom in and make distant objects appear close, like binoculars. The wearer gets a Bonus Die to notice things visually and can see fine detail even at a great distance. A HUD will also tell the wearer the exact distance to the object at the center of its line of sight.

Thieves' Tools, Advanced (Uncommon)

These high-tech thieves tools include a password generator, false iris and voice holograms, a miniature EMP unit, a small cutting torch, telescoping crowbar, and a few other necessities. They confer a Bonus Die to bypass mechanically or electronically locked doors and traps. This replaces "Special Thieves Tools" Boon in high-tech settings.

Translator Module (Varies)

An earpiece that automatically translates what you hear into a language you can understand coupled with a microphone and speaker that automatically translates what you say for others to hear. A common quality translator gives the equivalent of Basic mastery in a language. An Uncommon translator functions as Fluent mastery in any language and also has a visual scanner that will read any writing it is pointed at aloud in a language the wearer can understand. Alternatively, you can have a silent translator that works as an eyepiece, projecting "subtitles" for anything you hear or read, though it will not enable you to speak in another language (this version is favored by spies).

CYBERNETICS

There are many possible cybernetic implants, and a few ideas are presented here. In general, when replacing a body part, a Common cybernetic implant will allow the user to ignore the penalties of that missing part. A Common cybernetic implant might also give the benefits of certain normal equipment at all times (like a communicator implanted directly in the eardrum). Uncommon and Rare cybernetics will allow the user the use of other abilities, often similar to another gadget.

Auto-Immunity Implant (Rare)

This implant pumps microscopic robots through your bloodstream that protect you from poison and disease. You gain the Extreme Poison Resistance Boon and also get a Bonus Die to resist any disease.

Computer Interface Implant (Common)

This implant is usually some sort of wired jack that extends from your hand, finger, or head. It allows you to directly interface with a computer system that you can plug into. You do not need a keyboard or any similar tool. Directly jacking into the system reduces hacking difficulties by 1. You can also

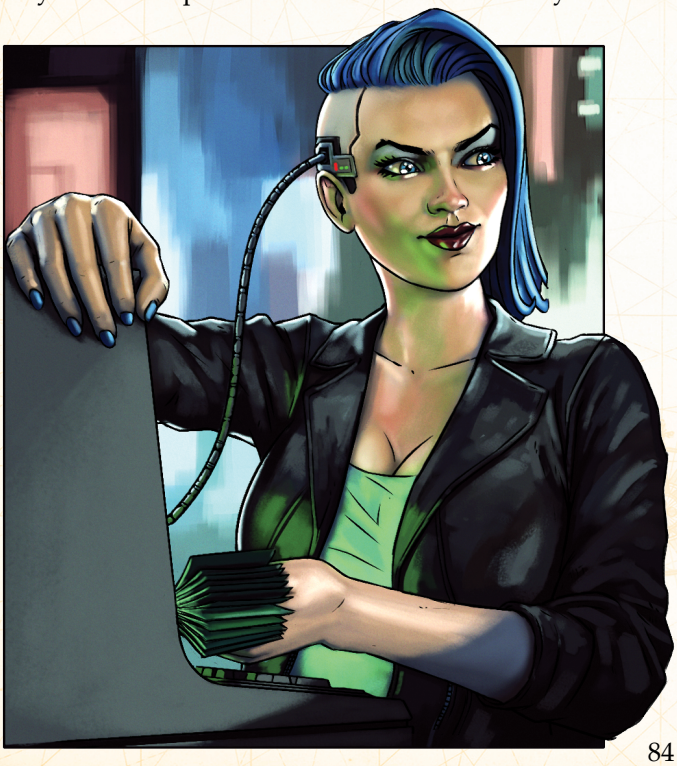
download and upload data directly through your implant. When you fail a Task Roll using the implant, you lose a point of Composure which takes an hour of rest to recover. If you lose all Composure, you are completely locked out of the system and unable to interface with it again until you've regained your Composure.

Computer Interface Implant, Wireless (Uncommon)

This implant allows you to wirelessly interface with a computer system with a 10' Range Increment affecting the difficulty. Its key benefits are ease of access to computer systems and stealth. Otherwise, it works like the Common version. You are At a Loss for any activity outside interacting with the computer system when using it.

Concealed Weapon Implant (Uncommon)

You must have a Cybernetic Limb to take this. While Cybernetic Limb allows you to have a hand that functions as a Hidden Weapon Gauntlet, this is better. Instead, your limb conceals or can transform into a two-handed weapon (like an arm that transforms into a blaster carbine). People searching you for weapons will not find it unless they know to look for it. The first time you use this weapon in a scene, you treat the victim as if they were unaware (get a Bonus Die to hit, +2 damage).



Cybernetic Eye (Varies)

You have an ocular implant that allows you to ignore the Flaws associated with a missing eye. In addition, it functions as eyewear of the same level of rarity (but in this case it is obviously not your "real" eye). If you would prefer a more discreet option, that is a Common cybernetic with no additional function but looks identical to your own eye. A cybernetic eye is susceptible to EMP weapons but must be specifically targeted with a Called Shot doing no less than 3 damage to disable the eye (but this does not harm your own Lifeblood).

Cybernetic Eye, Espionage Model (Rare)

This cybernetic eye will ignore the Flaws associated with a missing eye. It is indiscernible from your own natural eye. In addition, it can fool any retina scanner. It has the functionality of either one Uncommon or two Common pieces of eyewear. It is just as vulnerable to EMP weapons as any other cybernetic eye.

Cybernetic Limb (Common)

A robotic prosthetic that is as functional as the limb it is replacing. Allows the user to ignore Flaws associated with the lost limb while it remains equipped. It is susceptible to EMP weapons but must be specifically targeted with a Called Shot doing no less than 5 damage to disable the limb (but this does not harm your own Lifeblood). Cybernetic limbs can also have other Magnificent Technology built into them as an add-on with no change in its rarity. For instance, you could have magnetic feet instead of Mag-Boots as a Common Cybernetic.

Cybernetic Limb, Improved (Uncommon)

This robotic prosthetic limb not only ignores the Flaws associated with the lost limb, but it is also actually an improvement on your own lost limb. You have +1 Might or +1 Daring for actions using the limb (choose when you receive it). If the limb is a hand, it can be used to punch for 1d3 damage. If it is a leg, it increases your movement speed by 5′. It is susceptible to EMP weapons but must be specifically targeted with a Called Shot doing no less than 6 damage to disable the limb (but this does not harm your own Lifeblood).

Cybernetic Limb, Superior (Rare)

These robotic prosthetics are so advanced some people willingly replace their own healthy limbs with them. They ignore the Flaws associated with the lost limb and also give +1 Might and +1 Daring for actions using the limb. The limb also has two Common gadgets or weapons inside it. If the limb is a hand, it can be used to punch for 1d3 damage. If it is a leg, it increases your movement speed by 5′. It is susceptible to EMP weapons but must be specifically targeted with a Called Shot doing no less than 7 damage to disable the limb (but this does not harm your own Lifeblood).

Dermal Armor (Uncommon)

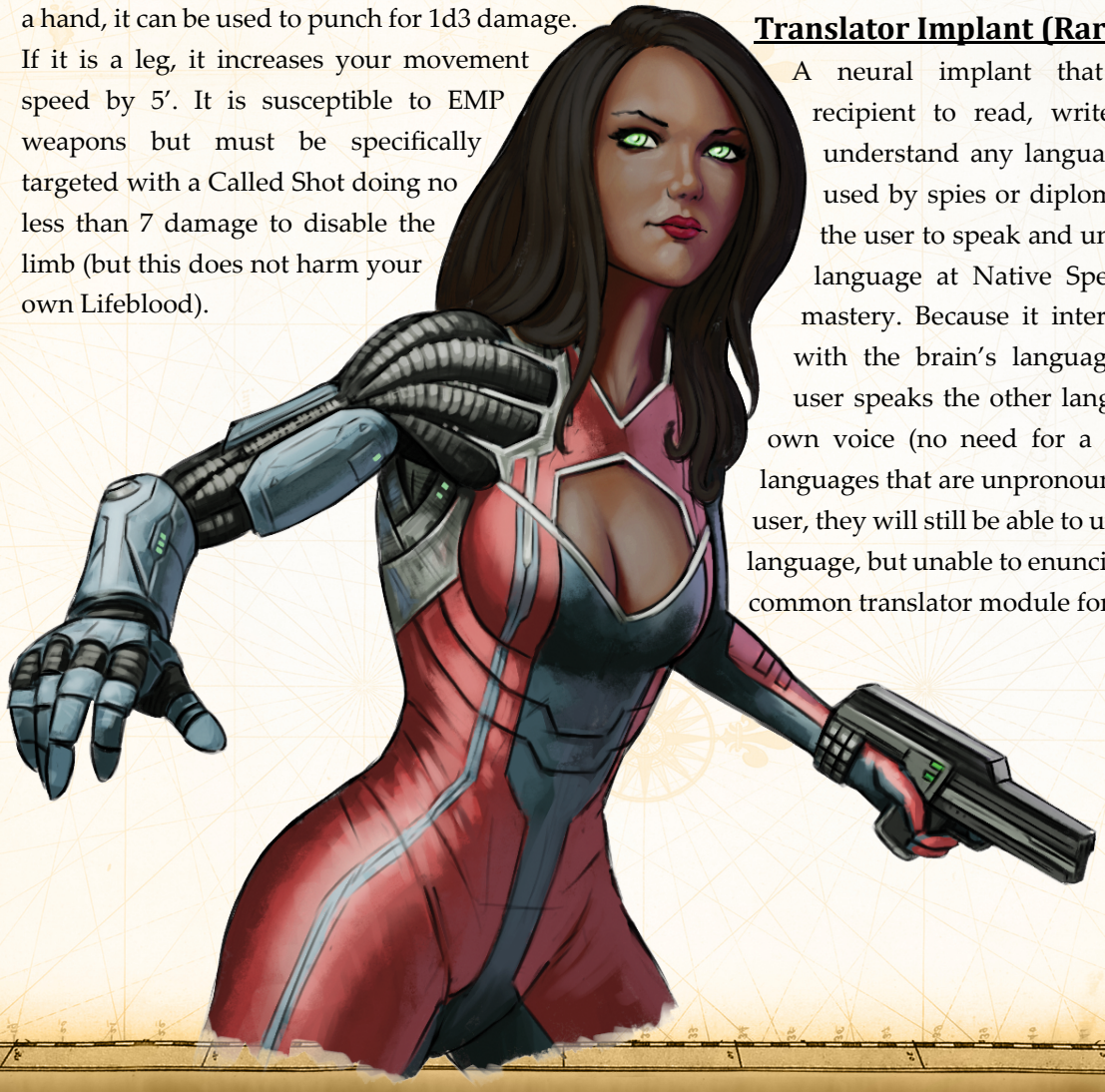
Your "skin" is actually armor that provides 1d3 Protection. This armor requires no training, and it does not negatively impact your movement or Advantage in any way. Dermal armor does not stack with Protection offered by worn armor.

Extra Cybernetic Arms (Rare)

You have fully functional extra set of cybernetic arms grafted onto your body, allowing you to Split Actions more efficiently (treat these as Common Cybernetic Limbs). You can use three arms for a -3 penalty to each action, or all four arms for a -4 penalty to each action. This would allow you to fight with a pair of two-handed weapons at -4 to hit with each or wield four one-handed weapons with -4 to hit with each. The Defense bonus of additional shields do not stack, however. You can also use your arms to multi-task, allowing you to climb a ladder while firing a blaster.

Translator Implant (Rare)

A neural implant that allows the recipient to read, write, speak and understand any language, it is often used by spies or diplomats. It allows the user to speak and understand any language at Native Speaker level of mastery. Because it interfaces directly with the brain's language center, the user speaks the other language in their own voice (no need for a speaker). For languages that are unpronounceable by the user, they will still be able to understand the language, but unable to enunciate in it (use a common translator module for that).



Starships + Space Travel

Converting *Honor + Intrigue* to use starships and space travel is easier than it would seem. It mainly involves reskinning the existing mechanics for sailing ships. Here are some guidelines below:

Ships of Size 0-2 are generally small meant to carry one pilot and possibly a few passengers. They cannot carry tonnage of cargo unless they have the Large Hold Ship Boon. Size 0 craft include escape pods and small personal vehicles and should only accommodate one or two people. Size 1 are Fighters or mid-sized personal vehicles meant to accommodate only a few passengers as well. Size 2 vehicles can vary from bombers to small freighters or tanks and can accommodate as many as a dozen people. Ships of Size 3 or larger are Capital Ships. Capital Ships have room for cargo tonnage and can have crew and passengers ranging from dozens to hundreds aboard.

Time & Distance In Space

For ship-to-ship combat at sub-light speeds, each round represents at least one minute. Distances are changed from "yards" to generic "Units" allowing you to scale them to vast distances appropriate to a space combat where ships are many miles apart. If you are using maps and miniatures, you might presume 1 inch (or hex) equals 50 Units.

A very common genre convention of space opera is faster-than-light (FTL) drives for a starship, sometimes called "Warp Drives", "Hyperdrives", "Star-drives", "Quantum Drives" or even "Psi-drives". There are a few ways to handle this.

Method 1: Don't: There are no hard and fast rules in place for how long it takes to travel between point A and point B. This is partly as a genre convention of space opera where ships are able to travel to their destination at the "speed of plot". It is also possible that astrogating a safe route between two points may be much more complex than a single straight line. If you need some sort of metric to compare the top faster-than-light speed of different ships, add the ship's Size and Engines rating. If you need to compare the sub-light speed of two ships, just use their Engines. It is typical in many settings that only Capital ships to have FTL capability.

Method 2: Sectors & Jumps: If you want a rudimentary method for tracking time and distance, divide space up into sectors. This could be a grid, a hexagonal map, or simply list of space lanes with various "points of interest" along each way. How big each sector is would be up to the GM in terms of the scale of the campaign. It could be Astronomical Units (AU), Light-years, or even Parsecs. The ship's FTL drive speed (Size + Engines) is how many sectors they can move on a single FTL "jump". How long this "jump" takes is likewise determined by the GM based on the scale of the campaign. It could be hours, days, or weeks depending on the way the GM wants travel time to be calculated.

Method 3: Jump Gates: In this variant, starships cannot simply "jump" to FTL travel on their own. They must do so by moving through a fixed point in space called a "Jump Gate". In such a setting, these gates would doubtless be places of extreme military importance and heavily defended. They would also be of great commercial importance and home to a major trading nexus, colony, or star base. It is also possible that each gate is one-way, creating a complex network of trade and diplomacy.

Of course, it is possible you could run an entire campaign set within a single star system with multiple inhabited planets, asteroids, and moons, in which case you would not need any FTL system.

Docking Bays

A Capital Ship can have a docking bay to hold one or more smaller vehicles. The number of vehicles that can fit is based on the vehicle's Size, with a Size 0 vehicle taking half the space of a Size 1. A 10-ton docking bay can hold 1 point of Size worth of smaller ships and is the maximum that a Size 3 Capital Ship can support. A 20-ton docking bay can hold 5 points of Size of smaller ships and is the maximum that a Size 4 Capital Ship can support. A 30-ton docking bay can hold 10 points of Size of smaller ships and can only be supported by a Size 5 ship. A docking bay is not necessary for a ship to have escape pods; they will usually have enough to accommodate their complement. The docking bay is for additional vehicles the ship may need to accommodate. A Capital Ship without room for any smaller vehicles to dock can take a Ship Flaw "No Docking Bay". A Capital Ship that is designated as a carrier can accommodate double the usual docking bays with the Ship Boon "Extra Docking Bays".

Anti-Personnel Weapons vs. Vehicles

What happens when a ship is shot with a regular blaster? Usually not much. A vehicle has 1d6 Protection per point of Hull and Size (added together) vs. regular weapons. Any damage that gets through that ample Protection is halved (round up), then deducted from the vehicle's Integrity. Weapons meant to be used against ships, like a gun battery or missile launcher, will list the Ship Size and Guns rating they count as for purposes of launching a Volley.

Vehicle Weapons vs. Personnel

Vehicle weapons are very difficult to aim at individual non-vehicle targets, requiring a successful Career check (typically by the pilot or ship's gunner; difficulty set by the GM). A failure misses by a lot. A success is close, but still misses. Only on a Mighty Success will they have a direct hit.

Rockets + Rapiers

A Rockets + Rapiers campaign is a "retro-future" space pulp setting in which most of the aesthetic is based on what pulp science fiction of the 1930s to 1950s imagined. Inspiration for such a setting can be found in Philip Francis Nowlan's *Buck Rogers* or Alex Raymond's *Flash Gordon* serials. Rather than starships, the heroes fly in rocket ships. Artificial gravity would not be an option on smaller rockets, so heroes would need to be adept in zero-g maneuvering or employ magnetic boots or jetpacks for any sort of boarding action. Larger rockets can simulate gravity near the hull via rotation.

Computers, androids, and other high technology may also be larger and clunkier, employing vacuum tubes, tapes, and punch cards instead of microchips or disc drives. Computer systems would need to be accessed by a direct wired connection (no wireless hacking would be possible). This does allow for some different plot ideas to be used. A missing data-tape becomes a Maguffin (copying them is not so easy, nor can they simply be beamed from one place to another). Overriding the security controls requires someone physically sneaking into the control system and hacking the system at its source.

Another common element of the setting is that swords (and capes) are in fashion, making it an ideal swashbuckling subgenre. Perhaps sword fighting is still popular due to tradition. It could also be for a practical reason such as to avoid depressurizing the hull of the ship with blaster fire or maybe because it is the best means to pierce an enemy's vac-suit or armor.

While fashion and technology are anachronistic, so is the culture. Despots, empires, nobles, and lords weave a complex tapestry of alliances, vendettas, and intrigues. Like a true swashbuckling story, the heroes and villains are larger than life. Good and evil are often as simple as black and white.

Even then, the target can spend a Fortune Point to suffer a Close Call instead. The damage dealt is double what that volley would do against a Size 0 vehicle (almost certain to kill the target). Bombarding or strafing a mass of infantry out in the open, on the other hand, is much more effective. Only a regular success is needed to hit. On a successful hit, roll damage as if against a Size 0 vehicle. The result is the number of Pawns killed by the volley. If the target is protected by cover, walls, a trench, etc. the GM may grant 1 to 3 d6 of Protection based on how well protected they are.

Battling Large Creatures with Vehicles

There will be times when a vehicle will be attacked by (or choose to attack) a large beast on land, sea, air, or even in the vacuum of space. Such creatures may be wild or ridden as living war-machines. Anytime a creature is large enough that it can damage a vehicle, its description will explain what Size vehicle it is equivalent to.

Any creature with a Vehicle Size rating can attack a vehicle (treating Engines minus Size as Defense) but does half the listed Lifeblood damage to the vehicle's Integrity and Complement %. Every 5-6 rolled (regardless of the total after halving) indicates all major PCs or NPCs take 1d3 damage (which can be avoided like a Volley with a Tricky (-1) Savvy + Career roll or spending a Fortune Point).

When attacking a beast with a Vehicle Size, attack the creature's Defense. If it hits, it does double the listed Integrity damage (based on Size Difference) to the creature's Lifeblood. The creature's Protection absorbs this damage as normal.

Some creatures may have vehicular armaments and systems mounted on their bodies while other creatures may be capable of moving at speeds equivalent of starships. In such cases, give the creature the appropriate Ship Qualities, Boons, and Flaws in addition to the creature's own Qualities.

Reskinning Ship Qualities

The Ship Quality "Sails" is called "Engines". The Ship Quality "Guns" covers all of the ships weapons systems, including missiles, mines, etc. If you prefer, you can call it "Armament" instead.

Ship Boons

"Sailmaker" Ship Boon becomes "Chief Engineer". The "Swift Sails" Ship Boon becomes "Swift Engines". The "Oars" Ship Boon has no starship equivalent. The "Shallow Draft" Ship Boon is changed to "Narrow Profile". This lets you fly through canyons and asteroid fields easier. The "Extra Swivel Guns" Ship Boon represent autocannons or tripod-mounted turboblasters used to sweep the corridors. The "Unsinkable" Ship Boon becomes "Reinforced Hull". There are also some new Ship Boons:

Stealth Mode: This device prevents the ship from showing up on enemy sensors. It does not render the ship invisible to the eye, but it cannot be scanned. If the ship opens fire, it loses its stealth ability until a minute after its last volley.

Cloaking Device: This device is an enhancement to the Stealth Mode Boon (which you must also have to have a Cloaking Device). While you have Stealth Mode engaged, your ship also becomes physically invisible (light bends around or goes through it). While a Cloaking Device is engaged, enemies have -4 to hit your ship. Once you open fire, the Cloaking Device turns off for a minute until after your last volley. Cloaking Devices do not exist in some space opera campaigns, while in many others their use is severely restricted and may be a violation of interstellar treaties.

Extra Docking Bays: This ship can accommodate double the normal amount of space in its docking bays for its size.

Ship Flaws

The "Deep Draft" Ship Flaw becomes "Wide Profile". The ship is bad for flying through canyons or asteroid fields. “Leaky Tub” becomes “Temperamental”. The “Cramped Quarters” Ship Flaw on a Size 0-1 ship means that only the pilot can fit aboard the craft. A Size 2 vehicle with “Cramped Quarters” can only accommodate a pilot and copilot. “No Docking Bays” means a capital ship cannot hold any smaller craft inside it.

Other Ship Terminology

“Chain Shot” is now called an “EMP Cannon”. “Timber” is now called “Integrity” and can be representative of either armor or shields, depending on the needs of the setting. Grapeshot has no equivalent for starships. Boarding and Repel Boarders actions work more or less the same, but involve the use of boarding tubes, tractor beams, or teleporters instead of grappler hooks and gangplanks. A starship reduced to 0 Integrity does not “sink”, but it will soon explode. There will usually be a little time to reach escape pods when this occurs. “Shore batteries” are replaced by “space stations” that function the same.

Sample Ships

Escape Pod: Size 0, Engines 2, Guns 0, Crew 0, Hull 0; 10 Integrity; Ship Boons: Fast to About, Extra Complement (you can pack in up to 10 people); Flaws: Unarmed, Cramped Quarters

Light Starfighter: Size 1, Engines 3, Guns 1, Crew 0, Hull 0; 20 Integrity; Ship Boons: Narrow Profile, Ship Flaws: Cramped Quarters

Heavy Starfighter: Size 1, Engines 1, Guns 3, Crew 0, Hull 0; 20 Integrity; Ship Boons: Extra Gunports, Ship Flaws: Cramped Quarters

Elite Starfighter: Size 1, Engines 2, Guns 3, Crew 0, Hull 1; 25 Integrity; Ship Boons: Extra Gunports, Swift Engines, Ship Flaws: Temperamental, Cramped Quarters

Boarding Ship: Size 2, Engines 1, Guns 2, Crew 1, Hull 1; 35 Integrity; Ship Boons: Extra Complement, Extra Swivel Guns; Ship Flaws: Popular Target, Slow to About

Bomber: Size 2, Engines 2, Guns 2, Crew 0, Hull 0; 30 Integrity; Ship Boons: Long Guns, Ship Flaws: Cramped Quarters

Light Freighter: Size 2, Engines 2, Guns 1, Crew 0, Hull 2; 40 Integrity; Ship Boons: Large Hold, Swift Engines; Flaws: Lightly Armed, Popular Target



Blockade Runner: Size 2, Engines 3, Guns 2, Crew 0, Hull 0; 30 Integrity; Ship Boons: Stealth Mode, Swift Engines; Flaws: Temperamental, Cramped Quarters

Corvette: Size 3, Engines 1, Guns 3, Crew 1, Hull 0; 40 Integrity; Ship Boons: Fast to About, Ship Flaws: Small Hold

Frigate: Size 3, Engines 2, Guns 2, Crew 0, Hull 1; 45 Integrity; Ship Boons: Swift Engines, Ship Flaws: Bad Food

Privateer: Size 3, Engines 2, Guns 3, Crew 1, Hull 0; 40 Integrity; Ship Boons: Stealth Mode, Cloaking Device; Ship Flaws: Jinxed, Popular Target

Freighter: Size 3, Engines 2, Guns 1, Crew 1, Hull 1; 45 Integrity; Ship Boons: Large Hold, Smuggler's Hold, Swift Engines; Ship Flaws: Wide Profile, Slow to About, Popular Target

Battlecruiser: Size 4, Engines 2, Guns 4, Crew 0, Hull 2; 60 Integrity; Ship Boons: Extra Gunports, Swift Engines; Ship Flaws: Wide Profile, Cursed Reputation

Destroyer: Size 5, Engines 3, Guns 5, Crew 1, Hull 1; 75 Integrity; Ship Boons: Reinforced Hull, Engineer; Ship Flaws: Wide Profile, Slow to About

Other Science Fiction Vehicles

Aside from starships, you might also want to deal with land, sea, and air vehicles. These function more or less the same as starships with regard to game mechanics, except they are not used for space travel. These vehicles cannot carry tons of cargo.

Hovercycle: (Land or Sea Vehicle): Size 0, Engines 3, Guns X, Crew 0, Hull 0; 5 Integrity; Vehicle Boons: Fast to About, Narrow Profile; Vehicle Flaws: Unarmed, Fragile

Groundspeeder: (Land or Sea Vehicle): Size 1, Engines 2, Guns X, Crew 2, Hull 1; 25 Integrity; Vehicle Boons: Swift Engines; Vehicle Flaws: Unarmed

Rumbler Assault Vehicle: (Land Vehicle): Size 1, Engines 1, Guns 2, Crew 1, Hull 1; 25 Integrity; Boons: Extra Gunports; Flaws: Short Guns

Cargospeeder: (Land or Sea Vehicle): Size 2, Engines 1, Guns X, Crew 1, Hull 2; 40 Integrity; Vehicle Boons: Smuggler's Hold, Large Hold; Vehicle Flaws: Unarmed, Slow to About

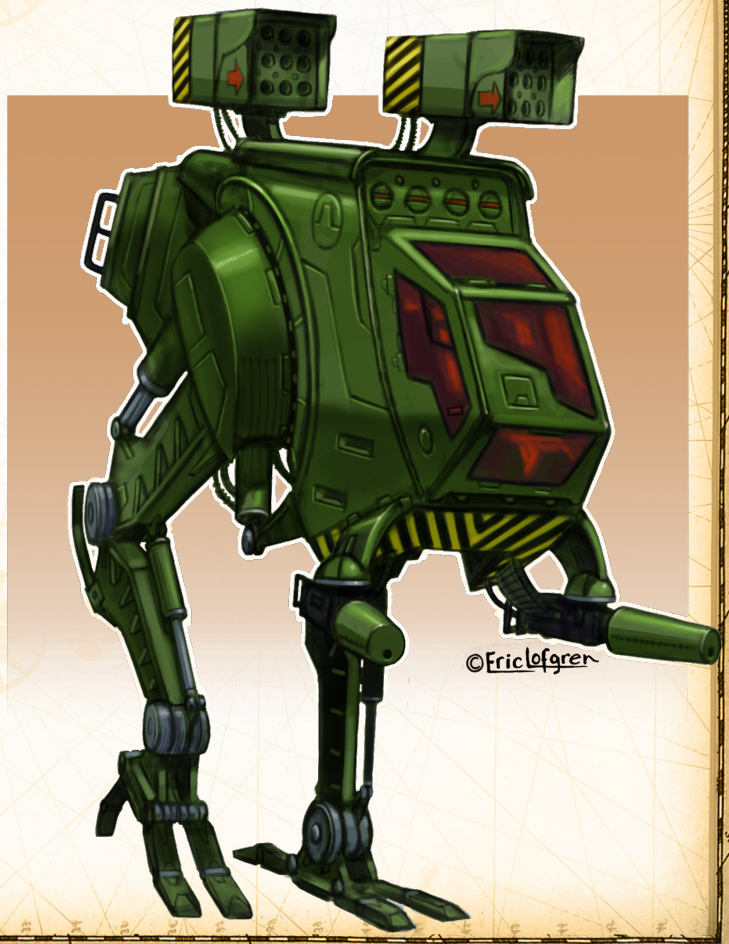
Light Tank/Mech: (Land or Sea Vehicle): Size 2, Engines 2, Guns 2, Crew 0, Hull 1; 35 Integrity

Heavy Tank/Mech: (Land or Sea Vehicle): Size 2, Engines 0, Guns 3, Crew 0, Hull 2; 50 Integrity; Vehicle Boons: Reinforced Hull, Extra Gunports; Vehicle Flaws: Slow to About, Temperamental

Transport Crawler: (Land Vehicle): Size 3, Engines 0, Guns 3, Crew 2, Hull 2; 60 Integrity; Vehicle Boons: Reinforced Hull, Extra Complement; Vehicle Flaws: Slow to About, Wide Profile

Junk Crawler: (Land Vehicle): Size 3, Engines 0, Guns 1, Crew 2, Hull 2; 50 Integrity; Vehicle Boons: Extra Swivel Guns, Large Hold, Smuggler's Hold; Vehicle Flaws: Slow to About, Wide Profile, Lightly Armed

Hovercopter: (Air Vehicle): Size 1, Engines 3 Guns 2, Crew 0, Hull 0; 10 Integrity; Vehicle Boons: Fast to About; Vehicle Flaws: Fragile



DOGFIGHTING

Starfighter dogfights are a major part of the space opera genre. Dogfights with air and space craft are run in much the same way that dueling is run for hand-to-hand combat. Just like dueling, there will be situations where every Quality is potentially useful for a pilot in a combat situation. Might + Pilot would be rolled when trying to pull up out of a dive, straighten out of a spin, or withstand high-G forces without passing out. Daring + Pilot would be used to fly around obstacles or take evasive action. Savvy + Pilot would be used to get a system back online, lock onto an enemy, or try to shake a pursuer. Flair + Pilot would be used for flashy moves like barrel-rolls or deploying anti-missile flares.

Unlike dueling, there are no specific maneuvers, nor are there Minor or Major Actions. Pilots in a dogfight can take one action on their turn. Heroes and Villains in a dogfight can always actively defend against incoming attacks, using the Quality the GM determines to be most appropriate to the situation (Pawns and Retainers have a static defense value based on their ship's Engines). If the active defense roll is lower than the attack roll, then the pilot will have the option to Yield Pilot Advantage or take damage from the volley. Yielding Pilot Advantage does usually include some additional consequence, however. If the defense roll is equal or higher than the attack roll, then they manage to evade any serious damage to their craft without having to Yield Pilot Advantage.

Pilot Advantage

Instead of Advantage, each small air or spacecraft (Size 0-2) has its own degree of Pilot Advantage, dependent upon the pilot. Pilot Advantage is completely separate from any Advantage one might have from Dueling styles.

Like Advantage, Pilot Advantage is Yielded to avoid a ship taking damage in combat, allowing small ships to avoid narrow brushes with death. Pilot Advantage is an especially important mechanic as without it, Heroes piloting small craft could be killed by a single volley from a capital ship. Typically, when a character has Yielded all Pilot Advantage, they eject from their craft just before it explodes (though enemies might be able to sweep them up in a tractor beam).

Sword + Planet

One subgenre of science fiction is known as "Sword and Planet". This would include Edgar Rice Burroughs's *John Carter of Mars* series as well as Alex Raymond's *Flash Gordon*. Sword and Planet stories often blend elements of science fiction with fantasy. It would not be out of place to see an evil sorcerer-king wielding a blaster and employing armies of robots. These stories also tend to include a great deal of swordplay, making them excellent for swashbuckling campaigns.

Typically, Sword and Planet stories would take place on a single alien world, rather than involve interstellar travel, but the planet would often have a variety of different regions and peoples, giving it a diverse fantastical feel. Frozen mountains, steaming jungles, floating fortresses, and subterranean cities could all be on the same planet, each inhabited by different cultures and home to unique alien beasts. Essentially this single planet takes the place of many alien worlds.

While interstellar travel may be uncommon, hovercraft or sky-ships may be a common sight in Sword and Planet adventures. You can simply take the Sample Ships and change them to be hover or sky vehicles instead. A "starfighter" becomes a "sky chariot". So Heavy Starfighter would become a "Heavy Sky Chariot".

A Hero or Villain piloting small air or spacecraft (Size 0-2) grants that vehicle either 3 Pilot Advantage or their Rank in the Pilot Career, whichever is higher. If there is a copilot(s), use whoever has the highest Pilot Career rank between them for determining the vehicle's Pilot Advantage. A Hero or Villain without the Pilot Career begins with 2 Pilot Advantage (allowing them one lucky break in a scene). Capital ships (Size 3 or larger) do not have Pilot Advantage (they are too bulky and not maneuverable enough).

Retainers with the Pilot Career have 1 Pilot Advantage, or 2 if they have the Born in the Cockpit Boon. Without the Pilot Career, they have 0 Pilot Advantage. Pawns always have 0 Pilot Advantage.

When you Yield Pilot Advantage, you avoid damage, but the opponent can assign some appropriate condition to your ship. This might mean that you are caught in a spin, flying towards an obstacle, losing an engine, picked up another bogey on your tail, etc. The GM will determine the consequence for this condition which might entail minor damage, temporary reduction in one of the ship's Qualities, a Bonus Die to an enemy or a Penalty Die to you for certain rolls, etc.

On the pilot's next turn, they can take action to correct the condition, rolling Pilot + Quality the GM determines is appropriate vs. a difficulty based on how much Pilot Advantage has been Yielded. This is done in lieu of making an attack unless the pilot chooses to Split their Action. Success ends the condition without further problem: you pull out of the spin, evade the obstacle, get the engine back online, shake that bogey, etc. Failure indicates you suffer a consequence. Each turn, you can take action to attempt to correct the problem again. Some consequences include:

- Unable to attack
- Take a Penalty Die on next Pilot Roll
- Lose 1d3 Integrity from grazing an obstacle
- Take -1 to one of your ship's Qualities
- Confer a Bonus Die to an enemy ship's next roll



Environmental Hazards

This section covers a variety of environmental dangers that characters might face between deep space or the deep sea.

Asteroids/Debris

In space, being hit by an asteroid can be very dangerous. Treat an individual asteroid like a ship with a Size rating (to a minimum of 0). If the ship and asteroid are within 1 Size of each other, a collision causes the ship to lose 2d6 Integrity. A ship that is 2 or more Sizes smaller loses 3d6 Integrity. A ship that is 2 or more Sizes larger loses 1d6 Integrity. Complement, PCs, and major NPCs are injured by these collisions the same as if they were hit by a Volley. Collisions can usually be avoided if the helmsman or pilot can make a Career + Daring test at a difficulty set by the GM based on the situation (an asteroid field would be harder to navigate than swerving around a single asteroid).

Zero-G

If the PCs are doing a spacewalk, a ship's artificial gravity is deactivated, or if the GM decides that artificial gravity is not a part of the setting, PCs will need to maneuver without gravity, which imposes a number of penalties.

- Penalty Die on Initiative rolls.
- Diminished movement: In zero-g, a character maneuvers by kicking off the walls, somersaults, or clumsily "swimming" through air when not in vacuum. This clumsy movement has a base speed of 10 feet, +2 feet per point of Savvy. In the vacuum of space, unless the character can throw an object, fire a weapon, or do something else to change their momentum, they cannot move at all from the path that their inertia has pushed them.
- Lifting: lifting objects in zero-g is easy as long as the object has less mass than the person lifting it. If the object has more mass than the person trying to lift it, however, that person must be able to use something solid for leverage. Otherwise, they will push themselves off the object they are trying to lift!
- Throwing: Throwing an object can have the side-effect of pushing the thrower away from the hurled object, as this propels them in the opposite direction. If the thrown object has more mass than the person throwing it, that person will simply succeed in launching themselves away (unless they have something sturdy to use as leverage).
- Other actions in zero-g**:** Certain actions will be impeded by doing them in zero-g. This is especially true of some Daring tests that require quick movement. When the GM decides that being in zero-g would be an impediment, either a Penalty Die or an increased difficulty for the action will be added.

It is very possible that some Military Orders that specialize in boarding enemy ships might be especially well trained in zero-g combat. This training would negate the Penalty Die on Initiative and increase the base movement speed to 20 feet + 3 feet per point of Savvy.



Low Gravity

PCs will usually encounter low gravity on planets and moons with lower mass. Low-g allows characters to jump farther, but makes regular walking and running more awkward, so movement at regular speed requires bounding. In one-half g, you can leap half your movement speed in a single bound. In one-third g, you can leap two-thirds in a single bound. In one-quarter g, you can leap three-fourths of your movement in a single bound, etc. You don't really move faster, however, as the time it takes you to land from a jump is also slowed. Falling in low-g tends to do much less damage for this reason. At one-half g or above add a Penalty Die to falling damage. At one-quarter g and above reduce the damage by 1d6 (even down to 0), At less than one-quarter g add a Penalty Die and reduce the damage by 1d6. At less than one-eighth g, reduce the falling damage by 2d6 (even down to 0). Low gravity also has its downsides. It is much more difficult to keep your feet when you withstand a sudden impact. Weapon recoil is much more severe, imposing a -2 Penalty to hit with weapons with recoil. Shove/Trip attempts always receive a Bonus Die. Whenever you take 5 or more damage from something that might push you, you must roll a Might check or be knocked back 1' per point of damage. The difficulty of the Might check is 1 per 5 points of damage. The weight of an object is multiplied by the gs of the environment. So, in a one-half g environment, a 20-pound object would weigh 10 pounds.

High Gravity

High-g environments are often encountered on planets with a great deal of mass, or possibly as a result of great centrifugal force. If the gravity is high enough, anybody would be squashed like a pancake. These rules are meant to deal with *survivable* high-g environments. At a pressure around 1.5 gs you have a -1 Penalty on all rolls involving physical movement and you move at only three-quarter speed. At 2 gs (pressure double that of Earth's gravity) you have a -2 Penalty on all dice rolls involving physical movement and you move at one-half normal speed. At 3 gs, the penalty is -4 to all rolls, and movement is one-third normal. At 4 gs, the penalty is -6 to all rolls and movement is one-fourth normal. At 5g and above, a character would not be able to move (or even breathe) without specialized equipment. The weight of an

Metric Conversion

In science fiction (as in actual science) the metric system is more commonly used than the imperial system of measurement. For the sake of consistency with *Honor + Intrigue*, we've kept the imperial measurements, but if you want to use the metric system in your game, here are easy conversion tools. The key is consistency; pick one conversion and stick with it.

1 meter is equal to 3.28 feet. You might decide to state that every increment of 5 feet in the game is now 1 meter. If you were using square grids for example, treat each square as if it were 1 meter instead of 5 feet. A character with a 25' movement speed now has a 5 meter movement speed. Using a 5' to 1m conversion scale would allow smaller spaces (like aboard a ship) to "feel" bigger. The downside is that it also might make movement "feel" slower and seem to diminish the distance ranged weapons can reach.

The alternative is to declare every 5' increment is now treated as 2 meters. This is a bit closer, as 2 meters is 6.56 feet. So, a character with 25' movement speed now has a 10 meter movement speed. If you are using maps and minis with a tape measure rather than a grid, you could simply flip it over and use the metric side and declare 1cm = 1 meter (because 1 inch = 2.5 cm, which is pretty close).

Converting weight is simple. One-kilogram weighs 2.2 pounds. You could just simplify this further to simply 2:1 scale. So "50 pounds" becomes "25 kg".

object is multiplied by the gs of the environment. So, in a 3 g environment, a 20-pound object would weigh 60 pounds.

Falling in a High-g environment is especially dangerous. At 1.5 g or above add a Bonus Die to falling damage. At 2 g and above increase the damage by +1d6, At 3 g add a Bonus Die and increase the damage by +1d6. At 4 g, increase the falling damage by 2d6. At 5 g, add 2 Bonus Dice and increase the damage by +2d6.

Unbreathable Atmosphere

The air cannot be breathed, which will cause suffocation. Treat this the same as drowning.

Vacuum

Vacuum is more dangerous than mere suffocation. Indeed, holding one's breath in vacuum is *more* dangerous, as it damages the lungs, causing an extra 1d6 damage. For this reason, spacefarers are taught to exhale if they are about to be exposed to vacuum. Each round in vacuum causes a cumulative 1 Lifeblood per round of damage. So, the first round in vacuum causes 1 dmg, second round causes 2, third round causes 3, etc. Once a character falls below 0 Lifeblood, they are unconscious and will die unless they are rescued quickly.

The Vacuum of Space: A character out in the vacuum of space must contend with zero-g, vacuum, and extreme cold as well as radiation all at the same time!

Radiation

When radiation reaches dangerous levels, it comes in two degrees: severe and deadly. Severe radiation sickens anybody exposed to it, causing them to lose 1 Composure per hour of exposure. Deadly radiation causes a character to lose 1 Composure per round of exposure. A character with no Composure left to lose will lose 1 Lifeblood instead. Radiation shielding is the only way to reduce or avoid these effects, and the damage cannot be healed by normal means. Without proper treatment, the victim will likely die of radiation sickness, losing 1 Lifeblood per day. Proper medical treatment with sufficient technology will halt this damage and slowly begin to reverse its effects. Recovery from radiation damage takes weeks. A point of lost Lifeblood is recovered per week, followed by a point of lost Composure per week. Special anti-radiation medicines will shorten the recovery process, achieving a week's recovery per day they are administered.

Extreme Cold

Whether in an icy wilderness, under the sea, or exposed to the blackness of space, cold can often be a serious peril to adventurers who are not wearing proper protection. When exposed to extreme cold, the target must make a Might test or lose a point of Composure (Feels the Cold gives a Penalty Die). Once someone has lost all Composure, they will lose 1 Lifeblood each time they fail a Might test. A character who has lost 5 Lifeblood or more will also suffer severe frostbite. The difficulty of the Might test is based on the severity of the cold, as is the interval between tests. In other words, the colder it is the more difficult and frequent the resulting Might tests will be. If the victim is also wet, treat it as if the temperature were also one category colder, as the liquid siphons the warmth out of the body.

Recovering from extreme cold requires warming the character's body. Every hour of rest in a warm environment will recover 1 lost Lifeblood followed by 1 lost Composure.

EXTREME COLD TABLE

Difficulty	Temperature	Interval
+0	Near Freezing	Hourly
-1	Freezing	30 Minutes
-2	Below Freezing	10 Minutes
-4	Polar Conditions	1 Minute
-6	Absolute Zero	Every Round

Frostbite: A character suffering severe frostbite could suffer scars, lost digits, or other effects. They gain a Flaw that remains until it can be corrected medically with surgery or prosthetics. Possible Flaws include All Thumbs, Distinctive Appearance, Feels the Cold, Missing Limb, Lumbering, Poor Recovery, Poor Vision, Unsettling.

Extreme Heat

Whether in a sunbaked desert or inside a hot engine room, heat can sap a character's strength and even kill. This deals with ambient heat of an environment without sufficient protection. Heat that is high enough to burn things is simply treated as damage and may ignite objects on fire (see Fire in the Hazards section of *Honor + Intrigue*).

When characters are exposed to extreme heat for a period of time, the GM will call for a Might Test. The time interval and Difficulty is based on the severity of the heat. If the character is engaged in strenuous activity (like digging) the time interval is halved. If they are resting, the time interval is doubled. The GM may allow certain Careers (like Laborer, Miner, Prisoner, or Craftsman) that have frequent exposure to extreme heat be added to these checks. Anyone with "Feels the Heat" Flaw takes a Penalty Die on these checks. If the character is frequently hydrating, reduce the Difficulty by 1.

When a character fails, they lose 1 Composure. A character that loses all Composure must make another Might Test or lose consciousness every interval from heatstroke. A character that has passed out from heatstroke loses 1 Lifeblood per interval until they are able to cool off. Cooling and hydrating the character for an hour will restore 1 lost Lifeblood followed by 1 lost Composure.

EXTREME HEAT TABLE

Difficulty	Heat	Interval
-1	Hot Summer Day	2 Hours
-2	Sweltering Jungle / Desert	1 Hour
-4	Forge / Foundry	30 Minutes
-6	Lava Pit	10 Minutes

Other Weather Conditions

Besides heat and cold, other weather conditions can have some impact on characters who are stuck in them. Multiple conditions can be combined based on weather conditions. So, a blizzard might include snow, high winds, and extreme cold. A storm might involve heavy rain, high winds, lightning, and atmospheric static. You can also reskin weather effects. A sandstorm would give the same effects as a combination of snow, heavy fog, and high winds.

Light Rain: Difficulty for Tracking increases by one step. Lose 1d2 hours of sleep if poorly sheltered. Black powder weapons will not fire.

Heavy Rain: Penalty Die for all Tracking rolls. Lose 1d6 hours of sleep if poorly sheltered. Black powder weapons will not fire.

Snow: Penalty Die for all Tracking rolls. Lose 1d6 hours sleep if poorly sheltered. Visibility may also be reduced if "whiteout" conditions occur. The GM will decide what distances count as well lit, Very Dim light, or Pitch Darkness based on visibility.

High Winds: Weapon range increments are halved (blasters are unaffected). -2 to rolls made to communicate or cast spells. Language Barrier checks increase die type.

Heavy Fog: Visibility greatly reduced (GM will declare distance). Treat everything within range as Very Dim lighting, and everything beyond that as if it were Pitch Darkness.

Smoke: Treat as a combination of Unbreathable Atmosphere and Heavy Fog.

Atmospheric Static: Disrupts radio signals. Requires Language Barrier checks to be understood (treat as if the language barrier between the speakers was one greater than it is).

Lightning: Though very unlikely, it is possible a character might be struck by lightning during severe storms. If anybody rolls a Calamitous Failure

in a lightning storm, have them roll an immediate Easy (+1) Flair Test. If characters are taking care to avoid lightning, give a Bonus Die on this Flair check. If they are being especially foolish (like golfing in the storm), give a Penalty Die on the Flair check. If that result is also a Calamitous Failure, they are struck by lightning for 4d6 damage! This can be avoided by spending 1 Fortune if the damage is insufficient to kill the target or spending 3 Advancement Points to evade certain death if it would be enough damage to kill. Lightning can also strike antennas for comm systems, vehicles, etc. If this happens, it will short out the device or damage the vehicle (for 2d6 damage).

Underwater

Whether they are on a watery planet, a flooded corridor, or escaping an undersea vessel, it is possible that PCs will have to contend with several potential problems underwater.

Initiative: Moving underwater slows you down. Characters acting underwater (lacking special adaptation) have a Penalty Die on Initiative rolls.

Melee Attacks: Normally weapons larger than a dagger don't function well in an underwater environment, due to drag. The result is that weapons larger than a dagger have a -2 penalty on rolls to Hit and a Penalty Die to Damage. Spears and tridents wielded in two hands can also be used underwater without penalty, but only in Melee.

Ranged Attacks: Ranged weapons, including thrown weapons, have one-third the normal Range Increment (round up). In the case of any weapon with a resulting Range Increment of less than 5', the weapon can no longer function at range at all (it just kind of floats as soon as you throw it). Black powder firearms and grenades do not function at all underwater. Needle Guns and some types of Magnificent Arms are able to fire normally underwater.

Underwater Movement: A swimming character moves 10' per round, modified by +2' per point of Might.

Seeing Underwater: Darkness is a real problem underwater, especially at night or far from the surface. During the day, treat any environment as Very Dim Light if it is more than 30' from the surface. At night, treat these environments as if it were Pitch Darkness. Without electric light, this can be a real problem as torches will not function underwater, but an Alchemist or Scientist could make a phosphorescent liquid in a beaker that sheds light just like a torch for about 8 hours as a Common Preparation. The light is bright within a 10' radius, and Very Dim light in a further 30' radius. The beaker is activated by striking it hard against a surface, breaking a seal inside it.

Other Actions Underwater: Certain actions will be impeded by doing them underwater. This is especially true of some Daring tests that require quick movement. When the GM decides that being underwater would be an impediment, either a Penalty Die or an increased difficulty for the action will be added.

Cold: (See above). It is often very cold underwater and body heat can be sapped away quickly.

Pressure: The deeper you go underwater, the greater the atmospheric pressure and the less you can endure it. When exposed to undersea pressure for a certain duration, the target must make a Might test or lose a point of Composure. If the character has a Career that the GM declares is especially appropriate for deep sea diving, they can add it. The difficulty increases while the time intervals between checks decreases based on depth underwater. Once the victim has lost all Composure, they will then begin to lose 1 Lifeblood each time they fail a Might test.

DEPTH & PRESSURE TABLE		
Difficulty	**Depth**	**Interval**
+0	100 Feet	Hourly
-1	200 Feet	30 Minutes
-2	500 Feet	10 Minutes
-4	1,000 Feet	1 Minute
-6	5,000 Feet	Every Round

The Bends: A character using artificial respiration surfacing too quickly may suffer from "the bends" as bubbles form in their blood. This is extremely painful, causing the loss of 2 Composure unless they make a Might Test with a difficulty equal to how many 100 feet deep they were ten minutes before surfacing. The GM can allow a Career to be added to the roll if it is especially appropriate for diving. Losing All Composure to the Bends inflicts 1d3+3 damage. The Composure (and Lifeblood) is lost until the character recovers in a decompression chamber. Recovering from the bends requires slowly decompressing the character's body. Every hour spent in the decompression chamber will recover 1 lost Lifeblood followed by 1 lost Composure. Highly advanced diving suits should eliminate the bends, however. Characters not using artificial respiration (whether holding their breath or adapted to breathe underwater) are immune.



Steam + Intrigue

Whether heroes are leaping across the rooftops of an alternate Victorian London or a completely fictional world, *Honor + Intrigue* also lends itself very well to steampunk style games, and some of the science-fiction technologies presented in *Blasters + Intrigue* could be applied to such a setting. Many of the "Inventions and Contraptions" from the *Honor + Intrigue* rules for Craftsmen & Scholars would be commonplace in a 19th Century world of steam and electricity. Most pistols have become revolvers while muskets are being replaced by repeating rifles that are much more reliable (only Misfire on a 2). The telegraph and steam-powered printing presses have made mass communication possible and inexpensive. Railroads and steamships have made travel safer and faster, and hot air balloons can be occasionally seen in the sky.



Steampunk Inventions

One thing that would need to be changed for a steampunk campaign is the list of Devices that Craftsmen & Scholars can create. In the original rule book, the list represents technologies that would be futuristic for a 17th Century clockwork world. These inventions emulated technologies of the 18th and 19th centuries. Thus, the fascinating Devices of a steampunk world would mirror more modern-day or futuristic technologies, though typically in a way that is clunkier or prone to malfunction. Any steampunk invention that is Uncommon will have one such trait while Rare or Unique inventions will have at least two of the following traits:

- **Unwieldy**: -1 Penalty on rolls to use the device.
- **Bulky**: Penalty Die for user to hide or balance, -1 to Initiative rolls.
- **Noisy**: Stealth is impossible while activated.
- **Temperamental**: When used, a result of 2-3 on the dice causes the item to malfunction. If the device normally doesn't require a die roll to be used (like a vehicle), roll 1d6 the first time the item is needed in a day, and on a 1 it malfunctions within 1d3 rounds (which the GM rolls secretly).
- **Limited Fuel or Charge**: The item cannot be continuously used and requires refueling or recharging often. Each scene when the item is needed, roll 1d6. On a 1, it runs out of power within 1d3 rounds (which the GM rolls secretly).
- **Disorienting**: usually for something worn over the head or eyes, after using the device even briefly, your regular vision will be distorted for 1d6x10 minutes, giving a Penalty Die to notice things and on ranged attack rolls.

Malfunction Table

When a Device malfunctions, roll 2d6. On a 2, the Device explodes! The user and everyone within 5 feet take 2d6 damage and the item is destroyed. On a 3-5 the Device breaks. It will take many hours to repair. On a 6-9 the Device has jammed. It will take 4 Minor Actions to repair it. On a 10-12 it is a simple malfunction. The Device should work on the next attempt.

Example Steampunk Inventions

Common Devices would be the same as in *Honor + Intrigue;* these are just improved versions of contemporary technologies.

Uncommon Devices might include: a telegraph, a steam-powered printing press, a steam-powered grappler gun, a gatling gun, a two-shot derringer pistol (1d6-1 dmg, 10′ Range Increment, Bonus Die to conceal), a bullet-proof parasol (grants cover, gives +1 to Parry and can parry bullets), an armored corset or waistcoat (counts as light armor but is perfectly concealed), hydraulic boots (give +10′ to jumping height), mag-boots, power tools, smoke bomb, gas grenade, or a parachute.

Rare Devices might include a steam or electricity-powered motorcar, a zeppelin, rocket skates (gives user +20′ of move speed on a hard surface and a Penalty Die to maintain their balance), a prototype aeroplane (flies 50 miles per hour, maximum flight time of 1d3 hours, has to be catapulted or pushed from a height to takeoff), a steam-powered jet ski (moves along water's surface at 50 miles per hour), a submarine (holds a crew of up to twelve people and can remain submerged for up to 24 hours, moves 20 miles per hour), a shock weapon, a chain blade, a flash grenade, a Jacob's ladder (gives any laboratory that contains one +1 to rolls to make electrical inventions), infrared goggles, steam or electricity-powered prosthetic limb (fully articulated), or grenade launcher.

Unique Devices might include a wireless telegraph, a steam steed (a steam-powered mechanical horse with a move speed of 60′ and 1d6 protection), a helicopter backpack (allows one user to fly with a speed of 20′ for 2d6 minutes at a time). Also, the Mind Transfer Machine and Vivification Machine remain Unique. The Clockwork Guardian becomes a Steam Guardian that otherwise works the same.

Steampunk In Space

Steampunk style campaigns can also work as both fantasy worlds and science fiction (or both). One common trope of spacefaring steampunk is that it is not based on our real-world understanding of astrophysics, but on much older theories of what was in outer space and on various planets. Space is not a vacuum but filled with a mysterious substance called "aether". Venus is not a deadly world of acid and molten metal, but a steaming jungle planet. Mars is not a dead red rock but crisscrossed by canals and dotted with ancient cities. Mechanically, the differences probably don't matter—you can use the rules for spaceships as-is. What differs is the style, how these things are described. Ships made to ply the aether might be powered by several methods. Propellers are one obvious means. Such ships will likely resemble the battleships of the late nineteenth century, clad in iron, and billowing a trail of black coal-smoke. Sails are another option. Aether sails likely rely on currents in the aether and thus need to stick to certain routes in their travels. Another option is psionic (or even magic) control of the ship, with one person with such gifts manning a special helm, using their powers to steer.

Sample Space Opera NPCs

These NPCs are specifically equipped for a space opera setting. Treat any unlisted Quality or Combat Ability as a 0. Stats are abbreviated as follows: Might (M), Daring (D), Savvy (S), Flair (F), Brawling (Br), Melee (Me), Ranged (Ra), Defense (De), and Lifeblood (LB). These are pawns and retainers listed here by groups.

Criminals

Criminals can be found in the underside of major cities or rule their own outposts on the fringes of civilization.

Hired Gun Competence 3 Pawn
D1; Ra 1 De1; Assassin 0 (Mono-Cutlass 1d6 Dmg, Light Blaster Carbine 2d6-1 Dmg, Light Armor 1d3 Protection)

Assassin Lv 3 Retainer, 8 LB
D2 S2; Br1 Me1 Ra1; Mercenary 1 Assassin 2 Boons & Flaws: Daredevil, Sneaky, Obligation, Untrustworthy (Disruptor Rifle 2d6+BD+1 Dmg, Blaster Pistol 1d6+1 Dmg, Vibro-Dagger 1d3+1 Dmg)

Thief Competence 1 Pawn
M-1 S1; Ra1; Thief 0 (Light Blaster Pistol 1d6 Dmg, Lockpicks)

Street Gangster Competence 2 Pawn
M-1 D1; Me1 Ra1; Criminal 0 (Light Blaster Carbine 2d6-1 Dmg, Hovercycle)

Thug Competence 3 Pawn
M2; Me2 De-1; Ruffian 0 (Vibro-Axe 1d6+2 Dmg; Light Armor 1d3 Protection)

Enforcer Lv 3 Retainer, 12 LB
M2 D1; Br1 Me2; Ruffian 2 Security 1 Boons & Flaws: Hard To Kill, Maneuver Mastery (Shove/Trip, Bind), Hot-Headed, Lumbering (2H Vibro-Axe 1d6+4 Dmg; Light Armor 1d3 Protection)

Hacker Lv 3 Retainer, 8 LB
S2 F1; De1; Criminal 2 Hacker 3 Boons & Flaws: Master Hacker, Non-Combatant (Datapad)

Robots

Robots are artificial beings that can be built for a variety of tasks. They do not need to eat, drink, sleep, or breathe. They are also immune to the effects of poison, aging, and disease. Unfortunately, robots also cannot heal in the same way as a living being and must receive repairs from a Mechanic or Engineer to recover damage. An attending Mechanic or Engineer can repair lost Lifeblood equal to their Career rank with two hours' work in a well-stocked workshop, or a day's work without a well-stocked workshop. A Mechanic or Engineer with rank 0 can repair 1 lost Lifeblood with four hours' work in a well-stocked workshop or with two days' work without a well-stocked workshop. Robots are, however, vulnerable to EMP weapons.

Warbot Fearlessness: *Every warbot is programmed to have no pity, mercy, or fear. It is immune to any sort of intimidation, taunts, etc.*

Basic Warbot Competence 1 Pawn
M1 F-1; Ra 2 De-1; Soldier 0 (Blaster Carbine 2d6 Dmg).

Advanced Warbot Lv 3 Retainer, 11 LB
M3; Br1 Ra2; Soldier 2, Laborer 1 (Blaster Carbine: 2d6 Dmg, Grenade Launcher, Energy Grenades 4d6 Dmg; Armored Chassis 1d6 Protection, Jetpack, Magnetic Feet, Climbing Claws, Cutting Torch)

Aerial Warbot Competence 3 Pawn
M1 D1 F-1; Ra2; Soldier 0 (Twin Blaster Pistols: 1d6+1 Dmg, Vibro-Knife 1d3+2 Dmg, Jetpack)

Warbot Infiltrator Lv 3 Retainer, 8LB
D1 S2; Br1 Me1 Ra1; Soldier 1 Scout 2 (Mono-Swords 1d6 Dmg, Lt. Blaster Carbine 2d6-1 Dmg, Smoke Grenades x2, Lt. Armored Chassis 1d3+1 Protection)

Warbot Shock Trooper Lv 3 Retainer, 9LB
M1 D1 S1; Br1 Me 1 Ra1; Soldier 2, Scout 1 (Armored Chassis 1d6+1, Blast Cannon 1d6+6 Dmg, Mono-Axe 1d6+3 Dmg, Energy Grenade 4d6 dmg)

Skillbot Programming: *Skillbots are typically programmed to perform (or more likely assist with) some useful task. Common Careers include Translator, Servant, Physician, Mechanic, Hacker, and Scientist. They are usually equipped with any tools necessary for their programmed task.*

Basic Skillbot Competence 2 Pawn
M-1 D-1 S2; Br-1 De1; Career 2

Advanced Skillbot Lv 3 Retainer, 8 LB
S3; De1; Career 3 Career 2 Boons & Flaws: Linguist, Learned (or Healing Touch), Obligation, Non-Combatant (Equipped with tools for fulfilling their programming)

Recbot Programming: *A Recbot (Recreational Robot), is programmed with Careers to provide entertainment or companionship to organics (usually Performer).*

Basic Recbot Competence 2 Pawn
M-1 D-1 F2; Br-1 De1; Career 2

Advanced Recbot Lv 3 Retainer, 8 LB
F3; De1; Career 3 Career 2 Boons & Flaws: Attractive (or Silver Tongue), Good Etiquette, Obligation, Non-Combatant (Equipped with tools for fulfilling their programming)

Workbot Programming: *Workbots are usually programmed to perform some sort of physical labor. Laborer or Miner are common careers. They are usually equipped with tools needed to fulfill their programming but are often not equipped with the capability of speech.*

Basic Workbot: Competence 1 Pawn
M2 D-1 S-1 F-1, Br1 De-1, Career 2 Boons & Flaws: Exoskeleton (1d3+1 Protection), Strength Feat, All Thumbs, Lumbering

Advanced Workbot: Lv 2 Retainer, 11 LB
M3 S-1, Br2, Career 2 Boons & Flaws: Exoskeleton (1d3+1 Protection), Strength Feat, All Thumbs, Lumbering

Spacefarers/Space Pirates

Spacefarers are the crew of merchant or military starships while space pirates ply the space lanes to prey on unwary travelers.

Starship Crewman Competence 2 Pawns
M1 D1 F-1; Ra 1; Spacefarer 0 (Cutlass 1d6+1 Dmg, Blaster Carbine 2d6 Dmg)

Starship Heavy Lv 3 Retainer, 10 LB
M2 D2 S-1; Me2 Ra1; Spacefarer 2, Ruffian 1 (Vibro-Axe 1d6+4 Dmg, Blast Cannon 1d6+6 Dmg, Light Armor 1d3 Protection)

Starship Marksman Lv 3 Retainer, 7 LB
M-1 D2 S2; Me1 Ra2; Spacefarer 2, Scout 1 (Disruptor Rifle 2d6+BD+1 Dmg, Vibroknife 1d3)

Starship Shock Trooper Lv 3 Retainer, 9 LB
M1 D1 S1; Me1 Ra2; Spacefarer 2 Mercenary 1 (Lt Blaster Carbine 2d6-1 Dmg, Vibro-Cutlass 1d6+1 Dmg)

Starship Officer Lv 3 Retainer, 8 LB
D1 S1 F1; Me1 Ra1 De1; Scholar 1 Spacefarer 2 (Blaster Pistol 1d6+1 Dmg, Vibro-Cutlass 1d6 Dmg)

Star Troopers

The elite troops of a great stellar imperium, star troopers have a number of different specializations.

Star Trooper Competence 4 Pawns
M1 D1; Br1 Ra1; Soldier 0 Security 1 (Heavy Armor 1d6+1, Blaster Carbine 2d6 Dmg)

Imperium Officer Lv 2 Retainer, 8 LB
D1 S1; Ra1 De1; Scholar 0 Soldier 2 (Blaster Pistol 1d6+1 Dmg, Vibro-Cutlass 1d6 Dmg, Flash Grenades x2)

Star Marines Competence 4 Pawns
D1 S1; Me 1 Ra1; Soldier 0, Spacefarer 0 (Heavy Armor 1d6+1, Heavy Blaster Carbine 2d6+1 Dmg, Chain Blade 1d6+1d3 Dmg, Energy Grenade 4d6 Dmg)

Star Marine Officer Lv 3 Retainer, 9LB
M1 D1 S1; Br1 Me 1 Ra1; Soldier 2, Spacefarer 1 (Heavy Armor 1d6+1, Heavy Blaster Carbine 2d6+1 Dmg, Chain Blade 1d6+1d3+1 Dmg, Energy Grenade 4d6 dmg)

Star Trooper Commando Lv 3 Retainer, 9LB
M1 D1 S1; Br1 Me1 Ra1; Soldier 2 Scout 1 (Mono-Daggers 1d3+2 Dmg, Lt. Blaster Carbines 2d6-1 Dmg, Light Armor 1d3+1 Protection)

Star Trooper Regal Guard Lv 3 Retainer, 9LB M1 D2; Me2 De1; Soldier 1 Security 2; Boons & Flaws: Dueling Style (Halberd; Mastered: Stop-Thrust), Special Equipment Training, Taciturn, Active Duty (Mono-Halberds 1d6+3, Blaster Pistols 1d6+1 Dmg, Heavy Armor 1d6+1 Protection)

Star Trooper Jet-Force Competence 4 Pawns D2; Ra2; Soldier 0 Spacefarer 0 (Jetpack, Light Armor 1d3+1 Protection, Two Blaster Pistols 1d6+1 Dmg, Vibro-Cutlass 1d6 Dmg, Grenade Launcher, Energy Grenade 4d6 Dmg)



Sample Sci-Fi Heroes & Villains

Here is a small assortment of sample characters you might use for your *Blasters + Intrigue* campaign. You can make even more by simply taking sample characters from *Honor + Intrigue* and making a few changes to their listed equipment (change a pistol into a blaster pistol, etc.) or changing the name (French Musketeers change to Royal Guard, etc.). For more advanced Villains, feel free to use these as a base to build up from, adding additional points where you feel they are needed.

Expert Assassin

Motivation: Wealth; M0 D1 S3 F1; Br0 Me1 Ra2 De1; Urchin 0 Mercenary 1 Pilot 0 Assassin 3; Boons & Flaws: Sneaky, Magnificent Technology, Savant, Hunted, Obligation (Infrared Goggles, Hidden Weapon Gauntlet, Holographic Disguise Device, Lockpicks, Disruptor Rifle 2d6+1+BD Dmg, Blaster Pistol 1d6+1 Dmg, Vibro-Dagger 1d3+1 Dmg, Forged Identification) 10 LB, 4 Fortune

Bounty Hunter

Motivation: Reputation; M1 D2 S2 F-1; Br0 Me1 Ra2 De1; Refugee 0 Scout 1 Pilot 1 Bounty Hunter 2; Boons & Flaws: Magnificent Technology x2, Special Equipment Training, Obligation, Taciturn (Durotanium Heavy Armor 1d6+1+BD Protection, Jetpack, Grappler Bracer, Hidden Weapon Gauntlet w/Mini-Flamethrower 2d3 Dmg, Advanced HUD, Infrared Goggles, Heavy Blaster Pistol 1d6+2 Dmg, Heavy Blaster Carbine 2d6+1 Dmg, Energy Grenades x2, Datapad) 11 LB, 2 Fortune

Crime Lord

Motivation: Power; M1 D1 S2 F1; Br0 Me2 Ra2 De0; Gambler 0 Executive 1 Criminal 3 Aristocrat 0; Boons & Flaws: Friends in High Places, Great Wealth, Savant, Arrogant, Hunted (Light Blaster Pistol 1d6 Dmg, Datapad) 11 Lifeblood, 4 Fortune

Hotshot Pilot

Motivation: Prove Oneself; M0 D3 S1 F1; Br0 Me0 Ra2 De2; Merchant 0 Scholar 0 Spacefarer 1 Pilot 4; Boons & Flaws: Born in the Cockpit, Daredevil, Gifted (Pilot), Arrogant, Active Duty (Blaster Pistol 1d6+1 Dmg, Vac-Suit, Helmet 1 Protection, Toolkit) 10 Lifeblood, 4 Fortune, 5 Pilot Advantage

Muscle

Motivation: Justice; M3 D2 S0 F-1; Br1 Me2 Ra1 De0; Ruffian 1 Spacefarer 0 Pit Fighter 2 Security 1; Boons & Flaws: Hard to Kill, Strength Feat, Lumbering (Blast Cannon 1d6+6 Dmg, Toolkit, 2H Vibro-Axe 1d6+5 Dmg, Scanner, Datapad) 15 LB, 2 Fortune

Overlord

Motivation: Order; M0 D2 S2 F0; Br0 Me1 Ra2 De1; Aristocrat 0 Scholar 0 Soldier 3 Administrator 1; Boons & Flaws: Friends in High Places, Silver Tongue, Military Order, Delusions of Grandeur, Obsession (Mono-Rapier 1d6 Dmg, Blaster Pistol 1d6+1 Dmg, Datapad, Military Clearance Card, Light Body Armor 1d3 Protection) 10 LB, 3 Fortune

Psi-Knight

Motivation: Altruism or Power; M0 D1 S2 F1; Br1 Me2 Ra-1 De2; Pilot 0 Scout 0 Mystic 2 Spellcaster (Psionicist) 2; Boons & Flaws: Spellcaster, Maneuver Mastery (Parry, Riposte), Seeking, Obligation, Tragic Fate (Energy Broadsword 1d6+3 Dmg) 10 LB, 12 Arcane Power, 4 Fortune Spells: Charm, Sixth Sense, Bolster Defense, Fleet of Foot, Push/Pull; 10 LB, 12 AP, 4 Fortune

Rebellious Leader

Motivation: Freedom; M-1 D2 S1 F2; Br1 Me0 Ra2 De1; Noble 0 Diplomat 1 Fugitive 1 Soldier 2; Boons & Flaws: Destiny, Good Etiquette, The Devil's Own Luck, Hunted, Obligation (Formalwear, Datapad, Lockpicks, Blaster Carbine 2d6 Dmg, Blaster Pistol 1d6+1 Dmg) 9 LB, 5 Fortune

Secret Agent

Motivation: Duty; M0 D1 S2 F1; Br1 Me0 Ra2 De1; Aristocrat 0 Scholar 1 Soldier 1 Spy 2; Boons & Flaws: Master of Disguise, Sneaky, Favored by Fortune, Active Duty, Double Life (Disguise Kit, Forged Identification, Military Clearance Card, Light Blaster Pistol 1d6 Dmg, Lockpicks) 10 Lifeblood, 6 Fortune

Ship's Doctor

Motivation: Altruism; M0 D1 S3 F0; Br0 Me0 Ra0 De2; Scholar 1 Scientist 2 Spacefarer 0 Physician 3; Boons & Flaws: Healing Touch, Magnificent Technology, Non-Combatant (Datapad, Basic Med-Pack, Advanced Med-Pack, Translator Module, Blaster Pistol 1d6+1 Dmg) 10 LB, 3 Fortune

Starship Officer

Motivation: Duty; M0 D1 S2 F1; Br0 Me1 Ra2 De1; Aristocrat 0 Duelist 0 Spacefarer 3 Explorer 1; Boons & Flaws: Born Spacefarer, Pirate Killer, Active Duty (Blaster Pistol 1d6+1 Dmg, Formal Dress Uniform, Mono-Saber 1d6 Dmg, Military Clearance Card, Binoculars) 10 LB, 4 Fortune

Smuggler Captain

Motivation: Wealth; M0 D2 S1 F1; Br1 Me0 Ra2 De1; Soldier 0 Gambler 0 Scoundrel 2 Pilot 2; Boons & Flaws: Ship, Silver Tongue, Hot-Headed, (Heavy Blaster Pistol 1d6+2 Dmg, Vibro-Dagger 1d3+1 Dmg, Dice, Lockpicks, Smoke Grenades x3) 10 LB, 4 Fortune

Veteran Soldier

Motivation: Duty; M1 D2 S1 F0; Br1 Me1 Ra2 De0; Farmer 0 Laborer 0 Soldier 3 Spacefarer 1 Boons & Flaws: Military Order, Born Athlete, Weapon of Choice (Blaster Carbine), Active Duty, Taciturn (Mono-Dagger 1d3+2 Dmg, Blaster Carbine 2d6 Dmg, Heavy Armor 1d6+1 Protection, Energy Grenades x2, Datapad) 11 LB, 3 Fortune

Alien Bestiary

In addition to firefights or battles among the stars, space opera stories often feature strange, unusual, or dangerous alien flora and fauna. We've included some samples here, along with some robots that were strong enough to be considered "Creatures" rather than NPCs.

Making Your Own Alien Beasts: This section only features creatures that might pose a dramatic threat. If you want to create more alien animals to flesh out your setting, the easiest way is to reskin a creature and add some twist. So, a planet's equivalent of a horse might resemble giant flightless birds or lizards but would have the same stats as a horse. Even its diet, behavior, and habitat could be the same. You could also add some fantastic ability to your otherwise mundane animal to make it seem more alien, like blue six-legged deer that protects itself by phasing through solid matter. When adapting mundane or fantasy creatures to space opera, an easy way to name the creature is to simply add the planet it is from to its name. So, a creature resembling a dragon from Venus would be a "Venusian dragon".



Alien Predator Beast

Large Alien Abomination Beast

These large monsters reach adulthood in less than a day. They reproduce by using their tail spike to inject prey with an egg, which grows to be a larval alien predator beast. When it becomes large enough, it eats its way out of the living host! Adults reproduce asexually, producing one egg every two months or so. The egg is fertilized when it is injected into a host. When not in a reproductive phase, adults will attack any living thing in order to eat it. They are voracious eaters, and their bodies have numerous natural weapons and defenses.

Might 4 Daring 4 Savvy 1 Terror 2; Defense 1; 20 LB

Chitinous Shell: 1d6+1 Protection, no protection vs. fire.

Combat: When attacking, the Alien Predator beast can do any two of the following actions each round:

- **Acid Spray**: +3 Attack, 1d6+2 Dmg + Acid Spit, 5' Range Increment cone. Range increment penalties apply to damage instead of the attack roll. The spray will recharge when it rolls a 1 on Initiative.
- **Tail Spike**: +5 Attack for 1d6 Dmg + Injection
- **Bite**: +4 Attack for 1d6+1 Dmg + Acid Spit
- **Claws**: +3 Attack twice for 1d6 Dmg each

Injection: A victim must make a Tough (-4) Flair Test or be injected with an egg. It gestates two days, then becomes a larva that eats its way out of the body. Every hour thereafter, the host makes a Hard (-2) Might Test or takes 1d6 Dmg. If the Might Test succeeds, the host's immune system kills the larva and their body absorbs it. If the host is brought below 0 Lifeblood, the larva bursts out of the host's body. Once an egg is successfully injected, it cannot inject another for two months.

Acid Spit: A victim of a bite or Acid Spray must make a Tricky (-1) Flair Test or lost 1 Lifeblood each round for 1d3 rounds.

Powerful Nose: +5 to notice checks using smell and can track by smell as well.

Stealth: The beast is surprisingly good at avoiding notice. Anyone trying to spot one while it is hiding has a Tough (-4) Savvy check.

Wall Crawling: They can crawl along walls and even ceilings effortlessly with 30' speed.

Larval Form: When the larva emerges from the host, its maximum Lifeblood is 3. This increases by 1 per hour as the creature grows. Until it reaches 10 Lifeblood, the larva's only attack is its bite for 1d3 damage, but it imposes a Penalty Die to spot it when hidden. When it reaches 10 Lifeblood, it will hide and metamorphosize into a juvenile version of its adult form after an hour. This juvenile form has -2 to Attack and damage rolls. At 20 Lifeblood, it achieves adulthood.

Brhinox

Very Large Alien Beast

This hoofed herbivore has red, rubbery hide and three massive horns curving forward from its earless head. Though herbivorous, they are fiercely territorial. A brhinox will charge anything it perceives as a threat… and they're jumpy. Sometimes, brhinox are used as beasts of burden or war machines, and brhinox fighting can be a popular arena sport.

Might 7 Daring 4 Savvy -1 Terror 2; Defense 1, 30 LB

Tough Hide: 1d3+1 Protection

Keen Senses: +4 to notice checks using smell or hearing.

Horn Gore: +4 Attack, 1d6+2 Dmg +Hurtle

Kick: +3 Attack twice, 1d6 Dmg.

Hurtle: Victim must make a Tough (-4) Might Test or be knocked back 10 feet and fall prone.

Crush: +2 Damage against an opponent that is prone.

Fast Runner: 40' base move while running

Trample: The beast can make two kicks and continue running. Anyone smaller than the creature in a straight path that the beast moves through can be trampled. It makes 1 additional attack at the end of its charge.

Berserk: If the brhinox is rendered unconscious by a Melee or Brawling attack, it makes one final horn gore attack as a reaction

Claw Titan

Massive Alien Beast

Claw titans are massive creatures from a low gravity world. Despite this environment, their great size has gifted them with incredible strength. Their tough, rubbery hide gives them good protection, even against blaster fire. The claw titan's face has four black eyes and a gaping maw full of teeth. Its arms end in enormous claws, which it can use to grab prey and crush it or throw it into its mouth. Though in the wild, claw titans seem to be brutish, they do have some primitive sentience. Young claw titans can be trained to follow commands.

Might 10 Daring 5 Savvy 0 Terror 3; Defense -1; 50 LB

Tough Hide: 1d3 Protection

Claws: +4 Attack twice, 1d6 Dmg each + Grapple

Grapple: Any individual hit by a claw must make a Demanding (-6) Might test or be grappled. A Claw Titan can grapple one opponent in each hand. The next round, it will bite one grappled prey. Each round, a victim may spend a Minor Action to try another Demanding (-6) Might check to break free of its grip. If Claw Titan's claw is hit with a Tricky (-1) Called Shot for at least 4 damage, it will drop the victim.

Bite: +3 Attack, 2d6 Dmg. Bonus Die to Attack and Damage if victim is Grappled.

Roar: All enemies within 40' must make a Daring check against the creature's Terror, even if they have previously succeeded in doing so.

Climbing: A Claw Titan can climb with a speed of 35'.

Cloaked Stalker

Medium Alien Beast

This medium hyena-like creature is native to dense jungles and preys on the unsuspecting. Though it is in fact, a non-sentient animal, it has evolved a mind powerful enough to use psionics in order to confuse or anger its prey and make itself nearly undetectable when it wishes. Its long, mace-like tail can be used to strike prey from a distance.

Might 3 Daring 2 Savvy 1 Terror 2; Defense 1; 10 LB

Cloaking: The creature becomes invisible until it attacks, effectively treating its enemies as if they were blind. It can cloak at the end of every turn.

Telepathic: It can read thoughts within 50' and can project feelings which manifest as thoughts in the hearer's own voice. It does this to try to separate and confuse potential prey to isolate it. It can take Repartee actions, and often does so, as this won't reveal its hiding place. It can use its telepathy with multiple victims at once.

Taunt: +4 vs. Career + Flair (Target loses 1 Composure; affects Defense instead of die rolls)

Trick: +4 vs. Career + Savvy (Target gets Penalty Die on next roll, even Initiative)

Intimidate: +6 vs. Career + Daring (Target loses 1 Composure; no penalty to rolls to flee)

Goad: +4 vs. Career + Daring (Target has Penalty Die to attack any other foe)

Bite: +4 Attack, 1d6+1 Dmg. Bonus Die to Attack and Damage if target is prone.

Tail Swipe: Targets on Flanks or Behind within 10': +3 Hit, 1d6 Dmg + Knockdown

Knockdown: Targets impacted by the tail make a Might Test with a difficulty equal to the damage roll or be knocked prone.

Furbles

Tiny Alien Beast

Furbles are a species of tiny fuzzballs with a metabolism that is incredibly fast. By consuming a very small amount of food, they can reproduce several times a day. Within a week, enough furbles will form to fill an entire cargo bay. Furbles eat any dead matter—animal or vegetable they can find. They will suck on carpets to feast on dust-mites and dead skin cells. They can find food anywhere!

Needless to say, furbles can ruin life aboard a starship, and are crippling to merchants who find their stores have been eaten by them! On the other hand, if properly managed, furbles can ensure a continuous supply of food—as long as the crew are not picky eaters!

Might -2 Daring -2 Savvy -2 Flair 1; Defense -1; 1 LB

Replication: Furbles reach full maturity within 24 hours, at which point they can produce another furble each hour.

Resilience: Furbles can survive in vacuum or other hostile environments by entering a dormant state. They are also completely immune to radiation.

Infestation: Any ship with a colony of Furbles gains the Bad Food Flaw within a week. In two weeks, the ship gains the Cramped Quarters Flaw as well.



Gorilax

Huge Alien Beast

A huge beast with a body resembling a cross between a great ape and a reptile, the gorilax's head is also crested by a deadly horn. These are among the most violent and ill-tempered beasts in the cosmos and are often used as a symbol of aggression in many languages. Their eggs are extremely valuable, but also very dangerous to get.

Might 8 Daring 5 Savvy -1 Terror 3; Defense 1; 40 LB

Tough Hide: 1d6 Protection

Frenzy: Once it has lost more than 10 Lifeblood, a gorilax flies into a murderous rage. It may take any two attack actions on its turn when this happens. When it is killed, a frenzying gorilax will make one final attack out of reflex.

Fist Pummel: +3 Attack twice, 1d6+2 Dmg each + Pin

Pin: If it hits the same opponent with both fists, it has pinned the opponent and can continue to pummel them for 2d6+1 damage by rolling at +5 vs. the opponent's Might. The opponent cannot Yield Advantage to avoid this damage. If the attack fails, or the beast is injured, it no longer has the opponent pinned. The victim can attempt to escape the pin by making a Tough (-4) Might test as a Minor Action.

Trample: The beast can make an attack with the two front feet (+3 Hit, 1d6+2 Dmg) and continue running. Anyone in a straight path that the gorilax runs can be trampled. It makes an additional Horn Gore attack at the end of its charge.

Horn Gore: +5 hit 2d6-1 Dmg. + Hurtle

Hurtle: Victim must make a Demanding (-6) Might check or be knocked back 10 feet and fall prone.

Bite: +5 Attack 2d6-1 Dmg + Thrash

Thrash: It holds its enemy fast in its jaws, shaking wildly. A Hard (-2) Might +Brawling check using a Major Action is necessary to break free. Each turn, it rolls +5 vs. the victim's Might. If it succeeds, the victim takes 2d6-1 Dmg. If it fails, or takes damage, it loses its grip. Armor is useless against thrashing damage.

Tail Swipe: Targets on Flanks or Behind within 15 feet: +5 to Hit, 1d6+2 Dmg. Anybody damaged by the tail swipe must make a Might test with a difficulty equal to the damage or fall prone to the ground.

Brachiating: A gorilax can climb and swing through trees, vines, and other handholds with ease, at a speed of 35'.

Great Dune Worm

Enormous Alien Beast

Native to a desert planet, the Great Dune Worm is a very dangerous predator, capable of consuming an entire tank in a single bite. Great Dune Worms tunnel under the sand, almost seeming to swim through it. They have incredible tactile senses, allowing them to feel any movement on the surface of the sand, and strike at it.
It is rumored that Great Space Worms also exist…

Great Dune Worm Juvenile

Might 12 Daring 6 Savvy -1 Terror 5; Defense -1; 60 LB

Extremely Tough Hide: 2d6-1 Protection

Bite: +5 Attack vs two targets, 2d6+2 Dmg +Swallow

Swallow: A victim of a Juvenile Dune Worm's bite must make a Tough (-4) Flair +Defense test or be swallowed whole, taking 1 damage per round from digestive acids and is also unable to breathe until they can be cut out of a dead monster's stomach. A character can spend a Fortune Point to avoid being swallowed instead of rolling.

Tunneling: Great Dune Worm Juveniles have a 20' base speed to burrow.

Tactile Senses: Great Dune Worms have no eyes but perceive the world around them via vibration sense and smell. Their senses are so acute potential prey must make a Hard (-2) Savvy +Career (Explorer, Scout, or something very familiar with moving on sand) to avoid their notice.

Great Dune Worm Adult

Colossal Alien Beast

Might 20 Daring 10 Savvy -1 Terror 6; Defense -1; 100 LB

Impenetrable Hide: 2d6+2 Protection

Bite: +6 Attack vs four targets, 2d6+2 Dmg +Swallow

Swallow: A victim of an Adult Dune Worm's bite must make a Demanding (-6) Flair +Defense test or be swallowed whole, taking 2 damage per round from digestive acids and is also unable to breathe until they can be cut out of a dead monster's stomach. A character can spend a Fortune Point to avoid being swallowed instead of rolling.

Tunneling: Great Dune Worm Adults have a 30' base speed to burrow.

Tactile Senses: Great Dune Worms have no eyes but perceive the world around them via vibration sense and smell. Adult senses are so acute potential prey must make a Tough (-4) Savvy +Career (Explorer, Scout, or something very familiar with moving on sand) to avoid their notice.

Psychergeist

Medium to Massive Entity

A psychergeist is a psionic echo that is invisible and intangible. Sometimes it is created when a powerful psychic dies violently. Sometimes it is the result of a trauma on a massive scale. Whatever the cause, it is very unpleasant for anybody with any telepathic abilities.

Might 0 Daring 4 Savvy 0 Terror 2; Defense: Unhittable

Eerie Presence: Though it is imperceptible to non-telepathic beings, all organic life within 50' of a psychergeist must make a Terror check due to a "bad feeling". This fear lasts until they leave the area.

Psychic Distortion: Any creature with telepathic abilities is unable to use them within 50' of the psychergeist. In addition, they must make a Tough (-4) Savvy +Career test or be At a Loss and have a Penalty Die on all rolls. This roll is repeated at the start of a telepath's turn for as long as they remain in the area.

Haunting: A psychergeist is usually anchored to a specific location. They can target any (or every) organic being within that area as if they were everywhere at once. A psychergeist might haunt an entire star base.

Flashback: The psychergeist causes the target(s) to relive an event that took place in the area. Usually this will be related to the trauma that created the psychergeist. Sometimes, this will indicate some wrong that must be righted, a mystery that must be solved, or an unfinished task. Hours may seem to pass during a flashback, even if it actually only lasted a few seconds.

Possess: If it must communicate directly, or wants to take violent action against intruders, a psychergeist can take possession of an organic body. The target rolls a Tough (-4) Flair + Career (Telepath) test. If they fail, they are under the psychergeist's control for 1 round. If they succeed, they are immune for an hour.

Psychergeist Properties: As invisible and intangible as air, a psychergeist has no form to attack (even when viewed through means that can otherwise see the invisible). It cannot be harmed by any means but can sometimes be dispelled or appeased by completing a task or solving a mystery for the psychergeist.

Robot

Robots are artificial beings that can be built for a variety of tasks. Below are properties common to many types as well as a few example robots.

Robotic Properties: Robots do not need to eat, drink, sleep, or breathe. They are also immune to the effects of poison, aging, and disease. Robots are, however, quite vulnerable to EMP weapons. Unfortunately, robots also cannot heal in the same way as a living being and must receive repairs from a Mechanic or Engineer to recover damage. An attending Mechanic or Engineer can repair lost Lifeblood equal to their Career rank with two hours' work in a well-stocked workshop, or a day's work without a well-stocked workshop. A Mechanic or Engineer with rank 0 can repair 1 lost Lifeblood with four hours' work in a well-stocked workshop or with two days' work without a well-stocked workshop.

Warbot Fearlessness: Every warbot is programmed to have no pity, mercy, or fear. It is immune to any sort of intimidation, taunts, etc.

Killbot

Medium Automaton

Usually made to resemble standard Workbots, Skillbots, or Recbots, Killbots are actually programmed for the task of carrying out assassinations and use their secondary function as a cover to get closer to their targets.

Might 2 Daring 2 Savvy 2 Flair 2, Defense 3; 20 LB

Careers: Assassin 3 and Laborer, Translator, Servant, or Performer 2

Concealed Armor Plating: While it does not appear armored, the Killbot has 1d3+1 Protection that cannot be bypassed in any way.

True Form: When a Killbot acquires its target and calculates high odds of success in fulfilling its programming, it will transform, unfolding its arms to reveal deadly weapons. Anyone threatened by a Killbot realizing what it is must make a Hard (-2) Terror check.

Defensive Programming: Once per round a Killbot may use the Parry or Dodge maneuver. The Parry has +5 to the roll. If the Defensive Programming succeeds, the Killbot may Riposte (make a free Attack against the attacker).

Attack: +5 to hit with one attack, or +3 to hit with two attacks. A disarmed Killbot does 1d3+1 damage with its metallic fists, head, or feet. Otherwise, damage is by weapon type. Heavy blaster pistols (1d6+2 Dmg) or mono-sabers (1d6+2 Dmg) are their standard armament.

Combat Programming: In addition to its attacks and Defensive Programming, once per round, a Killbot can perform the Aim, Quick-Load, Feint, Grapple, Shove/Trip, or Choke/Crush maneuver rolling with +5.

Robot Properties: See Above.

Warbot Fearlessness: See Above

Self-Destruct: Killbots are programmed not to allow themselves to be captured. When reduced to 5 Lifeblood or less, it will begin counting down to self-destruct. Treat this as a Timebomb that will go off at the end of the next round. If the Killbot is reduced to 0 Lifeblood, there is a chance (1-2 on 1d6) that its self-destruct sequence will begin countdown anyway!

Warbot Drone

Small Automaton

This legless warbot hovers off the ground and wields a variety of armaments from its various arms. Its clawed hands can also be used as weapons. They are often dropped from orbit and sent on search and destroy missions or sabotage missions.

Might 2 Daring 4 Savvy 1 Terror 0; Defense 2, 5 LB

Careers: Soldier 1

Armored Chassis: 1d6 Protection. A -3 Called Shot will bypass it completely.

Four Arms: +4 Attack once, +3 twice, +2 three times, or +1 four times. Claws do 1d3+1 Dmg or by weaponry.

Weaponry: A warbot drone is equipped with a weapon in each claw. Either a Vibroblade (1d6+4 Dmg) or Blaster Pistol (1d6+1 Dmg, 20' Range Increment, Overheat 3)

Robotic Properties: See Above.

Warbot Fearlessness: See Above.

Warbot Juggernaut

Large Automaton

This large warbot vaguely resembles an insect. It walks slowly but it can leap great distances to flank enemies. Its arms also function as a pair of blaster carbines.

Might 3 Daring 2 Savvy -1 Flair -1; Defense -1; 20 LB

Armored Shell: 1d6+1 Protection, can be bypassed with a -4 Called Shot

Leaping: The warbot juggernaut leaps instead of attacking with a 50' speed and +2 Defense. It can make an Arm Blade attack for +1d3 damage, but only +1 to hit at the end of its leap.

Slow-Moving: It has a 15' move speed when walking.

Blaster Barrage: +5 Hit, 2d6 Dmg, 50' Range Increment. Capable of firing twice for -2 Hit and Damage or Suppressing Fire. Blasters overheat on a roll of 4 or less.

Arm Blades: +3 Hit twice, 1d6+1 each.

Robot Properties: See Above

Warbot Fearlessness: See Above

Spike Strider

Huge Alien Beast

This huge eight-limbed beast resembles a cross between a praying mantis and a dinosaur. Its massive legs end in sharp spikes, used to spear its prey before devouring it.

Might 8 Daring 5 Savvy -1 Terror 3; Defense 1; 40 LB

Chitinous Shell: 1d6 Protection

Bite: +5 Attack 2d6-1 Dmg

Limb Spikes: +3 Attack twice, 1d6+2 Dmg each + Skewer. A limb spike can be severed by doing 5 points of damage to it with a -1 Called Shot to hit. This does not deduct Lifeblood from the creature's total. If a spike strider loses three limbs, it will retreat.

Skewer: A victim is impaled on the spike unless they succeed on a Tough (-4) Might Test. The spike strider gets a Bonus Die to attack a skewered enemy. The victim can attempt another Might Test on their turn by using a Minor Action. If the Might Test fails, the victim takes 1 additional point of damage. If they succeed, they slide free of the spike.

Star Kraken

Colossal Alien Beast

Deep in the black uncharted regions of space, there be monsters. These creatures have been spotted from a distance, but never seen up close by anyone who lived to tell about it. The Star Kraken is a massive, tentacled beast that somehow lives in the vacuum of space. Exactly how it propels itself in vacuum is unknown (theories range from gravity control to biological thrusters), but it is actually fast enough to pursue a starship moving below light speed. For this reason, they often are found near magnetic storms, gravity wells, and other such phenomenon in space that might cause a ship to disengage its FTL drive. When a ship approaches, the Star Kraken latches onto it with its powerful tentacles, attempting to rip the ship apart. It is unknown if it does this in order to eat the crew, somehow feed on the ship's radiation, or even if it is sheer malevolence that drives it to do so. Whatever the reason, Star Krakens are a very dangerous threat to starships that find themselves in their clutches.

Might 18, Daring 5 Savvy 1 Terror 5; Defense -1; 100 LB

Extremely Tough Hide: 2d6-1 Protection

Bite: +6 Attack for 4d6 Dmg

Large Tentacles: +4 Attack w/ 4 Large Tentacles, 3d6 Dmg+ Crush +Lesser Tentacles. Each Large Tentacle has 20 Hits, and 1d6 Protection, and 1 Defense.

Crush: Any ship that is hit by at least 2 Large Tentacles is crushed for an additional 3d6 Integrity Damage. Once a ship has been crushed, it is grappled by the 4 Large Tentacles. The Kraken will release the ship if one of the large tentacles is destroyed. Otherwise, it will continue to do 3d6 Integrity damage to the ship each round. The round after a Kraken has a ship grappled with its Large Tentacles, it will begin probing any hull breaches with its Lesser Tentacles.

Lesser Tentacles: +2 Attack w/ 9 Lesser Tentacles, 1d6 Dmg +Suckers. A Lesser Tentacle has 10 Lifeblood, 1d3 Protection, and 3 Defense.

Suckers: Any individual hit by a Lesser Tentacle must make a Demanding (-6) Might test or be grappled by the tentacle. The next round, the tentacle will feed the mouth with any grappled prey. Each round, a victim may spend a Major Action to try another Demanding (-6) Might check to break free of its suckers. If the Kraken's body is damaged, or the lesser tentacle is destroyed, it will let the prey go.

Fast Propulsion: Treat Star Krakens as if they had an Engines rating of 2 for determining their speed against that of a starship.

Viper Slug

Very Small Alien Beast

This very small creature is prized by assassins for its deadly venom. A viper slug has black, rubbery skin, and is about 3 feet long. They seem to move by gliding along a surface with surprising speed. Viper Slugs do not seem to have any eyes but react to movement. Viper Slugs will attack things many times larger than themselves, often dropping from above, hoping to kill them. If the prey is dead, the slug waits for its body to decompose and eats the rotting flesh. Viper Slugs often hunt in groups and are seldom encountered alone.

Might 0 Daring 2 Savvy -2 Terror 1; Defense 1; 3 LB

Tough Hide: 1d3 Protection

Bite: +3 Attack for 1d3 Dmg + Venom

Venom: The victim must make a Tough (-4) Might check or be severely weakened and feverish, taking a Penalty Die on all rolls for 1-3 hours. In addition, the victim takes 1d6 damage per round for the next 1d3 rounds.

Sneaky: Viper slugs are very stealthy, often following prey, gliding along walls or ceilings out of their prey's field of vision, and dropping on them when they walk below. Spotting or hearing a viper slug is a Tough (-4) Savvy Test.

Wall Crawling: Viper slugs glide along walls and even ceilings effortlessly with 30' speed.

Voiders

Medium Alien Undead

Voiders are undead beings that inhabit the void who mercilessly attack any lifeforms that wander too close in their "deadships", which seem to simply drift through space with no visible means of propulsion. The deadships are controlled by void-wraiths, which "possess" the ship's systems in order to control them. The deadships are fueled by the screaming souls of the damned that are collected in a great central orb. With no fear or need to breathe, voider boarding parties will leap through the vacuum of space towards enemy ships.

Voider Deadship

Size 3, Engines 2, Guns 2, Crew 0, Hull 2; 50 Integrity;
Ship Boons: Deadship (the ship has no need of corporeal crew or life support to function and can move in any direction despite no visible means of propulsion. It can fly into areas considered dangerous to living crews), Terrifying to Behold (It has Terror 4), Stealth Mode; **Ship Flaws**: Jinxed, Cursed Reputation, Slow to About

Void-wraith Officer

Might 2 Daring 2 Savvy 4 Terror 2, Defense 2; 20 Unlife
Careers: Space Pirate, Pilot, or Engineer 2
Hover: The Wraith has no feet and seems to float above the ground allowing it to move with great speed. It has a move speed of 50'.
Incorporeal: A wraith spends most of its time as an incorporeal spirit. In this form, it takes full damage from flames and half damage from energy weapons. Any other weapon does zero damage to an Incorporeal wraith. A wraith can also move through solid objects, floating through walls. Voider wraiths "possess" the ship's systems to make them function but will emerge from the machinery if it comes under attack.
Withering Touch: +5 Hit, 1d3 Dmg + Terror 2 check. Instead of losing Composure, anybody failing the Terror check loses 1 point of Might or Daring (whichever is higher, Might if they are tied). The lost Might and Daring will recover at a rate of 1 point per day (whichever is lower, Daring if they are tied). A character whose Might or Daring is dropped to -2 is Defeated as if they had lost all Advantage and is left helpless and shivering. Their soul will be "fed" to the central orb soon, while the body joins the crew…
Sense Life: A Wraith gets a Bonus Die to notice anything living and to track it. Anybody trying to hide from a Wraith gets a Penalty Die to their roll.

Voider Lieutenant

Might 4 Daring 2 Savvy 1 Flair 1; Defense 1; 10 Unlife
Careers: Space Pirate 2 or Pilot 2
Bite: +3 Attack for 1d3 Dmg. It restores lost Unlife at a rate equal to the damage the bite caused. To break free of its bite, a victim must make a Might +Brawl roll against a -4 Difficulty which takes a Major Action. As long as the victim has not broken free, the Voider will continue to drain 1d3 Lifeblood from the victim each round as its action, restoring an equal amount of Unlife.
Weapons: +3 Attack. Usually wield a mono-cutlass for 1d6+4 Dmg and a Blaster Pistol for 1d6+1 Dmg.
From the Black: Voiders do not need to breathe and are immune to vacuum and the ambient radiation of space. They are very adept at maneuvering in zero-g and suffer no penalties to their Initiative and have a base speed of 20' in zero-g.
Relentless: A Voider that is slain rolls a d6. On a result of 5-6, it ignores the wound, no matter how grievous and keeps fighting.
Wall-Walking: They can walk or run along walls and ceilings as if they were the floor.

Voider Grunts

Competence 2 Pawns (Average)
Might 0 Daring 0 Savvy -1 Terror 1;
Brawl 2 Melee 0 Ranged 0 Defense 0
Claws: +2 Attack twice for 1d3 Dmg each
From the Black: Voiders do not need to breathe and are immune to vacuum and the ambient radiation of space. They are very adept at maneuvering in zero-g and suffer no penalties to their Initiative and have a base speed of 20' in zero-g.
Relentless: A Voider that is slain rolls a d6. On a result of 5-6, it ignores the wound, no matter how grievous and keeps fighting.
Wall-Walking: They can walk or run along walls and ceilings as if they were the floor.





Nonhuman Characters

Most *Honor + Intrigue* characters are human, as the presumed campaign setting was Earth; however, if you want to set your *Honor + Intrigue* game in a fantasy or science-fiction world, use these rules to incorporate nonhuman characters. We've also included over 50 sample PC ancestries.

New General Boons & Flaws

In the process of creating new character options for *Honor + Intrigue*, we've created many new Boons and Flaws. Some of these new Boons and Flaws can also work well for human characters, too. They are detailed here.

Eidetic Memory (Boon)

You remember every detail of just about anything. This can be helpful when you are solving a mystery, describing something you've seen, determining what part of the sea you are in by the position of the stars, etc. Roll a Bonus Die in situations where the GM declares this to be useful (or the GM may simply declare you remember the key information).

Way-Finder (Boon)

You have a near faultless sense of direction. You get a Bonus Die to any roll to avoid becoming lost or to find the best route to reach a destination.

Literal Minded (Flaw)

You have difficulty with abstract thought. Roll a Penalty Die when you must interpret symbolism, innuendo, or subtle social ques, or do some imaginative activity, like storytelling. If the GM puts you in a situation where this causes you serious trouble, they may award a Fortune Point.

Nonhuman Character Basics

The benefit of playing a human PC is that human characters get a free Boon of their choice. Nonhuman PCs do not get a free Boon; each must be paid for with a Flaw. Each nonhuman ancestry has its own list of Ancestral Boons and Flaws (so Elves have "Elven Boons" and "Elven Flaws" Dwarves have "Dwarven Boons" and "Dwarven Flaws", etc.).

Some Boons and Flaws might be marked with an asterisk*. These are mandatory, typically because they are based on a trait that is inherent to the entire ancestry, such as having hooved feet or wings (for instance, all centaurs have the Boon "Hooves" and the Flaw "Atypical Body"). The GM might decide to add an asterisk to some Ancestral Boons or Flaws based on their vision for the campaign (for instance deciding that all cathulians have the "Inhuman Voice" Flaw as an inherent trait).

The first Flaw a nonhuman character takes must be one from their ancestral list (they can take other Flaws after that). Ancestral Boons can only be purchased if a like number of Ancestral Flaws is purchased. An Elven Boon can *only* be paid for with an Elven Flaw, a Dwarven Boon can only be paid for with a Dwarven Flaw, etc.

Nonhuman PCs may start with up to five Flaws if at least two of them are from their specific ancestry. A Nonhuman PC may take up to five Boons as well (but remember you can only take an Ancestral Boon if you also took an Ancestral Flaw).

If you want to be of two different ancestries (like half-elf, half-dwarf) you can take one or two Ancestral Boons and the same number of Ancestral Flaws from each. If you want to be half human, the easiest way to represent that is to take only one Ancestral Boon and Ancestral Flaw, then buy the rest of your Boons and Flaws normally, to a maximum of four of each.

Common Careers

Each nonhuman ancestry also has a list of Common Careers where a member of that ancestry often has at least one of them. These are suggestions for building a character but are not required.

Nonhuman Languages

If your campaign is going to have languages unique to nonhuman peoples, a member of that group gets that language at Native Speaker for free and begins at Fluent in the standard campaign language you are using.

While it is not uncommon in fantasy fiction for each nonhuman people to have their own language, you might be concerned that this would result in too many languages in your campaign or possibly overshadow additional human languages. The way I handled this in my own fantasy campaign was to have broad language families with individual species having specific dialects. For instance, I had a "Giant" language family of which "Trollish", "Ice Giant", "Fire Giant", and "Ogrish" were dialects. You might also decide that divergent groups within one ancestry might have separate dialects, so forest elves, subterranean elves, and aquatic elves would each speak their own dialect of elvish.

A character is treated as if they are one level of fluency lower in any dialect of the same language family. So, when our party of adventurers met a dragon or group of lizardkin, the tortugon in the party could communicate with them at Fluent because they all spoke dialects of the "Reptilian" language family.

But you might also decide to make an ancestral language completely foreign, for instance, declaring Atlantean unrelated to any surface language. This option makes the most sense for a spacefaring campaign where peoples from different planets likely have no common linguistic ties.

Learning Nonhuman Languages: Learning a new nonhuman language family should be hard, costing 5 Advancement Points to acquire a language slot in one dialect. However, improving your proficiency in a different dialect in the same family you already know is easy, costing only 2 Advancement Points, up to the same level of fluency.

Nonhuman Dueling Styles

You might decide to create some unique Dueling styles for nonhuman peoples of your world using axes, hammers, spears, or slings which might seem more traditional for certain fantasy folk. One simple way to do this would be to rename and reskin existing Dueling Styles by changing the weaponry used. You might also decide that a certain Maneuver might make more sense for this dueling style than the existing ones and swap it out. *The Duelist's Guide* contains a number of new styles, such as archery, that you might find helpful in to adapt to nonhuman Dueling Styles.

Genre & Nonhuman Characters

A lot of fantasy and science fiction present some species as ubiquitously evil. This is rather cliché. It is more fun to have individuals of each ancestry make their own decisions with their own motives (just like humans do). It is more interesting to make room in your stories for heroic orcs and dastardly gnomes, courageous goblins, and cowardly dwarves than to presume traits based on ancestry.

Reskinning + Space Opera

Some of the ancestries presented here seem more typical of high fantasy, while others will seem more attuned to science fiction. However, you do not need to keep them inside these boxes. If you want spacefaring orcs or high-fantasy robots, feel free. You can either simply incorporate them as-is, or you can reskin them by changing the name and background a little bit. Let's take elves for example, and reskin them as an alien species called the Eldan:

The Eldan are an ancient spacefaring people who travel the cosmos in living "bioships". Eldan resemble lithe and beautiful humans with pointed ears and vibrantly colored skin and hair. Many Eldan are psionically gifted and attuned to plant and animal life, which has aided in their development of bioships and FTL travel.

Mechanically, our "new" species "the Eldan" work almost identically to elves. You could change references to magic to psionics, and swap bows for boltcasters, but those are largely cosmetic changes. The Common Career of Magician would be replaced by Mystic. But sci-fi Eldan are filling much the same niche as the fantasy elves.

If you want to quickly reskin some fantasy folk for space opera, we include ideas to give them a more space opera vibe at the end of their descriptions.



High Fantasy on High Seas

One genre we wanted to ensure would be well represented here is nautical fantasy because sailing is a major component of many swashbuckling campaigns. Atlanteans, aquatic elves, and tritons are tropes that fit right into such campaigns. We've also created several others (like the rosmar, delphine, and pagoona). A number of others like tortugons and naga also have aquatic variations. But if you want to create "sea goblins" or "reef trolls" you can easily do this yourself by adding the Amphibious or Aquatic Ancestral Boons, and possibly the Vulnerable to Dryness Flaw.

Gothic Horror

A gothic horror campaign would be an ideal setting to introduce dhampir, descendants of vampires. Gargoyles, chiropterans (bat-folk), demonkin, and angelkin are also a good fit. Synthoids could be reskinned as creatures created by magic or mad science akin to Frankenstein's monster. Maybe packfolk, catfolk, and ratkin are descended from lycanthropes, in which case you would add the Ancestral Flaw "Silver Susceptibility" to them.

Realm of the Sidhe

A campaign inspired by Celtic myths may feature many fey creatures. Elves, goblins, pixies, gnomes, trolls, giants, etc. would feature prominently in such a campaign (even if they are only NPCs). You might consider adding "Iron Susceptibility" as a mandatory flaw for all fey-related creatures. Such a campaign may also feature "Changelings" as an option for PCs. Changelings are fey who were switched at birth with a mortal and may have special abilities as a result. They would have the "Human Appearance" Ancestral Boon, but also the "Iron Susceptibility" Ancestral Flaw.

Sword + Sandal

Your fantasy swashbuckling campaign need not be set in a world like that of 17th century or medieval Europe. Some Sword + Sandal epics take inspiration from a mythic Greco-Roman world. Such a setting has many swashbuckling elements from sailing to sword fights and many mythic monsters. One easy method to transition a campaign to such a world is to reskin existing Dueling Styles to the weaponry available at the time, such as changing styles designed for the rapier to use a gladius instead.

Obvious choices for nonhuman ancestries would include minotaurs, centaurs, and tritons but you could easily add more. For ancestries descended from various nymphs, reskin the plantkin template for dryads, the stonekin template for oreads, the Wavekin template for nereids, and the skykin template for sylphs. For satyrs, you might reskin goblins and add the Horns and Hooves Ancestral Boons with the Atypical Body Ancestral Flaw. Birdkin can be reskinned as descendants of harpies by adding the Heavenly Voice Ancestral Boon.

The *1,001 Arabian Nights* would also make an excellent basis for swashbuckling games.[1] Flamekin, stonekin, skykin, and wavekin could all be descended from ifrits or djinn. Dhampir may be reskinned as "Half-Ghuls" (ghuls were more powerful in original folklore than the "ghouls" seen in western fantasy fiction). You might also incorporate anthropomorphic desert creatures, including scorpionkin (bugkin), jackalkin (packfolk), and serpentmen into the setting.

[1] If this setting interests you, check out the adventure module "*The Sorcerer of Volupa*".

Converting Nonhuman NPCs

Most statblocks for existing Pawns, Retainers, and NPCs can easily be revised as nonhuman. If they already have Boons and Flaws, add one ancestral Flaw (nonhumans do not get free Boons). You can then either add an additional pair of an ancestral Boon and Flaw or replace an existing one from the statblock. Nonhumans can have up to five Boons and five Flaws as long as two of each are ancestral.

Example: A dwarf bandit would use the same statblock as a Bandit, but the GM decided to add Darkvision, Dwarven Toughness, and Dwarven Magic Resistance Boons along with the Landlubber, Distrust of Magic, and Slow Running Flaws.

Creating New Ancestries

In all likelihood, there is a nonhuman ancestry that you wanted to see here that we did not get to include. But fear not, you have the tools you need to make your own!

Common Careers: Try to think of at least three "Common Careers" that this ancestry should have. Avoid having one of these careers be "Spellcaster". Instead, you might suggest Magician, Healer, Apothecary, or some other Related Career that pairs with Spellcaster as a Common Career (this gives a better impression of the type of spellcaster that would be most common). If the ancestry is supposed to be especially strong spellcasters, perhaps make Gifted: Spellcaster an Ancestral Boon.

Ancestral Boons & Flaws: Ideally, you will want at least five Boons and Flaws to choose from. There is a master list of Ancestral Boons and Flaws included in this product. See if there are any that you think would especially work for the ancestry you are creating and copy or adapt them. In some cases, this could be as simple as changing the name. In others, you may need to change some key detail to be more fitting for the specific ancestry you are creating. If "poaching" ideas from the existing ancestries still leaves you needing more, consider "What is this particular group especially known for or good at?" Make that into a Boon that at the very least, grants a Bonus Die in certain situations. For Flaws, consider "what special challenges and difficulties does this particular group have?" Make that into a Flaw that at the very least, grants a Penalty Die in certain situations. Don't forget that if you want a Boon or Flaw to be mandatory, that you indicate this with an asterisk*, though it is recommended that no more than two be mandatory.



Angelkin

Born with angelic blood, angelkin often emulate the benevolent natures of their angelic ancestors. It is not unheard of for some angelkin to fall, using their inborn gifts to do wicked deeds as well. Angelkin generally resemble humans, though often more handsome than a typical mortal. Some look very distinct from humans entirely, just as some types of angels do not closely resemble humans. Angelkin skin can vary from metallic colors to blue and green, but many have skin that resembles that of ordinary mortals. Angelkin hair varies likewise from silver and gold to natural hair colors to blues, purples, and greens as well.

In a space opera campaign, reskin angelkin as "Serafians", a humanoid species with many features in common with that of divine beings from other cultures. Whether this is coincidence or not, is a matter of speculation.

Common Careers: Warrior, Clergy, Diplomat

Angelkin Boons

Attractive

Cold Resistance (*You have 1d6+1 Protection against cold damage and receive a Bonus Die to resist the effects of cold).*

Darkvision (*You can see in even pitch darkness to a distance of 30' without penalties; beyond 30' you have half the usual penalties for seeing in darkness)*

Divine Magic Resistance *(If magic is used on you, roll a d6. On a roll of 5-6 it simply does not work on you. If you fail, you may spend a Fortune Point to negate the effect anyway).*

Extreme Poison Resistance (*Angelkin are exceptionally hardy. Not only do you have the benefits of the Poison Resistance Boon, you can also choose to spend a Fortune Point to automatically succeed on any roll to withstand poison. If you take damage from poison, you can spend a Fortune Point to reduce the damage by 4).*

Wings (*When you are unarmored and unencumbered, you can fly slowly. Your flight speed is 15 feet + 5 feet per point of Might. You can also glide, preventing you from getting hurt from falls. If you ever have to spend a Fortune Point to avoid falling damage, roll a die. On a 3-6, your wings were able to open in time to save you, and you get to keep the Fortune Point instead of spending it).*

Angelkin Flaws

Atypical Body (*Having wings will make it impossible for you to wear ordinary clothing and armor made for other humanoid peoples. Armor you wear must be specially made to accommodate your wings, and when you wear it, you cannot fly).*

Can't Lie

Combat Paralysis

Soft Hearted

Trusting



Atlantean

Atlanteans are descendants of an offshoot of humanity who evolved under the sway of powerful sorcerer-scientists and adapted to life beneath the sea when that ancient kingdom sunk beneath the waves. Incorporating Atlanteans is a good way to blend elements of science fiction into a fantasy setting or a game set on Earth with fantastic elements. If you are doing a science fiction campaign, perhaps Atlanteans who fled their civilization's doom found a place among the stars centuries before the rest of humanity…

While the Mysteries, Horrors, and Wonders chapter of *Honor + Intrigue* proposes a particular history of Atlantis, you do not need to include this in your campaign. Perhaps it is just a story. Perhaps modern Atlanteans despise the Dark Ones and have themselves escaped their sway. Perhaps those so corrupted were only a faction of Atlantean society. The GM should decide what role Atlantis plays in the current campaign. Are they secretive and hiding their origins, or is Atlantis a major power in world affairs? Are they antagonists who infiltrate human civilization to some nefarious purpose, or guardians who protect humanity from forces beyond their understanding?

Common Careers: Alchemist/Scientist, Craftsman/Engineer, Scholar, Spy

Atlantean Boons

Amphibious* (*You are equally at home on land or underwater. You can breathe underwater, have no penalties to fight underwater, and have a swimming speed of 20 feet, +2 feet per point of Might. You also receive a Bonus Die on any rolls against underwater pressure).*

Human Appearance* *(Atlanteans are an evolutionary offshoot of humanity and are nearly indistinguishable from humans. Their gill slits shut and become nearly imperceptible while on dry land).*

Atlantean Technology (*Similar to the Magnificent Technology Boon, but the GM should decide on what items ought to be available to Atlantean characters so as not to upset game balance too much. One possible option would be to increase the cost of all items by 1 Equipment Point or increase the rarity of all items by one degree, making Rare items Unique and making Unique items impossible to construct. Another option would be to incorporate the Steampunk Inventions rules from the Steam + Intrigue section of Blasters + Intrigue. But the GM might also decide to impose no restrictions, especially in a space opera campaign. One change would be that rather than "Damascus Steel" or "Durotanium", the Atlanteans have a golden miracle metal called Orichalcum which may be vital to Atlantean technology).*

Learned

Membership (*If Atlantean presence in the world is a secret, there may be a Secret Society for them. If Atlanteans are a known presence in the world, they may be part of a Powerful Group).*

Savant

Weapon of Choice (*Trident or Net*)

Atlantean Flaws

Cursed or Tragic Fate (*A vestige of the doom of Atlantis)*

Delicate

Distinctive Appearance (*Though Atlanteans appear human, albinism is much more common among them with many having platinum hair and lilac eyes).*

Distrust of Magic *(It is said that magic brought Atlantis' doom. Many have since rejected it entirely),*

Double Life (*If the Atlantean is a spy)*

Terrible Secret (*This flaw would only apply in a campaign where Atlanteans have secretly infiltrated human civilization. If this is the case, you must protect the secret of Atlantis' existence at all costs).*

Birdkin

Birdkin are humanoids resembling avians with feathered skin, beaks, and talons. Alternatively, birdkin might simply resemble humans with birdlike wings. They have hollow bones, allowing them to glide or even fly so long as they are unencumbered by heavy armor. Different subspecies of birdkin resemble different species of birds, with some resembling eagles, hawks, or falcons, and others resemble owls, ravens, mockingbirds, blue jays, ducks, and other birds. Each would have its own name ("Hawkin", "Owlkin", etc.). It is rumored that flightless birdkin exist as well, resembling anything from ostriches to penguins, but they are rarer.

In a science fiction campaign, reskin birdkin as either "Avinoids" (humanoids resembling anthropomorphic birds) or "Hawkmen" (a species resembling humans with wings).

Common Careers: Scoundrel, Woodsman, Duelist, Clergy

Birdkin Boons

Wings* (*When you are unarmored and unencumbered, you can fly slowly. Your flight speed is 15 feet + 5 feet per point of Might. You can also glide, preventing you from getting hurt from falls. If you ever have to spend a Fortune Point to avoid falling damage, roll a die. On a 3-6, your wings were able to open in time to save you, and you get to keep the Fortune Point instead of spending it).*

Beast Friend *(typically a trained hawk or falcon)*

Beguiling

Claws and Bite (*You have powerful talons that do 1d3 dmg, and your bite does 1d6-1. If you split your action to attack with both claws, and both hit, you may make a bite attack for free with -2 to hit).*

Eagle Eyes (*like Keen Eyesight, but able to see with the range of a telescope)*

Weapon of Choice (*Saber of Pistol)*

Birdkin Flaws

Atypical Body* (*Your wings and talons make it impossible for you to wear boots and most clothing and armor made for other humanoid peoples. Armor you wear must be specially made for birdkin, and when you wear it, you cannot fly).*

Absent-Minded

Arrogant

Delicate (*Hollow bones are good for flight, but not for battle).*

Phobia (*Claustrophobia*)



Bugkin

Bugkin are intelligent insectoid creatures that come in a wide array of subspecies. Mantis, beetle, ant, bee, and spider-folk are but a few examples of such creatures that are collectively referred to as "Bugkin", though each has its own culture and unique properties.

Bugkin can appear in space opera settings as a species called "the Xrek".

Careers: Hunter, Warrior, Ruffian, Apothecary

Bugkin Boons

Athletic Leaper (*This replaces the Born Athlete Boon for Bugkin. In addition to the benefits of Born Athlete, you can leap half the distance you move in a single bound).*

Clinging (*You can climb walls with great dexterity. You climb the same speed you can run. You get a Bonus Die on any roll involved in climbing or clinging to a surface and you can hang or crawl upside-down at half speed).*

Darkvision (*You can see in even pitch darkness to a distance of 30' without penalties; beyond 30' you have half the usual penalties for seeing in darkness)*

Keen Scent

Jaws (*Your jaws are not just for show. You can bite for 1d3+1 damage with a Brawling + Daring attack. If you caused damage, your target has a Penalty Die on their next attack, Reaction, or Initiative Roll. Alternatively, you can use your jaws to Grapple, with a +1 bonus).*

Master of the Forest/Desert/Jungle (*Choose a biome. You get a Bonus Die to make any check that involves survival in that biome, including tracking, hunting, getting food, water, shelter, etc.).*

Pincers (*Your pincers do 1d6-1 dmg. If you split your action to attack with both pincers, and both hit, you may make a free Grapple against that target).*

Quadridexterity (*You have fully functional set of extra arms, which allow you to Split Actions more efficiently. You can use three arms for a -3 penalty to each action, or all four arms for a -4 penalty to each action. This would allow you to fight with a pair of two-handed weapons at -4 to hit with each or wield four rapiers with -4 to hit with each. The Defense bonus of additional shields do not stack, however. You can also use your arms to multi-task, allowing you to climb a ladder while firing a bow. If you don't have this Boon, you might still have four arms, but two of the arms are subordinate and simply serve to help the two dominant arms with no mechanical benefit).*

Tough Hide (*Your carapace gives 1d3 Protection. This replaces the "Thick-Skinned" Boon).*

Wings (*You have a pair of insect-like wings that fold across your back. When you are unarmored and unencumbered, you can fly slowly. Your flight speed is 15 feet + 5 feet per point of Might. You can also glide, preventing you from getting hurt from falls. If you ever have to spend a Fortune Point to avoid falling damage, roll a die. On a 3-6, your wings were able to open in time to save you, and you get to keep the Fortune Point instead of spending it).*

Venomous (*Your venomous jaws or tail can be deadly. This is a Brawling +Daring attack that does 1d3+1 damage. In addition, the victim has been injected with venom. Each round, the victim must make a Hard (-2) Might test or lose 1 Lifeblood. Once a victim has avoided damage, the poison has run its course and the effect ends).*

Bugkin Flaws

Atypical Body* (*You have four arms and your head and body are shaped very differently from that of most humanoids. It is impossible for you to wear armor or clothing that was not designed specifically for you).*

All Thumbs (*Your limbs end in hook-like claws that are not well adapted to using intricate tools).*

Inhuman Voice *(You are incapable of ordinary speech and can only communicate with your own kind. You may be able to understand the speech of another species by learning their language, but you cannot speak to them. Likewise, people of other species can learn to understand your language but cannot communicate in it).*

Obligation: the Hive (*You do not see yourself as an individual, but as part of a collective. Without the hive, you are nothing. Without you, the hive is diminished. You receive a Fortune Point whenever serving the hive is an inconvenience, and have a Penalty Die when you deliberately disregard the hive's needs).*

Unsettling

Catfolk

Catfolk are a species resembling anthropomorphic felines. There are a variety of subspecies with a resemblance to house cats, lions, tigers, panthers, cheetahs, etc. They live in a variety of climates from snowy forests to hot jungles or deserts. Catfolk are known for having personality traits in common with their namesakes: curiosity, aloofness, and occasional ferocity.

In a space opera campaign, reskin catfolk as "Simbasa" a species of feline humanoids resembling lions or tigers with an imperious bearing.

Common Careers: Hunter, Thief, Spy, Warrior

Catfolk Boons

Beguiling, Savant, or Herculean/Amazonian Strength *(Depending on the type of cat you resemble)*

Born Athlete

Claws and Bite (*You have powerful claws that do 1d3 dmg, and your bite does 1d6-1. If you split your action to attack with both claws, and both hit, you may make a bite attack for free with -2 to hit).*

Daredevil

Darkvision (*You can see in even pitch darkness to a distance of 30' without penalties; beyond 30' you have half the usual penalties for seeing in darkness)*

Incredible Nose (*You have the benefits Keen Scent plus you can detect odors unnoticeable to humans and recognize people. When you cannot see, you do not roll a Penalty Die, but apply the other penalties).*

Sneaky

Speed

Catfolk Flaws

Arrogant

Braggart

Cursed (*You've had quite a few brushes with death, and always came out unscathed. But something tells you that you can't keep this up anymore. You may be on your last life!)*

Delusions of Grandeur

Hot-Headed

Landlubber

Long Sleeper (*You require much more sleep than most. You begin to feel exhaustion after 12 hours and require 10 continuous hours of sleep to reverse the effects (see Honor + Intrigue page 94).*

Phobia (water)

Vice (Catnip, which has a narcotic effect)



Cathulian

Cathulians are a subterranean squid people. They are equally at home in and above the water. They are among the oldest peoples in the world (or the galaxy) and they were among the first to develop a modern society. Education is the most important aspect of cathulian culture, particularly magical (or psionic) knowledge. Cathulians have tentacled mouths that do not lend themselves well to speak the languages of other peoples. For this reason, they usually rely on telepathy to communicate to others. Cathulians work well in both science fiction and high fantasy settings.

Common Careers: Scholar, Merchant, Gambler, Charlatan, Magician

Cathulian Boons

Amphibious* *(You are equally at home on land or underwater. You can breathe underwater, have no penalties to fight underwater, and have a swimming speed of 20 feet, +2 feet per point of Might. You also receive a Bonus Die on any rolls against underwater pressure).*

Darkvision (*You can see in even pitch darkness to a distance of 30' without penalties; beyond 30' you have half the usual penalties for seeing in darkness)*

Eldritch Magic Resistance *(If magic is used on you, roll a d6. On a roll of 5-6 it simply does not work on you. If you fail, you may spend a Fortune Point to negate the effect anyway).*

Gifted: Spellcaster (*Fantasy Cathulians often have the Wizard career, and Space Opera Cathulians often have the Psionicist career).*

Natural Telepath (*You can use the Lesser Telepathy spell as much as you want. You do not need to make any rolls or spend any Arcane Power to use it).*

Cathulian Flaws

Atypical Body* (*You have a tentacled face with no visible ears. This makes it impossible for you to wear headwear made for other humanoid peoples).*

Arrogant

Delicate

Inhuman Voice (*You are incapable of ordinary speech and can only communicate with your own kind. You may be able to understand the speech of another species by learning their language, but you cannot speak to them. Likewise, people of other species can learn to understand your language but cannot communicate in it).*

Poor Vision

Unsettling

Vulnerable to Dryness (*Your skin requires constant moisture to remain healthy. You lose a point of Composure each day that you go without wetting your skin for at least an hour a day. This composure cannot be recovered until you can properly wet your skin).*



Centaur

Centaurs have the body of a horse, with a human-like torso emerging from where the horse's neck would be. Most centaurs live in the wilderness, in the forests and plains where their tribes hunt. When settlements encroach on their lands, centaurs have been known to raid their unwanted neighbors. They are fearsome in battle, where they mass as hordes of light cavalry. Centaurs who live near cities, however, might be trained in wearing armor to become heavy cavalry or possibly knights.

In a space opera campaign, you might reskin centaurs as quadrupedal species with equine traits from a primeval forested planet called "Quadrexians".

Common Careers: Warrior, Woodsman, Craftsman, Apothecary



Centaur Boons

Hooves* (*Centaur hooves do 1d6-1 dmg. If they split their action to attack with both hooves, and both hit, they may make a free Shove/Trip against that target).*

Fast Runner (*A centaur has a base movement speed of 40 feet, +5 feet per point of Daring)*

Herculean/Amazonian Strength

Master of the Forest (*You get a Bonus Die to make any check that involves survival in the forest, including tracking, hunting, getting food, water,* shelter, etc.).

Strength Feat

Thick-Skinned

Weapon of Choice (*Lance or Longbow)*

Centaur Flaws

Atypical Body* (*Large bodies are very difficult to fit in cramped spaces. Your equine body makes it impossible to wear pants and footwear made for other humanoid peoples. Armor you wear must be specially made for centaurs, which is very expensive).*

Lumbering

Phobia (*Claustrophobia*)

Primeval (*Similar to "Country Bumpkin", but "Primeval" people live in an isolated community that hunts, gathers, or barters for everything. Not only do they not know anything about survival in the city, but they also know nothing of money, politics, etc.).*

Primitive

Obligation (*to Nature) (Centaurs with this flaw cannot abide the destruction of trees, animals, etc. and will do all that they can and things most people think they can't to protect them).*

Chiropteran

Chiropteran are bat-like humanoids with wings that extend from their wrists, connected by a membrane that runs along the hips. While chiropterans are not blind, as is often rumored, they have difficulty seeing in bright light. For this reason, they are mainly nocturnal. While some fear chiropterans based on their appearance, making a presumption of some connection to vampirism, they are omnivorous and cultivate fruit as a large portion of their diet.

For a space opera campaign, chiropterans originate from a tidally locked planet, where all life exists in a temperate band of perpetual twilight between the frozen dark and scorching light sides of the world.

Chiropteran Careers: Sailor, Farmer, Explorer, Apothecary

Chiropteran Boons

Echolocation* (*You have the benefits of the Keen Hearing Boon. In addition, you can navigate by echolocation, allowing you to sense your surroundings within 100' even when you cannot see, so long as you can hear. You cannot speak while echolocating, as you must emit a special noise that bounces off surfaces allowing you to echolocate. You cannot perceive color or read with echolocation. It can also be overwhelmed by loud noises, effectively blinding you).*

Wings* *(When you are unarmored and unencumbered, you can fly slowly. Your flight speed is 15 feet + 5 feet per point of Might. You can also glide, preventing you from getting hurt from falls. If you ever have to spend a Fortune Point to avoid falling damage, roll a die. On a 3-6, your wings were able to open in time to save you, and you get to keep the Fortune Point instead of spending it).*

Fearsome Looks

Nasty Bite (*Some Chiropteran have a very nasty bite that carries disease, and you are one of them. Your bite is a Brawling + Daring attack that does 1d3+1 damage. In addition, roll a d6 whenever you bite someone. If the result is a "6" that victim is weakened by illness that causes them to lose 1 Composure for 1d3 days).*

Prehensile Feet *(Your feet can grip and manipulate objects just as well as your hands. You get a Bonus Die on any roll involved in climbing or clinging to a surface and you can hang or walk upside-down as long as you have something to grab onto. Your movement speed when climbing is the same as your running speed. In addition, when you are not using your feet to stand, you can use them to wield weapons or tools).*

Chiropteran Flaws

Atypical Body* *(Your wings and feet make it impossible for you to wear boots and most clothing and armor made for other humanoid peoples. Armor you wear must be specially made for chiropterans, and when you wear it, you cannot fly).*

Day-Blindness* (*You have a Penalty Die on ranged attacks and all visual notice tests in brightly lit areas).*

Delicate (*A light frame is good for flight, but not for battle).*

Inhuman Voice (*You are incapable of ordinary speech and can only communicate with your own kind. You may be able to understand the speech of another species by learning their language, but you cannot speak to them. Likewise, people of other species can learn to understand your language but cannot communicate in it).*

Unsettling

Delphine

As their name would imply, the delphine are humanoids resembling dolphins, porpoises, and orca. Delphine are known for their keen wit, insatiable curiosity, their kindness to friends, and fierceness in defense of their homes. A fun-loving people, delphine are fond of games and puzzles, though their intellect also readies them for more serious pursuits. In a space opera campaign, the delphine may have left their ocean home world to explore the stars.

Common Careers: Sailor, Scholar, Hunter, Explorer, Apothecary

Delphine Boons

Aquatic* (*You get a Bonus Die on all rolls that involve swimming and you also move at double the distance a human with the same Qualities could while swimming. You can hold your breath twice as long as a human and get a Bonus Die on rolls to avoid drowning. You have no penalties for taking actions underwater).*

Echolocation* (*You have the benefits of the Keen Hearing Boon. In addition, you can navigate by echolocation, allowing you to sense your surroundings within 100' even when you cannot see, so long as you can hear. You cannot speak while echolocating, as you must emit a special noise that bounces off surfaces allowing you to echolocate. You cannot perceive color or read with echolocation. It can also be overwhelmed by loud noises, effectively blinding you).*

Beguiling

Cold Resistance (*Delphine are accustomed to life in the sea. They have 1d6+1 Protection against cold damage and receive a Bonus Die to resist the effects of cold).*

Savant

Shark Killer (*Delphine have a history of defending their people from sharks and get a Bonus Die when attacking sharks and shark-like creatures, including sharkmen).*

Delphine Flaws

Atypical Body* (*Delphine hands and feet are webbed and exceptionally wide, making gloves and boots difficult to fit. Their heads and necks are also rather different from most humanoids, making headwear and neckwear difficult to fit as well).*

Vulnerable to Dryness* *(Your skin requires constant moisture to remain healthy. You lose a point of Composure each day that you go without wetting your skin for at least an hour a day. This composure cannot be recovered until you can properly wet your skin).*

Absent Minded

Delusions of Grandeur

Lumbering

Phobia (Claustrophobia)

Trusting



Demonkin

Born with demonic blood in their veins, the demonkin are often assumed to be evil solely for their ancestry and indeed many demonkin do in fact embrace the darker side of their natures There are also many who choose to embrace their humanity all the closer, redoubling their efforts in the fight against evil

Demonkin are basically human in shape and size, but do not have a uniform appearance. While red skin is common enough, likewise there are those whose skin is blue, green, charcoal, or with more human-looking skin tones. Demonkin are likewise born with a variety of physical features, and no two demonkin look particularly alike (except for identical twins). Demonkin can be very beautiful or very ugly, depending on their demonic ancestry.

In a space opera campaign, reskin demonkin as "Inferrans", a species that has many physical traits that other species affiliate with devilry. The similarities may be the origin of such legends, or they may be purely superficial.

Common Careers: Scoundrel, Duelist, Charlatan, Magician

Demonkin Boons

Beguiling

Claws and Bite (*You have powerful claws that do 1d3 dmg, and your bite does 1d6-1. If you split your action to attack with both claws, and both hit, you may make a bite attack for free with -2 to hit).*

Darkvision (*You can see in even pitch darkness to a distance of 30' without penalties; beyond 30' you have half the usual penalties for seeing in darkness)*

Fearsome Looks

Gifted: Spellcaster *(Wizard)*

Hell's Hide (*You have 1 protection against normal attacks and 1d6+1 protection against fire. This replaces the Thick-Skinned Boon)*

Horns *(The horns on your head are not just for show. You can headbutt for 1d6-1 damage with a Brawling + Daring attack. If you caused damage, your target has a Penalty Die on their next attack, Reaction, or Initiative Roll).*

Infernal Magic Resistance (*If magic is used on you, roll a d6. On a roll of 5-6 it simply does not work on you. If you fail, you may spend a Fortune Point to negate the effect anyway).*

Silver Tongue

Wings *(You have a pair of bat-like wings protruding from your shoulder blades. When you are unarmored and unencumbered, you can fly slowly. Your flight speed is 15 feet + 5 feet per point of Might. You can also glide, preventing you from getting hurt from falls. If you ever have to spend a Fortune Point to avoid falling damage, roll a die. On a 3-6, your wings were able to open in time to save you, and you get to keep the Fortune Point instead of spending it).*

Demonkin Flaws

Atypical Body *(Wings, horns, hooves, or a tail might make it impossible for you to wear certain clothing and armor. Armor also prevents you from flying with wings).*

Binding Susceptibility (*Like your demonic ancestor, you are susceptible to being bound by sorcery. You can also be held at bay by using circles of protection against demons. You have a Penalty Die whenever trying to resist binding. You are also unable to violate the terms of any agreement you make. You might only uphold the letter of the agreement, but you cannot ignore it)*

Can't Lie (*This may seem like a strange Flaw for the descendants of demons, but your ancestors often misled people by being clever, not directly deceitful. You must be creative to make sure what you are saying is technically true).*

Hot-Headed

Phobia (*Holy symbols*)

Silver Susceptibility (*Silver weapons have a Bonus Die to damage you. Touching a silver object with bare skin causes you searing pain doing 1 damage per round that cannot be reduced by Protection).*

Unsettling

Untrustworthy

Dhampir

The dhampir are a hybrid half mortal, half vampire. Rumors abound as to their origins. Was he the result of a human's love for her undead husband? Or did a vampire feed upon their mother while she was pregnant? Regardless, dhampirs are both feared and respected for their power. It is also not without some irony that they are known to often become vampire hunters.

Dhampirs resemble their mortal parent's species but are usually very pale. Some are (eerily) beautiful and delicate looking, while others are haggard and beastly. Regardless of appearance, they are generally stronger, faster, and much more resilient than their mortal kin. Unlike their undead parent, they can walk in the sunlight, and ignore most of their other weaknesses. Dhampirs do have the ability to learn some of the powers of vampires if they wish.

In a space opera campaign, you might reskin dhampir as survivors of a spacefaring undead known as "Voiders". Though rescued before the transformation process was completed, they were forever changed by the process…

Common Careers: Hunter, Mercenary, Magician

Dhampir Boons

Vampiric Bite* (*You have the fangs and also the appetite of your vampiric parent. You must consume at least two pints of blood a week. Each week without it, you lose 1 Composure which cannot be restored until you have slaked your thirst. Your bite does 1d6-1 damage).*

Beguiling

Clinging (*You can climb walls with great dexterity. You climb the same speed you can run. You get a Bonus Die on any roll involved in climbing or clinging to a surface and you can hang or crawl upside-down at half speed).*

Darkvision (*You can see in even pitch darkness to a distance of 30′ without penalties; beyond 30′ you have half the usual penalties for seeing in darkness)*

Fearsome Looks

Herculean/Amazonian Strength

Human Appearance (*Dhampir are the offspring of mortals and are usually indistinguishable from their mortal parent's ancestry. Dhampir without this trait look different from their mortal parent in some obvious way, like unnaturally red eyes, etc.).*

Longevity (*You age much slower than ordinary humans. You have seen and done a lot during your long life. You begin with two extra Careers at Rank 0, and you may have met historical figures or witnessed historical events over a century ago).*

Mist Form (*As a Major Action, you shift your body into a wispy cloud of vapor of the same approximate shape, allowing you to squeeze through cracks and openings. Your clothing and equipment transform with you. You can maintain this form for up to four rounds. While in your mist form, you can float up to half your normal movement speed and you are impervious to physical damage but also unable to interact with physical objects or use magic. When you use this ability, you lose a point of Composure that is restored after a full night's rest).*

Vampiric Resilience (*You have 1 protection against normal attacks. When you have consumed blood, you can shrug off injuries with amazing speed. When you spend a Fortune Point to negate lost Lifeblood, you recover 3 Lifeblood instead of 1. This replaces the Thick-Skinned boon).*

Dhampir Flaws

Cursed

Day-Blindness (You have a Penalty Die on ranged attacks and all visual notice tests in brightly lit areas).

Dependency (Blood. Your thirst is very powerful, even for a dhampir. See page 171).

Distinctive Appearance (*Albino*)

Phobia (*Holy Symbols*)

Silver Susceptibility (*Silver weapons have a Bonus Die to damage you. Touching a silver object with bare skin causes you searing pain doing 1 damage per round that cannot be reduced by Protection).*

Tragic Fate

Unsettling (*This affects animals as well as people*)

Dragonkin

Dragonkin are the descendants of dragons with a humanoid form. How this was accomplished varies from tale to tale. Some say they are the offspring of a dragon who had magically transformed to a humanoid form to breed with another humanoid. Others say that long ago, a dragon-sorcerer created the dragonkin as servants. Regardless, dragonkin share many qualities with dragons: colorful scales, sharp teeth and claws, and the ability to breathe blasts of energy, as well as an insatiable desire for treasure.

Dragonkin are tall and powerfully built, standing near 7 feet tall. Their bodies are covered in colorful scales reflective of their draconic lineage and their heads resemble that of a dragon. About half of all dragonkin are born with functional wings, and most are born with a powerful tail, teeth, and claws.

In a space opera campaign, reskin dragonkin as "Drakari" a humanoid species from a hostile environment, who have adapted to survive extreme conditions.

Common Careers: Warrior, Clergy, Magician

Dragonkin Boons

Energy Resistance* (*Choose between fire, cold, acid, or electricity. You have 1d6+1 Protection against damage of that type).*

Breath Weapon (*You can breathe a jet of fire, frost, acid, or electricity (choose one) doing 2d3 damage with a 5' Range Increment, hitting 1d3 tightly grouped targets. When you use your breath weapon, you lose a point of Composure that is restored after a full night's rest).*

Claws and Bite (*You have powerful claws that do 1d3 dmg, and your bite does 1d6-1. If you split your action to attack with both claws, and both hit, you may make a bite attack for free with -2 to hit).*

Tough Hide (*Your scales give 1d3 Protection. This replaces the "Thick-Skinned" Boon).*

Wings (*You have a pair of bat-like wings protruding from your shoulder blades. When you are unarmored and unencumbered, you can fly slowly. Your flight speed is 15 feet + 5 feet per point of Might. You can also glide, preventing you from getting hurt from falls. If you ever have to spend a Fortune Point to avoid falling damage, roll a die. On a 3-6, your wings were able to open in time to save you, and you get to keep the Fortune Point instead of spending it).*

Dragonkin Flaws

Atypical Body* (*Having a tail, a dragon-like head, or wings might make it impossible for you to wear certain clothing and armor made for other humanoid peoples. Armor you wear must be specially made for you, and when you wear it, you cannot fly if you have wings).*

Delusions of Grandeur

Greed

Long Sleeper (*You require much more sleep than most. You begin to feel exhaustion after 12 hours and require 10 continuous hours of sleep to reverse the effects (see Honor + Intrigue page 94).*

Hot-Headed

Lumbering



Durax

Durax are a large and brawny spacefaring people renowned for their toughness. They stand about 8 feet in height and their wide, hairless bodies are covered in pebbly golden skin. Duraxian bones are very strong and thick, allowing them to headbutt enemies to great effect. This makes them rather skilled unarmed combatants, and quite a few have earned fame as arena fighters. Durax culture places great importance on honor, duty, and resilience. This stoic outlook is sometimes interpreted by other species as simple stubbornness, but these traits also make durax sought after crew for starships or soldiers for ground forces.

For a fantasy campaign, you might decide to "reskin" durax as rhinokin, hippokin, or elephantkin by changing their headbutt attack to tusks or horn as needed.

Common Careers: Mercenary, Spacefarer, Pugilist

Durax Boons

Tough Hide (*Your skin gives 1d3 Protection. This replaces the "Thick-Skinned" Boon).*

Durax Psionic/Magic Resistance (*Durax are extremely stubborn, and their will against being manipulated by magic or psionics is legendary. If it is used on you, roll a d6. On a roll of 5-6 it simply does not work on you. If you fail, you may spend a Fortune Point to negate the effect anyway).*

Toughness (*You are extremely hardy and resilient. You begin with +3 Maximum Lifeblood. This Boon replaces "Hard To Kill").*

Extreme Poison Resistance (*Durax are exceptionally hardy. Not only do you have the benefits of the Poison Resistance Boon, you can also choose to spend a Fortune Point to automatically succeed on any roll to withstand poison. If you take damage from poison, you can spend a Fortune Point to reduce the damage by 4).*

Fearsome Looks

Headbutt (*You can headbutt for 1d6-1 damage with a Brawling + Daring attack. If you caused damage, your target has a Penalty Die on their next attack, Reaction, or Initiative Roll).*

Herculean/Amazonian Strength

Strength Feat

Durax Flaws

Atypical Body* (*Large bodies are very difficult to fit in cramped spaces The sheer size of a durax and the thickness of their limbs makes them unable to wear standard clothing or armor made for other humanoids).*

Distrust of Psionics/Magic

Hot-Headed

Lumbering

Obsession with Eating (*Durax are known to have insatiable appetites and will eat just about anything to support their large frame. You have a Penalty Die to ignore the presence of food and when your appetite gets you into trouble (like eating drugged food or bait from a trap), the GM may award you a Fortune Point).*

Slow Running (*Penalty die on all rolls involving physical movement speed, including Footwork, -10' to movement speed)*

Unsettling



Dwarf

Dwarves are usually described as short, stout, tough, and angry. Dwarves usually stand 4-5 feet tall, and about 3-4 feet wide. Male dwarves grow beards at a young age. Because dwarven society believes in the value of hard work, dwarven children learn at a young age the joy of labor, and many dwarves are accomplished at either stone masonry, carpentry, blacksmithing, or mining. Dwarves are also trained at a young age in the importance of duty and honor, and many put these qualities to use as soldiers.

In a space opera campaign, you can reskin dwarves as "the Durg", stocky inhabitants of a high gravity planet with little sunlight. Durg engineers adapted for life on the planet by tapping the power at the planet's core to power their cities and sustain crops.

Common Careers: Miner, Craftsman, Soldier

Dwarven Boons

Darkvision (*You can see in even pitch darkness to a distance of 30' without penalties; beyond 30' you have half the usual penalties for seeing in darkness)*

Dwarven Magic Resistance (*Dwarves are extremely stubborn, and their will against being manipulated by magic is legendary. If magic is used on you, roll a d6. On a roll of 5-6 it simply does not work on you. If you fail, you may spend a Fortune Point to negate the effect anyway).*

Toughness *(You are extremely hardy and resilient. You begin with +3 Maximum Lifeblood. This Boon replaces "Hard To Kill").*

Extreme Poison Resistance (*Dwarves are exceptionally hardy. Not only do you have the benefits of the Poison Resistance Boon, but you can also choose to spend a Fortune Point to automatically succeed on any roll to withstand poison. If you take damage from poison, you can spend a Fortune Point to reduce it by 4).*

Giant Killer (*Bonus Die when fighting large fey like giants, ogres, cave trolls, etc.).*

Longevity (*Your people have extremely long lifespans and age much slower than ordinary humans. You have seen and done a lot during your long life. You begin with two extra Careers at Rank 0, and you may have met historical figures or witnessed historical events over a century ago).*

Military Order (*You served as heavy infantry. Your training included Armor Familiarity, and you were equipped with heavy armor, a shield, and either an axe or war hammer).*

Dwarven Flaws

Can't Lie

Distrust of Magic

Landlubber

Lumbering

Slow Running (*Penalty die on all rolls involving physical movement speed, including Footwork, -10 feet to movement speed)*

Taciturn



Elf

Elves are descendants of fey and resemble youthful lithe humans with sharp features, pointed ears, and perfect hair. They are handsome, intelligent, charming, and they know it.

Elves have had a number of divergent offshoots over the millennia including the subterranean elves and aquatic elves. Subterranean elves share many properties with their surface-dwelling cousins, though they tend to have chalk-white features and eyes of deep crimson. Aquatic elves are divergent enough to have their own separate description.

In a space opera campaign, you can reskin elves as an ancient spacefaring people known as "the Eldan" who ply the stars in living bioships.

Common Careers: Woodsman, Magician, Noble, Warrior

Elven Boons

Attractive

Beguiling

Crack-Shot (Bow)

Darkvision (*This boon is reserved for subterranean elves. You can see in even pitch darkness to a distance of 30' without penalties; beyond 30' you have half the usual penalties for seeing in darkness)*

Eagle Eyes (*like Keen Eyesight, but able to see with the range of a telescope),*

Gifted: Spellcaster (*Elves often favor being Wizards)*

Longevity (*Your people have extremely long life spans and age much slower than ordinary humans. You have seen and done a lot during your long life. You begin with two extra Careers at Rank 0, and you may have met historical figures or witnessed historical events over a century ago).*

Master of the Forest (*You get a Bonus Die to make any check that involves survival in the forest, including tracking, hunting, getting food, water, shelter, etc.).*

Savant

Elven Flaws

Arrogant (*Towards non-elves).*

Day-Blindness (*This flaw is only for subterranean elves adapted to darkness. You have a Penalty Die on ranged attacks and all visual notice tests in brightly lit areas).*

Delicate

Obligation (to Nature) (*Elves with this flaw cannot abide the destruction of trees, animals, etc. and will do all that they can and things most people think they can't to protect them).*

Primeval *(Similar to "Country Bumpkin", but "Primeval" people live in an isolated community that hunts, gathers, or barters for everything. Not only do they not know anything about survival in the city, but they also know nothing of money, politics, etc.).*

Soft-Hearted



Elf, Aquatic

Aquatic elves bear a strong resemblance to their land-dwelling cousins, though their skin and hair often have hues of blue or green. Aquatic elves live in kelp forests or castles built from coral beneath the sea. Because they cannot forge metal beneath the sea, aquatic elves tend to make weapons from coral, bones, and teeth of other creatures, though they are also keen to trade for metal weapons and tools when they can. As such, many aquatic elves have served aboard the ships of surface folk

Common Careers: Sailor, Hunter, Diver, Magician

Aquatic Elven Boons

Amphibious* (*You are equally at home on land or underwater. You can breathe underwater, have no penalties to fight underwater, and have a swimming speed of 20 feet, +2 feet per point of Might. You receive a Bonus Die on any rolls against underwater pressure).*

Attractive

Beguiling

Darkvision (*You can see in even pitch darkness to a distance of 30' without penalties; beyond 30' you have half the usual penalties for seeing in darkness)*

Eagle Eyes (*like Keen Eyesight, but able to see with the range of a telescope),*

Gifted: Spellcaster (*Wizard*)

Longevity (*Your people have extremely long life spans and age much slower than ordinary humans. You have seen and done a lot during your long life. You begin with two extra Careers at Rank 0, and you may have met historical figures or witnessed historical events over a century ago).*

Master of the Sea (*You get a Bonus Die to make any check that involves survival in an oceanic environment like kelp forests, coral reefs, or the open sea. This includes, hunting, getting food, shelter, etc. You even "track" underwater, not by noticing actual footprints, but by spotting clues like scales on a piece of seaweed, or a noticeable shift in the water's temperature).*

Weapon of Choice (*Dagger or Spear*).

Aquatic Elven Flaws

Vulnerable to Dryness* *(Your skin requires constant moisture to remain healthy. You lose a point of Composure each day that you go without wetting your skin for at least an hour a day. This composure cannot be recovered until you can properly wet your skin).*

Aquatic Arrogance *(similar to the Arrogant Flaw, except you are very suspicious of surface dwellers. You get a Penalty Die in social situations where you interact with people of the surface world).*

Electrical Susceptibility *(You are vulnerable to electricity damage. EMP and Electrical damage affects you with a Bonus Die).*

Obligation (*to Nature) (You cannot abide the destruction of coral reefs, whales, pollution, etc. and will do all that you can to protect them).*

Primeval (*Similar to "Country Bumpkin", but "Primeval" people live in an isolated community that hunts, gathers, or barters for everything. Not only do they not know anything about survival in the city, but they also know nothing of money, politics, etc.).*



Flamekin

Flamekin are humanoids from the elemental realm of fire; some say they are descended from the legendary ifrit. Their bodies have adapted to survive extreme heat, giving them skin that looks like glowing cinders and hair that looks like flame. When they wish, flamekin can project an aura of intense heat around their bodies as their skin begins to glow brightly. Any flammable objects (and clothing) will catch alight, and any enemies who accost the flamekin will be burned. For this reason, flamekin tend not to carry flammable equipment. Flamekin stand about the same size as lithe-looking humans.

In a space opera campaign, you can reskin flamekin as "Pyrexians", an alien species from a volcanic planet of intense heat.

Common Careers: Magician, Scoundrel, Clergy, Performer (Bard)

Flamekin Boons

Aura of Flames* (*As a Minor Action, you can cause your body to suddenly be wreathed in flame. For the next 1d6 rounds, anything you touch, and anything that touches you (or attacks you with a Melee weapon) will take 1 point of fire damage and possibly ignited (see Hazards: Fire). When you use this ability, you lose a point of Composure that is restored after a full night's rest).*

Breath Weapon (*You can breathe a jet of flame, doing 2d3 damage with a 5' Range Increment, hitting 1d3 tightly grouped targets. When you use your breath weapon, you lose a point of Composure that is restored after a full night's rest).*

Daredevil

Fire Resistance (*Flamekin are at home among fire. They have 1d6+1 Protection against fire damage and cannot be set on fire).*

Flamekin Flaws

Atypical Body* (*bursting into flames makes flammable clothing a very poor option. Flamekin usually wear specially treated clothing crafted for themselves).*

Can't Lie (*Your ifrit ancestors often misled people by being clever, not directly deceitful. You must be creative to make sure what you are saying is technically true).*

Braggart

Feels the Cold

Hot-Headed

Landlubber

Phobia (water)

Unsettling (*Especially so when in wooden buildings)*

Untrustworthy



Frogkin

The frogkin are a species of humanoid frogs, able to leap great distances, swim with grace, and use a prehensile tongue! Their skin is usually a mottled green, ranging from a bright lime green color to more dull olive hues. Frogkin eyes are very large, either red or yellow with oblong pupils. Frogkin often live in primitive bands in swamps, jungles, and forests. There are some frogkin who have become more civilized with exposure to other cultures.

In a space opera campaign, reskin frogkin as "Amphids" who dwell on a swampy homeworld.

Common Careers: Sailor, Hunter, Warrior, Apothecary

Frogkin Boons

Aquatic (*You get a Bonus Die on all rolls that involve swimming and you also move at double the distance a human with the same Qualities could while swimming. You can hold your breath twice as long as a human and get a Bonus Die on rolls to avoid drowning. You have no penalties for taking actions underwater).*

Athletic Leaper (*This replaces the Born Athlete Boon for Frogkin. In addition to the benefits of Born Athlete, you can leap half the distance you move in a single bound).*

Clinging (*You can climb walls with great dexterity. You climb the same speed you can run. You get a Bonus Die on any roll involved in climbing or clinging to a surface and you can hang or crawl upside-down at half speed).*

Master of the Marsh (*You get a Bonus Die to make any check that involves survival in swamps, including tracking, hunting, getting food, water, shelter, etc.).*

Daredevil

Extreme Poison Resistance (*Frogkin are exceptionally hardy. Not only do you have the benefits of the Poison Resistance Boon, you can also choose to spend a Fortune Point to automatically succeed on any roll to withstand poison. If you take damage from poison, you can spend a Fortune Point to reduce the damage by 4).*

Gifted: Spellcaster (*Frogkins have a strong affinity for the swamp and often become druids or shamans).*

Frogkin Flaws

Atypical Body* (*froglike head and legs and very large webbed feet and hands would make wearing boots, gloves, helmets, and a lot of humanoid equipment difficult or impossible)*

Feels the Cold

Inhuman Voice (*You are incapable of ordinary speech and can only communicate with your own kind. You may be able to understand the speech of another species by learning their language, but you cannot speak to them. Likewise, people of other species can learn to understand your language but cannot communicate in it).*

Obligation (*to the Tribe*)

Primeval (*Similar to "Country Bumpkin", but "Primeval" people live in an isolated community that hunts, gathers, or barters for everything. Not only do they not know anything about survival in the city, but they also know nothing of money, politics, etc.).*

Unsettling

Vulnerable to Dryness (*Your skin requires constant moisture to remain healthy. You lose a point of Composure each day that you go without wetting your skin for at least an hour a day. This composure cannot be recovered until you can properly wet your skin).*



Gargoyle

Gargoyles are a subterranean species with a stone-like hide. Some gargoyles have wings, while most do not. Winged gargoyles are the nobility within their society, though those who live underground seldom get to fly. Winged gargoyles come to the surface to spread their wings and take flight and wingless gargoyles come to the surface to live free of the rule of the winged. Gargoyles are among the toughest creatures in the world but their heavy bodies often prove awkward.

Though gargoyles are, in fact, alive, they resemble stone statues both in appearance and their resilience to things that would kill a human. There are also wizards, however, who have created unliving golems that resemble gargoyles. A surefire way to tell the difference is to engage it in conversation (the stone gargoyles cannot speak). True gargoyles hate these statues (which they call "grotesques") and attack them on sight. In their subterranean homes, gargoyles often live near or alongside kobolds.

Common Careers: Mercenary, Craftsman, Magician

Gargoyle Boons

Tough Hide* (*Your skin gives 1d3 Protection. This replaces the "Thick-Skinned" Boon).*

Claws and Bite (*You have powerful claws that do 1d3 dmg, and your bite does 1d6-1. If you split your action to attack with both claws, and both hit, you may make a bite attack for free with -2 to hit).*

Clinging (*You can climb walls with great dexterity. You climb the same speed you can run. You get a Bonus Die on any roll involved in climbing or clinging to a surface and you can hang or crawl upside-down at half speed).*

Darkvision (*You can see in even pitch darkness to a distance of 30' without penalties; beyond 30' you have half the usual penalties for seeing in darkness)*

Extreme Poison Resistance (*Gargoyles are very hardy. Not only do you have the benefits of the Poison Resistance Boon, you can also choose to spend a Fortune Point to automatically succeed on any roll to withstand poison. If you take damage from poison, you can spend a Fortune Point to reduce the damage by 4).*

Herculean/Amazonian Strength

Horns (*The horns on your head are not just for show. You can headbutt for 1d6-1 damage with a Brawling + Daring attack. If you caused damage, your target has a Penalty Die on their next attack, Reaction, or Initiative Roll).*

Strength Feat

Wings (*You have a pair of bat-like wings protruding from your shoulder blades. When you are unarmored and unencumbered, you can fly slowly. Your flight speed is 15 feet + 5 feet per point of Might. You can also glide, preventing you from getting hurt from falls. If you ever have to spend a Fortune Point to avoid falling damage, roll a die. On a 3-6, your wings were able to open in time to save you, and you get to keep the Fortune Point instead of spending it).*

Gargoyle Flaws

Atypical Body* (*Having a tail, horns, claws, or wings might make it impossible for you to wear certain clothing and armor made for other humanoid peoples. Armor you wear must be specially made for you, and when you wear it, you cannot fly if you have wings).*

All Thumbs

Lumbering

Landlubber

Slow Running (*Penalty die on all rolls involving physical movement speed, including Footwork, -10' to movement speed)*

Unsettling

Giantkin

The blood of giants flows through the veins of the giantkin, giving them great size and strength with most standing 10′ tall. While some giantkin societies are primitive barbarians, others are highly civilized and skilled craftsmen. Likewise, there are some giantkin at home traversing glacial crags, while others are at home in a volcano!

The giantkin template might also be used for making ogres or similar giant-like characters. For an post-apocalyptic campaign, you might reskin giantkin as "mega mutants" who evolved in the wastelands. For a space opera campaign, reskin giantkin as "Gigasi", a species that developed to thrive in inhospitable environments.

Common Careers: Hunter, Craftsman, Warrior

Giantkin Boons

Energy Resistance (*Choose between fire, cold, or electricity. You have 1d6+1 Protection against damage of that type).*

Fearsome Looks

Toughness (*You are extremely hardy and resilient. You begin with +3 Maximum Lifeblood. This Boon replaces "Hard To Kill").*

Herculean/Amazonian Strength

Strength Feat

Thick-Skinned

Giantkin Flaws

Atypical Body* (*Large bodies are very difficult to fit in cramped spaces, and you cannot wear clothing or armor designed for most humanoids).*

All Thumbs

Delusions of Grandeur

Lumbering

Primitive

Unsettling

Gnome

Gnomes are a minute people (standing about 3 feet tall) that bear a slight resemblance to dwarves. Unlike their distant cousins, they are fun loving and droll. They also pursue esoteric interests, such as alchemy or creating impressive inventions. Their small bodies and academic natures often cause gnomes to avoid physical confrontation, and they often become so intently focused on their research that all else falls by the wayside. While most gnomes live in forested hills, there are some subterranean gnomes who live far beneath the surface.

For a space opera setting, reskin gnomes as "Tekali", a small-statured species that is devoted to scientific research and technological advancement.

Common Careers: Craftsman, Scholar, Alchemist

Gnomish Boons

Beast Friend (*typically a woodland animal like a badger, raccoon, or fox)*

Beguiling

Darkvision (*This boon is reserved for subterranean gnomes. You can see in even pitch darkness to a distance of 30′ without penalties; beyond 30′ you have half the usual penalties for seeing in darkness)*

Excellent Laboratory

Gifted

Learned

Longevity (*Your people have extremely long life spans and age much slower than ordinary humans. You have seen and done a lot during your long life. You begin with two extra Careers at Rank 0, and you may have met historical figures or witnessed historical events over a century ago).*

Nose for Magic

Savant

Underestimated (*If you have a bigger ally nearby, enemies get -1 to hit or use maneuvers against you*).

Gnomish Flaws

Atypical Body* (*You are small enough that you have difficulty riding mounts or piloting vehicles used by most humanoids. Clothing or armor must be specially made to fit you, and you have difficulty reaching items up high).*

Absent Minded

Can't Lie

Day-Blindness (*This flaw is for subterranean gnomes adapted to darkness. You have a Penalty Die on ranged attacks and all visual notice tests in brightly lit areas).*

Non-Combatant

Obsession

Trifling Appearance *(People don't take you seriously; you have a Penalty Die on all Intimidation tests and social rolls where you need someone to take you seriously)*

Trusting



Goblin

Goblins are green-skinned fey-folk with large eyes, big pointy ears, and pronounced canine teeth standing about 4-5 feet tall. In spite of their primeval origins, the goblin gift for gab has made them especially well adapted to city life. Goblins have a reputation as thieves, grifters, and con-men, but many are honest shopkeepers and guild merchants. There are still "forest goblins", who live in woodland tribes, riding wolves into battle, etc. but they are fewer in number.

For a space opera campaign, reskin goblins as "the Quarmin", inhabitants of a rainy home world who play a major role in the Galactic Traders' Guild.

Common Careers: Thief, Charlatan, Merchant, Warrior

Goblin Boons

Beast Friend (*Wolves*)

Darkvision (*You can see in even pitch darkness to a distance of 30' without penalties; beyond 30' you have half the usual penalties for seeing in darkness)*

Devil's Own Luck

Irritating (*You can really get under an enemy's skin. You get a Bonus Die to Goad or Taunt an enemy)*

Keen Hearing

Silver Tongue

Sneaky

Weapon of Choice (Cutlass or Pistol)

Goblin Flaws

Cursed

Delicate

Non-Combatant

Obligation

Obsession

City Dweller or Primitive (*forest goblin*)

Halfling

Standing at half the size of a human, halflings look much like human children at first glance. Halflings live in country villages where they tend bountiful farms and lucrative shops. Known for their love of good food and comfort, halflings seldom leave their burrows to go on adventures (why be late for dinner?). But those few that have ventured beyond the village have made history, and are celebrated in song and tale around the hearth.

Halflings might seem out of place in a space opera campaign, but you can reskin them as the peace-loving "Fuzak", a species resembling prairie dogs who likewise excavate homes below ground.

Common Careers: Farmer, Merchant, Thief, Traveler

Halfling Boons

Crack Shot (Sling or Throwing Knife)

Daredevil

Devil's Own Luck

Favored by Fortune

Good Etiquette

Laugh in the Face of Danger

Silver Tongue

Sneaky

Underestimated *(If you have a bigger ally nearby, enemies get -1 to hit or use maneuvers against you).*

Weapon of Choice (*Throwing Knife or Sling*)

Halfling Flaws

Atypical Body* (*You are small enough that you have difficulty riding mounts or piloting vehicles used by most humanoids. Clothing or armor must be specially made to fit you, and you have difficulty reaching items up high).*

Delicate

Halfling Comforts (*When you are required to do something important for the rest of your companions, roll a die. If a '1' or '2' comes up, you are asleep, cooking your fourth meal of the day, fishing, smoking your pipe, or in some other way engaged in relaxation. If there is an Initiative roll, you missed the first round entirely).*

Non-Combatant

Slow Running (*Penalty die on all rolls involving physical movement speed, including Footwork, -10' to movement speed)*

Trifling Appearance (*People don't take you seriously; you have a Penalty Die on all Intimidation tests and social rolls where you need someone to take you seriously)*

Vice *(usually smoking and overeating)*



Hobgoblin

Hobgoblins are distantly related to goblins, standing about as tall as a human. Their eyes and ears are less pronounced than their smaller kin, and their skin has a reddish hue. They are natural hunters and trackers, often serving as scouts or bounty hunters. They are also extremely disciplined, and often fight as frontline soldiers. Hobgoblins are generally physically athletic, but also aggressive.

For a space opera campaign, reskin hobgoblins as the militaristic "Ketra", known for their skills as soldiers and bounty hunters.

Common Careers: Soldier, Swordsman, Woodsman, Bounty Hunter

Hobgoblin Boons

Born Athlete

Daredevil

Darkvision (You can see in even pitch darkness to a distance of 30' without penalties; beyond 30' you have half the usual penalties for seeing in darkness)

Military Order (*You served as heavy infantry. Your training included Armor Familiarity, and you were equipped with Heavy Armor, a spear, a shield, and a broadsword).*

Master Tracker

Sneaky

Weapon of Choice (*Broadsword or Spear*)

Hobgoblin Flaws

Active Duty (*Either in a hobgoblin legion or as a mercenary in another army).*

Arrogant

Can't Lie

Delusions of Grandeur

Hot-Headed

Taciturn

Obligation (*to clan chief)*

Ifurian

Ifurians are a cute, bear-like species about 3-4 feet tall. They are brave and skilled hunters who thrive in primeval forests that are teeming with dangers. Ifurian survival is based on the tribe. Each ifurian puts the needs of the tribe ahead of themselves and working together they can overcome overwhelming odds. Ifurians can be incorporated in both science fiction and fantasy settings.

Common Careers: Woodsman, Warrior, Craftsman

Ifurian Boons

Gang-Up (*You know the value of strength in numbers. You give one ally +1 with Melee or Brawl attacks against the same foe you are attacking with Melee or Brawl).*

Laugh in the Face of Danger

Master of the Forest (*You get a Bonus Die to make any check that involves survival in the forest, including tracking, hunting, getting food, water, shelter, etc.).*

Poisoner (*Ifurians use it to bring down big game).*

Sneaky

Underestimated (*If you have a bigger ally nearby, enemies get -1 to hit or use maneuvers against you).*

Ifurian Flaws

Atypical Body* (*You are small enough that you have difficulty riding mounts or piloting vehicles used by most humanoids. Clothing or armor must be specially made to fit you, and you have difficulty reaching items up high).*

Delicate

Illiterate

Obligation (*to the Tribe*)

Primeval (*Similar to "Country Bumpkin", but "Primeval" people live in an isolated community that hunts, gathers, or barters for everything. Not only do they not know anything about survival in the city, but they also know nothing of money, politics, etc.).*

Primitive

Trifling Appearance (*People don't take you seriously; you have a Penalty Die on all Intimidation tests and social rolls where you need someone to take you seriously)*

Kobold

Kobolds are a small (3-4 feet tall), hairless, subterranean people with pebbly skin that ranges from red to green in hue, but most are simply brown or grey. Different bands of kobolds have completely different appearances; for instance, some kobolds might have large, pointed ears like a goblin, while others might have no discernible ears at all. Some might have long pointed noses, while others have a snout resembling that of a dog or lizard. Some might even have wings! One thing that all kobolds share is their large, luminescent eyes.

For a space opera campaign, reskin kobolds as "the Griknar" who've managed to thrive amid an asteroid belt. Griknar from each asteroid have different physical features.

Common Careers: Miner, Craftsman, Thief, Servant

Kobold Boons

Darkvision (*You can see in even pitch darkness to a distance of 30' without penalties; beyond 30' you have half the usual penalties for seeing in darkness)*

Gang-Up (*You know the value of strength in numbers. You give one ally +1 with Melee or Brawl attacks against the same foe you are attacking with Melee or Brawl).*

Irritating (*You can really get under an enemy's skin. You get a Bonus Die to Goad or Taunt an enemy)*

Poisoner (*Kobolds often bring down their enemies or food by using poisons).*

Sneaky

Thick-Skinned

Underestimated (*If you have a bigger ally nearby, enemies get -1 to hit or use maneuvers against you).*

Wings (*You are one of the rare kobolds with a pair of bat-like wings protruding from your shoulder blades. When you are unarmored and unencumbered, you can fly slowly. Your flight speed is 15 feet + 5 feet per point of Might. You can also glide, preventing you from getting hurt from falls. If you ever have to spend a Fortune Point to avoid falling damage, roll a die. On a 3-6, your wings were able to open in time to save you, and you get to keep the Fortune Point instead of spending it).*

Kobold Flaws

Atypical Body* (*You are small enough that you have difficulty riding mounts or piloting vehicles used by most humanoids. Clothing or armor must be specially made to fit you, and you have difficulty reaching items up high).*

Combat Paralysis

Day-Blindness (*This flaw is for subterranean kobolds adapted to darkness. You have a Penalty Die on ranged attacks and all visual notice tests in brightly lit areas).*

Delicate

Non-Combatant

Trifling Appearance (*People don't take you seriously; you have a Penalty Die on all Intimidation tests and social rolls where you need someone to take you seriously)*



Lizardkin

Lizardkin are reptilian humanoids with the scales, teeth, claws and tail of a lizard. Living in on tropical islands, in deep jungle, burning deserts, or steaming swamps, lizardkin rarely cross the paths of city folk. Their survival skills have allowed them to thrive in environments most humans would consider unlivable. Lack of need and isolation have allowed them to continue living by their traditional ways, which outsiders might consider primitive. For their part, lizardkin often consider outsiders who have come into their territory to be rude and clueless when it comes to basic survival. A typical Lizardkin PC might be one who has ventured outside the tribe and into the wider world either as an outcast or merely seeking adventure, or perhaps they were once kidnapped and seeking a way home.

Alternatively, in a Space Opera campaign, you might reskin lizardkin as a highly advanced spacefaring species called "the Saran", perhaps from a civilization much older than most other spacefaring peoples.

Common Careers: Hunter, Warrior, Apothecary

Lizardkin Boons

Tail* (*You can tail slap for 1d6-1 damage with a Brawling + Daring attack. If you caused damage, your target has a Penalty Die on their next attack, Reaction, or Initiative Roll).*

Aquatic (*Some varieties of lizardkin are naturally aquatic and you are one of them. You get a Bonus Die on all rolls that involve swimming and you also move at double the distance a human with the same Qualities could while swimming. You can hold your breath twice as long as a human and get a Bonus Die on rolls to avoid drowning. You have no penalties for taking actions underwater).*

Claws and Bite (*You have powerful claws that do 1d3 dmg, and your bite does 1d6-1. If you split your action to attack with both claws, and both hit, you may make a bite attack for free with -2 to hit).*

Extreme Resilience (*You roll a Bonus Die to avoid the effects of hunger, thirst, or illness. Whenever you recover 1 or more Lifeblood, you heal 1 additional Lifeblood. In addition, lizardkin can even regenerate lost limbs. If you lose a limb, an eye, or other body part, you can slowly regenerate it over time. This process completes when you spend 20 Advancement Points to buy off the associated Flaw. It is double the usual cost to buy off a Flaw, but a Flaw like that cannot normally be bought off at all. You can pay for this regeneration gradually, rather than all at once. As you invest more Advancement Points into restoring a lost body part, a smaller nonfunctioning replacement will begin to take its place, becoming functional once the cost is paid).*

Master of the Marsh/Desert/Jungle (*Choose a biome. You get a Bonus Die to make any check that involves survival in that biome, including tracking, hunting, getting food, water, shelter, etc.).*

Tough Hide (*Your scales give 1d3 Protection. This replaces the "Thick-Skinned" Boon).*

Lizardkin Flaws

Atypical Body* (*A tail, reverse-jointed legs, and an elongated snout might make it impossible for you to wear certain clothing and armor made for other humanoids).*

Feels the Cold

Inhuman Voice (*You are incapable of ordinary speech and can only communicate with your own kind. You may be able to understand the speech of another species by learning their language, but you cannot speak to them. Likewise, people of other species can learn to understand your language but cannot communicate in it).*

Lumbering

Obligation (*to the Tribe*)

Primeval (*Similar to "Country Bumpkin", but "Primeval" people live in an isolated community that hunts, gathers, or barters for everything. Not only do they not know anything about survival in the city, but they also know nothing of money, politics, etc.).*

Primitive

Unsettling

Lunarian

Lunarians are an alien species with slight builds, blue to lilac hair, and antennae protruding from their heads. Lunarians are known to be quite gifted in the field of metaphysics, either via magic or psionics, and their technology is likewise quite advanced, allowing them to live in crystal cities.

You might choose to have Lunarian civilization based on Earth's moon for a pulpy or steampunk science fiction campaign, living in either great domed crater cities or beneath the lunar surface. Alternatively, perhaps the moon was made lifeless as we know it by some cataclysm from which the lunarians escaped. In a space opera or fantasy campaign, lunarians may simply live on a different moon.

Common Careers: Engineer, Scientist, Magician, Mystic, Administrator

Lunarian Boons

Electroreception* (*You can feel electromagnetic fields, even the weak ones produced by lifeforms and even the "reflection" of your own field allowing you to sense your surroundings within 100' even when you cannot see. You cannot perceive color or read via electroreception, however. Electroreception can be overwhelmed by very powerful electromagnetic fields or discharges of electricity).*

Gifted: Spellcaster *(Psionicist, Wizard, or Cleric)*

Learned

Magnificent Technology (*Grav-Belts are a favorite choice to help lunarians cope with higher gravity).*

Natural Telepath (*You can use the Lesser Telepathy spell as much as you want. You do not need to make any rolls or spend any Arcane Power to use it).*

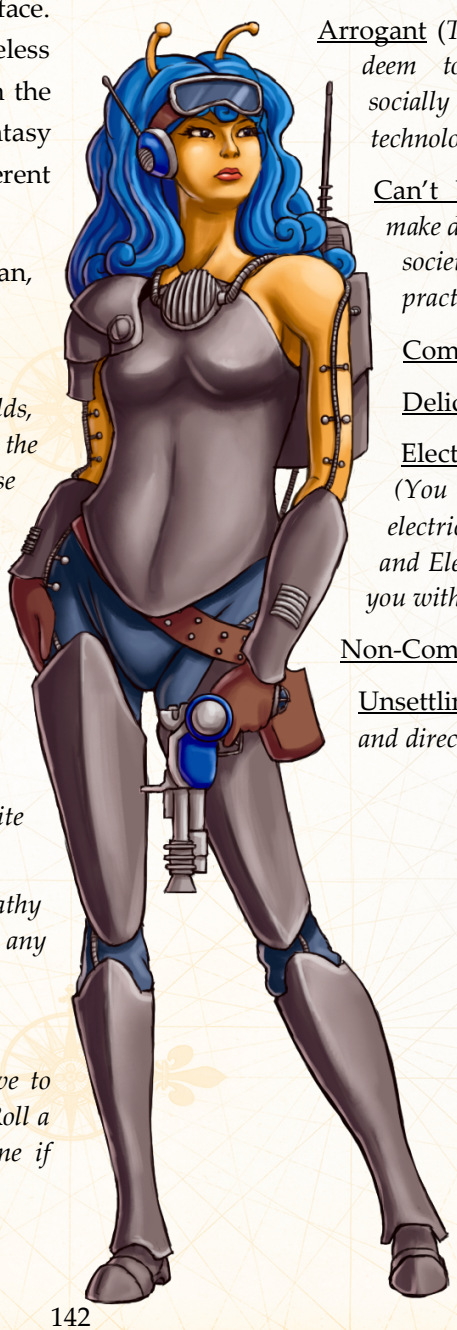
Savant

Truth Detection *(Lunarian antennae are sensitive to fluctuations in vibration and electrical impulses. Roll a Bonus Die whenever you are trying to determine if somebody is telling the truth).*

Lunarian Flaws

Atypical Body* (*Lunarian antennae make wearing headwear meant for other species impossible).*

Star-Born* (*Due to the low gravity of their home, lunarians are accustomed to low and zero gravity, and have difficulty in higher gravity. They have no penalties for being in zero-g and move 20' + 3' per point of Savvy while weightless. However, they get "ground sickness" when on the surface of a planet with a gravity of 0.8 g or higher that lasts for the first 1d3 days there. They have a Penalty Die to Initiative, Footwork, and any roll requiring balance while they have ground sickness).*



Arrogant (*Towards cultures they deem to be less advanced socially as well as technologically).*

Can't Lie *(Lunarian traits make deceit pointless in their society, so they have little practice at it).*

Combat Paralysis

Delicate

Electrical Susceptibility *(You are vulnerable to electricity damage. EMP and Electrical damage affects you with a Bonus Die).*

Non-Combatant

Unsettling *(Lunarian honesty and directness can be tactless).*

Martian, Steppe

Steppe Martians are a proud warrior people from the fringes of civilization, living upon the steppes of the red planet or in the ruins of ancient cities. They are giants, standing 10 feet tall, with four arms and impressive mandibles extending from their jaws. Steppe Martian culture is a tribal collective, where young are reared communally.

In a standard fantasy campaign or a spacefaring campaign set outside the solar system, you might rename Steppe Martians "Gegenees".

Common Careers: Hunter, Gladiator, Duelist, Warrior, Apothecary

Steppe Martian Boons

Quadridexterity* (*You have fully functional set of extra arms, which allow you to Split Actions more efficiently. You can use three arms for a -3 penalty to each action, or all four arms for a -4 penalty to each action. This would allow you to fight with a pair of two-handed weapons at -4 to hit with each or wield four sabers with -4 to hit with each. The Defense bonus of additional shields do not stack, however. You can also use your arms to multi-task, allowing you to climb a ladder while firing a musket. If you don't have this Boon, you might still have four arms, but two of the arms are subordinate and simply serve to help the two dominant arms with no mechanical benefit).*

Fearsome Looks

Herculean/Amazonian Strength

Jaws (*Your jaws are not just for show. You can bite for 1d3+1 damage with a Brawling + Daring attack. If you caused damage, your target has a Penalty Die on their next attack, Reaction, or Initiative Roll. Alternatively, you can use your jaws to Grapple, with a +1 bonus).*

Toughness (*You are extremely hardy and resilient. You begin with +3 Maximum Lifeblood. This Boon replaces "Hard To Kill").*

Weapon of Choice *(Heavy Scimitar or Laser Musket)*

Steppe Martian Flaws

Atypical Body* (*Large bodies have difficulty fitting in cramped spaces. Your extra arms and mandibles also make it impossible for you to wear armor or clothing that was not designed specifically for you).*

Groundling

Hot-Headed

Obligation (*to the Tribe)*

Primitive

Unsettling

Martian, Sky

Sky Martians bear a strong resemblance to humans with a red tinge to their skin. Though they may externally seem to be humans, the similarity is superficial. Sky Martians inhabit great city-states on the surface of Mars, vying for control of the ancient canals that crisscross the water-starved red planet with their fleets of sky-ships. Though technologically advanced, Sky Martians have many antiquated customs and dress in fashions similar to that of ancient Earth cultures.

In a standard fantasy or spacefaring campaign set outside the solar system, you might rename Sky Martians as "Rubiconians".

Common Careers: Sky-Ship Sailor, Pilot, Duelist, Noble, Scientist, Soldier

Sky Martian Boons & Flaws

Sky Martians are similar to humans in their versatility. They get one free Boon and buy additional Boons with Flaws (up to three) just like a human. Here is a list of common Boons and Flaws for Sky Martians for reference.

Common Boons: Born Athlete, Born Sailor (*Sky-Ships*), Weapon of Choice (*Laser Pistol or Scimitar*), Dueling Style, Military Order

Common Flaws: Active Duty, Arrogant, Hunted, Obligation, Hot-Headed

Minotaur

With the head of a bull and huge humanoid body minotaurs are legendary for their prowess in battle and strength of mind as well as of body. Minotaurs' bodies are covered in fur, and their reverse-jointed legs end in hooved feet. They stand about 8' tall, and have similar lifespans and mature at the same rates as humans. Though they resemble bovines they are omnivorous. There are few creatures as single minded as a minotaur who has set upon a task. Minotaurs also have an uncanny sense of direction.

In a space opera campaign, you can reskin minotaurs as "Bovaurans", a spacefaring species who've mastered traveling through dangerous asteroid fields and nebulae, making them highly sought after astrogators.

Common Careers: Warrior, Hunter, Gaoler, Sailor, Laborer

Minotaur Boons

Horns* (*You can headbutt for 1d6-1 damage with a Brawling + Daring attack. If you caused damage, your target has a Penalty Die on their next attack, Reaction, or Initiative Roll).*

Born Sailor

Fearsome Looks

Herculean/Amazonian Strength

Toughness (*You are extremely hardy and resilient. You begin with +3 Maximum Lifeblood. This Boon replaces "Hard To Kill").*

Strength Feat

Thick-Skinned

Way-Finder (*Roll a Bonus Die to avoid becoming lost or to find the best route to reach a destination).*

Minotaur Flaws

Atypical Body* (*Large bodies have difficulty fitting in cramped spaces. Having a tail, horns, and reverse-jointed legs ending in hooved feet might make it impossible for you to wear certain clothing and armor made for other humanoid peoples. Armor you wear must be specially made for you).*

Cursed *(It is said the first minotaur emerged as a result of a curse by the gods. Some believe this curse has been passed down through the generations).*

Hot-Headed

Lumbering

Obsession (Minotaur focus and single-mindedness can sometimes be a detriment).

Taciturn

Unsettling



Naga

The naga are a species of snake folk, known for their intoxicating voices and alluring eyes. Though they have snake-like bodies, naga have a very human-like face. Because naga have no legs, they cannot ride horses or do other things where legs are necessary. Naga have beautiful iridescent scales that also protect them from damage. While male naga are completely bald, female naga have long, feather-like scales on their heads that can make a rather attractive looking "hairstyle". While many naga hail from tropical jungle areas there are some, known as the sea naga, who live amid the waves.

The naga and serpentmen are often vicious enemies of one another. It is unknown if they are at all related to one another, but their enmity goes back thousands of years. For this reason, serpentmen frequently attack naga on sight (and vice- versa).

Common Careers: Mountebank, Performer (Bard), Magician, Sailor

Naga Boons

Aquatic (*Some varieties of naga are naturally aquatic and you are one of them. You get a Bonus Die on all rolls that involve swimming and you also move at double the distance a human with the same Qualities could while swimming. You can hold your breath twice as long as a human and get a Bonus Die on rolls to avoid drowning. You have no penalties for taking actions underwater).*

Attractive

Beguiling

Devil's Own Luck

Favored by Fortune

Gifted: Spellcaster (*Wizard*)

Maneuver Mastery (Grapple, Choke/Crush)

Silver Tongue

Sneaky

Tail (*You can tail slap for 1d6-1 damage with a Brawling + Daring attack. If you caused damage, your target has a Penalty Die on their next attack, Reaction, or Initiative Roll).*

Tough Hide (*Your skin gives 1d3 Protection. This replaces the "Thick-Skinned" Boon).*

Naga Flaws

Atypical Body* (*With a long tail instead of legs, it is impossible for you to ride mounts, pilot vehicles, or wear certain clothing and armor made for other humanoid peoples. Armor, saddles, and cockpits must be specially made for you).*

Delicate

Delusions of Grandeur

Feels the Cold

Long Sleeper (*You require much more sleep than most. You begin to feel exhaustion after 12 hours and require 10 continuous hours of sleep to reverse the effects (see Honor + Intrigue page 94).*

Obsession (*Knowledge of the ancient ancestors)*

Near-Human Alien

In a lot of science fiction, there are many alien species that are very similar to humans in terms of physicality (like Sky Martians or Changelings). The only physical differences from humans are superficial, giving no benefit or detriment in terms of game mechanics. If a species has ridges on their noses or two livers, it is very unlikely to ever matter.

Culturally, there may be a great deal of difference. An alien culture might be known as warlike, contemplative, or charismatic, but such things would need to be decided by the GM for the needs of the campaign, as there are endless possibilities. For such an alien culture, the GM might decide on some likely careers or even recommended Boons and Flaws, but character creation should function no differently than for human characters, allowing the player one free Boon and to choose additional Boons and Flaws from the standard options (not just those on the recommended list).

Alternatively, the GM might decide that the species has just one significant difference from humans, like "Darkvision" or "Longevity". This is represented by an Ancestral Boon that takes the place of the free Boon most humans get, but otherwise character creation functions the same as for humans.

For fantasy, the GM could use the same technique to create a group of humans with some mystical bloodline that grants some unique special ability. Another similar option for post-apocalyptic sci-fi are "mutants", an offshoot of humans that evolved after some great cataclysm (though they may often have the Unsettling and/or Hunted Flaws).

Orc

Orcs are a large and strong warrior-people with greenish grey skin, prominent lower tusks, and upturned noses. Orcish culture values strength, loyalty, and courage. Orcs are a largely subterranean people who excel in mining and forging. Competition for ore has often pitted orcs and dwarves against each other. Orcs that live on the surface in cities often serve as warriors or craftsmen, but some choose to live isolated on the fringes of civilization where and fiercely defend their territory against interlopers.

In a space opera campaign, reskin orcs as "the Vekar", who are both skilled engineers and warriors.

Common Careers: Warrior, Miner, Craftsman

Orc Boons

Darkvision (*You can see in even pitch darkness to a distance of 30' without penalties; beyond 30' you have half the usual penalties for seeing in darkness)*

Herculean/Amazonian Strength

Military Order

Strength Feat

Thick-Skinned

Toughness (*You are extremely hardy and resilient. You begin with +3 Maximum Lifeblood. This Boon replaces "Hard To Kill).*

Weapon of Choice (*Axe or Broadsword*)

Orc Flaws

Active Duty

All Thumbs

Day-Blindness (*This flaw is for subterranean orcs adapted to darkness. You have a Penalty Die on ranged attacks and all visual notice tests in brightly lit areas).*

Distrust of Magic

Hot-Headed

Lumbering

Obligation (*to the tribe*)



Packfolk

Packfolk are humanoid canines with an incredible sense of smell and a fearsome growl. A typical packfolk resembles a wolf, and is about the size of a human, known as a "wolfkin". There are some of smaller varieties more closely resembling foxes, coyotes, or jackals. These offshoots are known as the kitsune, coyokin and jackalkin. All packfolk live in close-knit clans called "packs" and observe social hierarchy and custom with great formality. This is known as "pack law". The ultimate disgrace for a packfolk is to be kicked out of one's own pack.

In a space opera campaign, reskin packfolk as "the Lupax", with different features depending on their climate of origin on their diverse home world.

Careers: Hunter, Warrior, Apothecary

Packfolk Boons

Incredible Nose* (*You have the benefits Keen Scent plus you can detect odors unnoticeable to humans and recognize people. When you cannot see, you do not roll a Penalty Die, but apply the other penalties).*

Daredevil

Fearsome Looks

Jaws (*Your jaws are not just for show. You can bite for 1d3+1 damage with a Brawling + Daring attack. If you caused damage, your target has a Penalty Die on their next attack, Reaction, or Initiative Roll. Alternatively, you can use your jaws to Grapple, with a +1 bonus).*

Master of the Desert/Forest (*Choose a biome. You get a Bonus Die to make any check that involves survival in that biome, including tracking, hunting, getting food, water, shelter, etc.).*

Night Sight (*Very useful with Incredible Nose)*

Packfolk Flaws

All Thumbs

Hot-Headed

Obligation (*to the Pack*)

Primeval (*Similar to "Country Bumpkin", but "Primeval" people live in an isolated community that hunts, gathers, or barters for everything. Not only do they not know anything about survival in the city, but they also know nothing of money, politics, etc.).*

Trusting

Pagoona

Pagoona, or "Crabkin" resemble humanoid crustaceans. While their hardened shells and powerful claws can make them fearsome warriors, pagoona mainly just want to be left alone. Their ability to sustain deep dives, as well as tear through wreckage make them natural salvage divers, and when they are persuaded or compelled to leave their homes, they will often find employ aboard a salvage vessel.

For a space opera campaign, pagoona would hail from a watery world, but be well accustomed to space travel, employing hydration suits to keep their bodies from drying out.

Common Careers: Diver, Sailor, Hunter, Vagabond

Pagoona Boons

Amphibious* (*You are equally at home on land or underwater. You can breathe underwater, have no penalties to fight underwater, and have a swimming speed of 20 feet, +2 feet per point of Might. You also receive a Bonus Die on any rolls against underwater pressure).*

Hard Shell* (*Instead of the Thick-Skinned Boon, pagoona take the Hard Shell Boon, which gives them 1d6 Protection. It counts as heavy armor that the pagoona is trained to use, imposing similar penalties, but never causes a Flair penalty and imposes no penalty to swim).*

360 Vision (*You are capable of looking around your entire body, making it next to impossible to sneak up on you. You get a Bonus Die to notice any enemy that might be trying to do so).*

Extreme Poison Resistance (*Pagoona are exceptionally hardy and known to eat just about anything. Not only do you have the benefits of the Poison Resistance Boon, you*

can also choose to spend a Fortune Point to automatically succeed on any roll to withstand poison. If you take damage from poison, you can spend a Fortune Point to reduce the damage by 4. You are also immune to food-borne illnesses).

Fearsome Looks

Keen Scent

Pincers (*Your pincers do 1d6-1 dmg. If you split you may make a free Grapple against that target).*

Pagoona Flaws

Atypical Body* (*Your shell, claws, eyestalks, and legs make it impossible for you to wear equipment intended for most humanoid species).*

Vulnerable to Dryness* (*Your body requires constant moisture to remain healthy. You lose a point of Composure each day that you go without soaking for at least an hour a day. This composure cannot be recovered until you can properly soak your body).*

All Thumbs

Hot-Headed

Inhuman Voice (*You are incapable of ordinary speech and can only communicate with your own kind. You may be able to understand the speech of another species by learning their language, but you cannot speak to them. Likewise, people of other species can learn to understand your language but cannot communicate in it).*

Taciturn

Unsettling



Pixie/Brownie

Pixies are a tiny winged fey from deep in the sylvan wilds, who often speak with animals and plants, and are more comfortable around them than around humans. Standing less than a foot tall, a pixie adventurer is testament to the fact that a hero's heart is not measured by one's size. Brownies are wingless cousins of the pixies who live in the deep forest. Pixies have an exclusive mandatory Ancestral Boon (Pixie Wings) and brownies have a mandatory Ancestral Flaw (Slow Running).

Common Careers: Magician, Apothecary, Thief, Mountebank, Woodsman

Pixie/Brownie Boons

Pixie Wings* (*You have a pair of dragonfly-like wings protruding from your shoulder blades. When you are unarmored and unencumbered, you can fly rather quickly. Your flight speed is 40 feet + 5 feet per point of Daring horizontally; you can ascend vertically half as far. You can also hover in place by beating your wings, and flying is no more tiring for you than walking is for a human. If you are wearing armor, your flight speed is slowed by 10 feet for light armor and 20 feet for heavy armor. You can also glide, preventing you from getting hurt from falls. If you ever have to spend a Fortune Point to avoid falling damage, roll a die. On a 2-6, your wings were able to open in time to save you, and you get to keep the Fortune Point instead of spending it. If for some reason you cannot fly, your running, climbing, or swimming speed is half that of a human-sized character, as you are normally dependent on your wings).*

Attractive

Beast Friend *(This is especially common for brownies who may employ eagles, dogs, or weasels as mounts).*

Beguiling

Crack-Shot (*Bow*)

Eagle Eyes (*like Keen Eyesight, but able to see with the range of a telescope).*

Faerie Resilience (*You have an otherworldly resilience that gives you 1d6 Protection against damage, except damage caused by cold-wrought iron).*

Gang-Up (*You know the value of strength in numbers. You give one ally +1 with Melee or Brawl attacks against the same foe you are attacking with Melee or Brawl).*

Gifted: Spellcaster (*Wizard or Druid)*

Invisibility (*You have an innate ability to turn invisible, per the Invisibility spell of the 3rd Circle once per day. You do not need to make any roll or expend any Arcane Power in order to do this. However, while you are invisible, you are unable to use any magic. Once you use this ability, you lose a point of Composure that you cannot regain until after a full night's rest).*

Irritating (*You can really get under an enemy's skin. You get a Bonus Die to Goad or Taunt an enemy)*

Longevity (*Your people have extremely long life spans and age much slower than ordinary humans. You have seen and done a lot during your long life. You begin with two extra Careers at Rank 0, and you may have met historical figures or witnessed historical events over a century ago).*

Master of the Forest *(You get a Bonus Die to make any check that involves survival in the forest, including tracking, hunting, getting food, water, shelter, etc.).*

Pixie/Brownie Flaws

Iron Susceptibility* (*Iron weapons have a Bonus Die to damage you. Touching an iron object with bare skin causes you searing pain doing 1 damage per round that cannot be reduced by Protection. It must be iron; steel and other alloys do not count).*

Tiny Body* (*At only six inches tall, pixies and brownies cannot wear any normal equipment or wield weapons intended for larger peoples. Your people are skilled at adapting small objects to be used as weapons and armor, however (such as thimble helmets, hatpin swords, etc.). Attacks made by tiny weapons do half damage (round up) and have half the range of their regular-sized equivalent. Being so small does have its advantages, however. You get +2 to your Defense against enemies larger than you and you take half damage from falling).*

Delicate

Illiterate

Obligation (to Nature) (*Pixies with this flaw cannot abide the destruction of trees, animals, etc. and will do all that they can to protect them).*

Primeval (*Similar to "Country Bumpkin", but "Primeval" people live in an isolated community that hunts, gathers, or barters for everything. Not only do they not know anything about survival in the city, but they also know nothing of money, politics, etc.).*

Primitive

Slow Running* (*If you are a brownie, you often struggle to keep up with big-folk and their ginormous legs! You have a penalty die on all rolls involving physical movement speed, including Footwork, and -10' to movement speed)*

Trifling Appearance *(People don't take you seriously; you have a Penalty Die on all Intimidation tests and social rolls where you need someone to take you seriously)*

Plantkin

Plantkin is a collective name for a number of species of humanoid plants who live in the depths of primeval forests or jungles. Plantkin come in a great many varieties as some may resemble large and powerful trees while others are more akin to dainty flowers or shrubs. Depending on the setting, you may even have some fey (like dryads) be a sort of plantkin, too.

Plantkin would also fit well into a science fiction setting on a world where plants evolved to become the dominant form of life. In a space opera campaign, you might reskin plantkin as "Chlorophylians" (green humanoids with flowers and leaves growing in lieu of hair) or "Arborians" (massive tree-like people).

Common Careers: Woodsman, Apothecary, Warrior

Plantkin Boons

Plant Body* (*There are several benefits to being a plant and some drawbacks. You can survive on photosynthesis. You do not need to eat normal food if you have exposure to sunlight. Three hours of sunshine will replace one meal for you. Because you resemble a plant, you can "freeze" in a natural environment where you will blend into the background. You get a Bonus Die to hide or sneak in forests, jungles, etc. and if you spend a Fortune Point to*

hide in such an environment, you can roll 1d6 and keep the Fortune Point on a 3-6. Finally, because you do not have the same blood or organs of most creatures, you are very resistant to natural poisons, like a scorpion's sting. You get a Bonus Die to resist their effects and can spend a Fortune Point to succeed when you otherwise would have failed. Against manufactured or chemical poisons, however, you have no special resistance. As a downside, salt is poisonous to you. If you consume salty food or are in a salty environment, such as at sea or in a salt mine, you have a Penalty Die to all your rolls until you leave that environment or you have been able to flush the salt from your system. Your body is also susceptible to burns. Whenever you take damage from fire, you take 1 additional damage).

Herculean/Amazonian Strength

Master of the Forest (*You get a Bonus Die to make any check that involves survival in the forest, including tracking, hunting, getting food, water, shelter, etc.).*

Strength Feat

Thorns (*You have sharp thorns that do 1d3 dmg and you can headbutt for 1d6-1 dmg. If you split your action to attack with both hands, and both hit, you may make a headbutt attack for free with -2 to hit).*

Tough Hide (*Your bark gives 1d3 Protection. This replaces the "Thick-Skinned" Boon).*

Plantkin Flaws

Atypical Body* (*With flowers or leaves coming out of your head and rootlike feet, you cannot wear headgear or footwear designed for most other people. If you have a thorns, you likely cannot wear clothing designed for most people either. Large and small plantkin may also struggle due to size differences from other humanoids).*

Dependency (*You need sunlight to live. See page 171).*

Illiterate

Inhuman Voice (*You are incapable of ordinary speech and can only communicate with your own kind. You may be able to understand the speech of another species by learning their language, but you cannot speak to them. Likewise, people of other species can learn to understand your language but cannot communicate in it).*

Landlubber

Obligation (to Nature) (*Plantkin with this flaw cannot abide the destruction of trees, animals, etc. and will do all that they can to protect them).*

Phobia (*Fire*)

Primeval (*Similar to "Country Bumpkin", but "Primeval" people live in an isolated community that hunts, gathers, or barters for everything. Not only do they not know anything about survival in the city, but they also know nothing of money, politics, etc.).*

Primitive

Slow Running (*You have a penalty die on all rolls involving physical movement speed, including Footwork, and -10' to movement speed)*



Provexian

Provexians are large and powerfully built humanoid aliens with white fur and prehensile feet. They are known for their curiosity, technological expertise, and passion for excellence. Provexian prehensile feet make them very able to maneuver about on a starship, even in zero gravity.

In a post-apocalyptic campaign, you might reskin provexians as anthropomorphic apes that have evolved as a result of some mutation.

Common Careers: Engineer, Scientist, Hacker, Explorer

Provexian Boons

Prehensile Feet* (*Your feet can grip and manipulate objects just as well as your hands. You get a Bonus Die on any roll involved in climbing or clinging to a surface and you can hang or walk upside-down as long as you have something to grab onto. Your movement speed when climbing is the same as your running speed. In addition, when you are not using your feet to stand, you can use them to wield weapons or tools).*

Born Spacefarer

Herculean/Amazonian Strength

Master Engineer

Master Hacker

Savant

Strength Feat

Provexian Flaws

Atypical Body* *(Provexian feet are unable to fit in footwear made for other species, but they generally don't wear any footwear unless they are going into vacuum).*

Arrogant (*Toward inferior technology or workmanship).*

Non-Combatant

Obsession (*Advanced Technology)*

Soft-Hearted



Ratkin

Ratkin are rat folk who live in major cities. They are known for their cunning, their cast-iron stomachs, and relaxed sense of ethics. These adaptations allow them to survive where many would perish. Their physical appearance and personal habits make them somewhat uninviting to most humans. Ratkin are naturally curious, and often find themselves getting into things that do not belong to them, but then again, they believe belongings are in the eye (and palm) of the beholder. A person who really needed something, after all, would not be so careless as to leave it unguarded.

In a space opera campaign, reskin ratkin as "the Skevax", a rodentlike species that have made their homes in major cities across the cosmos.

Common Careers: Thief, Assassin, Gambler, Vagabond

Ratkin Boons

Darkvision (*You can see in even pitch darkness to a distance of 30' without penalties; beyond 30' you have half the usual penalties for seeing in darkness)*

Extreme Poison Resistance *(Ratkin are exceptionally hardy. Not only do you have the benefits of the Poison Resistance Boon, you can also choose to spend a Fortune Point to automatically succeed on any roll to withstand poison. If you take damage from poison, you can spend a Fortune Point to reduce the damage by 4).*

Friends in Low Places

Incredible Nose (*You have the benefits Keen Scent plus you can detect odors unnoticeable to humans and recognize people. When you cannot see, you do not roll a Penalty Die, but apply the other penalties).*

Irritating (*You can really get under an enemy's skin. You get a Bonus Die to Goad or Taunt an enemy)*

Nasty Bite (*Some ratkin have a very nasty bite that carries disease, and you are one of them. Your bite is a Brawling + Daring attack that does 1d3+1 damage. In addition, roll a d6 whenever you bite someone. If the result is a "6" that victim is weakened by illness that causes them to lose 1 Composure for 1d3 days).*

Sneaky

Ratkin Flaws

Atypical Body* (*A long tail and rat-like feet makes wearing boots and pants designed for other humanoids impossible).*

City Dweller

Day-Blindness (*You have a Penalty Die on ranged attacks and all visual notice tests in brightly lit areas).*

Non-Combatant

Trifling Appearance (*People don't take you seriously; you have a Penalty Die on all Intimidation tests and social rolls where you need someone to take you seriously)*

Unsettling

Untrustworthy

Robot

Robots are mechanical people built with advanced technology and imbued with artificial intelligence that are often featured in space opera stories. Depending on their programming and mechanical modifications, some robots might be built for war while others are incapable of harming a person. Robots resemble walking and talking suits of armor at first glance. Closer inspection will reveal that the "helmet" is, in fact, a head with glowing eyes. When they speak, the eyes flash as their voice reverberates. Robots often precede their speech with words such as "Query", "Statement", "Observation", or "Analysis": a holdover from their programming.

For a fantasy alternative, reskin robots as "the Forged", mechanical beings produced by magic and machinery ages ago by "the makers". At some point, long ago, the forged gained sentience and began to wander the world (perhaps with the makers' permission, perhaps after rebellion, or maybe after the end of the makers' civilization).

Common Careers: Healer, Servant, Bounty Hunter, Soldier

Robot Boons

Robotic Immunities* (*Robots are artificial lifeforms and do not need to eat, drink, sleep, or breathe. They are also immune to the effects of poison, aging, and disease. Unfortunately, robots also cannot heal in the same way as a living being and must receive repairs from a Mechanic or Engineer to recover damage. An attending Mechanic or Engineer can repair lost Lifeblood equal to their Career rank with two hours' work in a well-stocked workshop, or a day's work without a well-stocked workshop. A Mechanic or Engineer with rank 0 can repair 1 lost Lifeblood with four hours' work in a well-stocked workshop or with two days' work without a well-stocked workshop. Robots are, however, vulnerable to EMP weapons).*

Eidetic Memory (*You remember every detail of just about anything, and you can recall this information upon command. This can be especially helpful when you are solving a mystery, describing a something you've seen, determining what part of the sea you are in by the position of the stars, etc. Roll a Bonus Die in situations where the GM declares this to be useful (or the GM may simply declare you remember the key information).*

Exoskeleton (*You are built to be very durable. You have the Protection of a suit of armor (choose Light or Heavy), helmet, and gauntlets grafted to your body and are treated as having Armor Familiarity of the same type. You also suffer the same downsides as this armor, but you cannot take it off. So if you fall into water, you are likely going to sink straight to the bottom. It will be harder for you to sneak up on enemies, and so on. You do not suffer any Flair penalties for your armored body, however. Robots are, however, vulnerable to EMP weapons).*

Herculean/Amazonian Strength

Human Appearance *(Robots designed to be indistinguishable from humans are called Androids, but function otherwise the same).*

Magnificent Technology (*You have some sort of gizmos built right into your body. You can take this Robot Boon multiple times to represent different gizmos. See Appendix page 245 for a list of possible items).*

Pincers (*Your pincers do 1d6-1 dmg. If you split your action to attack with both pincers, and both hit, you may make a free Grapple against that target).*

Strength Feat

Toughness (*You are extremely hardy and resilient. You begin with +3 Maximum Lifeblood. This Boon replaces "Hard To Kill").*

Robot Flaws

All Thumbs

Atypical Body (*Robots might have treads instead of legs, pincers instead of hands, or any number of ways that they are different from a humanoid, making them unable to use a large variety of equipment).*

Dependency (*Battery recharge. See page 171).*

Electrical Susceptibility (*You are vulnerable to electricity damage. EMP and Electrical damage affects you with a Bonus Die).*

Limited Programming (*You begin with only three Careers and have only 3 points to spend on Careers. Further, your maximum rank you may have in any Career is 2 until this Flaw is bought off, at which point you have an "upgrade" installed).*

Literal Minded (*You have great difficulty understanding abstract thinking. Roll a Penalty Die when you must interpret symbolism, subtle social ques, or innuendo or when you need to take part in some imaginative activity).*

Lumbering

Non-Combatant

Soft-Hearted

Water Susceptibility (Getting wet can short out your systems. When *you are in contact with water, treat it the same as a human would treat being in contact with fire [see Hazards: Fire in Honor + Intrigue]. Being splashed would cause you to begin short-circuiting on a 1-2 on 1d6, while being completely immersed in water would guarantee short-circuiting. Short-circuiting does damage the same as being lit on fire does to a human, with the damage increasing as time goes on. Instead of water, a fire-extinguishing foam can be used to "put out" a short-circuiting robot).*



Rosmar

Rosmar or "Walruskin" resemble humanoid walruses with large wide bodies, long tusks, and dark eyes. They are excellent swimmers and well-adapted to cold waters, making them well suited to life at sea. They are also often skilled shipwrights, building vessels especially adept at cutting through icy seas (or even gliding across ice on skis). Rosmar are also renowned sea hunters, often taking part in expeditions to bring down sea monsters of various types. While they may appear physically intimidating, rosmar are often quite jovial and often spin yarns and sing shanties about life at sea.

For a sci-fi campaign, rosmar may be from a cold and watery world, but just as likely to leave it as spacefarers to explore the stars as they were sailors on their home planet.

Common Careers: Sailor, Performer (Bard), Hunter, Craftsman

Rosmar Boons

Tough Hide* (*Your skin gives 1d3 Protection. This replaces the "Thick-Skinned" Boon).*

Aquatic (*You get a Bonus Die on all rolls that involve swimming and you also move at double the distance a human with the same Qualities could while swimming. You can hold your breath twice as long as a human and get a Bonus Die on rolls to avoid drowning. You have no penalties for taking actions underwater).*

Cold Resistance (*Rosmar are at home in frigid weather. They have 1d6+1 Protection against cold damage and receive a Bonus Die to resist the effects of cold).*

Fearsome Looks

Heavenly Voice (*Your people are known for the richness of their voices. Roll a Bonus Die whenever trying to persuade someone and also when singing, storytelling, reciting poetry, or in other ways performing vocally. This replaces the Silver Tongue Boon).*

Herculean/Amazonian Strength

Laugh in the Face of Danger

Sea Monster Killer (*Rosmar get a Bonus Die when fighting big hostile sea creatures like sea serpents, kraken, leviathans, etc. To qualify, the creature must be at least Massive (the size of an elephant) or larger. This bonus does not apply to non-threatening wildlife).*

Strength Feat

Toughness (*You are extremely hardy and resilient. You begin with +3 Maximum Lifeblood. This Boon replaces "Hard To Kill").*

Tusk-Thrust (*You can stab with your tusks for 1d6-1 damage with a Brawling + Daring attack. If you caused damage, your target has a Penalty Die on their next attack, Reaction, or Initiative Roll).*

Rosmar Flaws

Atypical Body* (*Rosmar hands and feet are webbed and exceptionally wide, making gloves and boots difficult to fit. Their tusks and thick necks make helmets designed for other species impossible to wear).*

Braggart (*Rosmar penchant for telling fish stories is as legendary as the tales they tell).*

Feels the Heat

Obsession (*Most rosmar take great pride in their hunts, but some become obsessed with "the one that got away". There are stories of rosmar captains spending years chasing a particular sea monster across the seas).*

Slow Running (*You have a penalty die on all rolls involving physical movement speed, including Footwork, and -10' to movement speed)*

Tragic Fate (*Rosmar bravery is legendary, but it has also led many to an early grave, often in the jaws of some great dying beast).*

Unsettling

Vulnerable to Dryness (*Your skin requires constant moisture to remain healthy. You lose a point of Composure each day that you go without wetting your skin for at least an hour a day. This composure cannot be recovered until you can properly wet your skin).*

Serpentmen

Serpentmen once were the highest civilization, with an empire that ruled the world. At least their legends say this was so, thousands of years before the age of man. But now the serpentmen haunt the ruins of their once mighty empires hidden in the depths of deserts, jungles, and swamps. It is said that they wish to take vengeance on the warm-bloods for usurping their place in the world. A rare few serpentmen do, however, venture out into the wider world as adventurers.

Serpentmen resemble humanoid vipers with green to golden scaly skin, a snake-like head, and a humanoid upper body attached to a snake-like tail instead of legs. Because serpentmen have no legs, they cannot ride horses nor do other things where legs are necessary.

One in a hundred serpentmen is born with natural magical ability and great physical size; a holdover from their mightier ancestors. These are known as the "Charmers" and often assume positions of leadership over a nest

Common Careers: Warrior, Ruffian, Magician (this is a Serpentman Charmer)

Serpentman Boons

Extreme Resilience (*You roll a Bonus Die to avoid the effects of hunger, thirst, or illness. Whenever you recover 1 or more Lifeblood, you heal 1 additional Lifeblood. In addition, you can even regenerate lost limbs. If you lose a limb, an eye, or other body part, you can slowly regenerate it over time. This process completes when you spend 20 Advancement Points to buy off the associated Flaw. It is double the usual cost to buy off a Flaw, but a Flaw like that cannot normally be bought off at all. You can pay for this regeneration gradually, rather than all at once. As you invest more Advancement Points into restoring a lost body part, a smaller nonfunctioning replacement will begin to take its place, becoming functional once the cost is paid).*

Gifted: Spellcaster (*Wizard; this indicates the Serpentman in question is a Charmer)*

Incredible Nose (*Serpentmen can use their tongues to "taste" the air. You have the benefits Keen Scent plus you can detect odors unnoticeable to humans and recognize people. When you cannot see, you do not roll a Penalty Die, but apply the other penalties).*

Master of the Desert/Jungle (*Choose a biome. You get a Bonus Die to make any check that involves survival in that biome, including tracking, hunting, getting food, water, shelter, etc.).*

Night Sight (*Very useful with Incredible Nose)*

Tough Hide (*Your scales give 1d3 Protection. This replaces the "Thick-Skinned" Boon).*

Venomous (*Your venomous fangs can be deadly. This is a Brawling +Daring attack that does 1d3+1 damage. In addition, the victim has been injected with venom. Each round, the victim must make a Hard (-2) Might test or lose 1 Lifeblood. Once a victim has avoided damage, the poison has run its course and the effect ends).*

Serpentman Flaws

Atypical Body* (*With a long tail instead of legs, it is impossible for you to ride a horse or wear certain clothing and armor made for other humanoid peoples. Armor you wear and saddles that can carry your body must be specially made for you).*

Feels the Cold

Inhuman Voice (*You are incapable of ordinary speech and can only communicate with your own kind. You may be able to understand the speech of another species by learning their language, but you cannot speak to them. Likewise, people of other species can learn to understand your language but cannot communicate in it).*

Primitive

Unsettling

Shapeshifter

Shapeshifters are a species that are capable of assuming the forms of other beings. This natural ability makes them very talented as spies, criminals, or bounty hunters. For this reason, they are often treated with suspicion in many space opera settings, and in some cases hunted to the point of extinction.

In a fantasy campaign, a shapeshifter would be called a "doppelganger".

Shapeshifter Careers: Spy, Performer, Fugitive, Criminal, Bounty Hunter

Shapeshifter Boons

Shapeshift* (*Shapeshift works like the Master of Disguise Boon, except you require no special clothing, prosthetics, makeup, or even prep time to ready your disguise. You only need see an image of the person whose appearance you wish to assume. In addition, you can shrink or grow your height by up to 2 feet to help perfect your disguise. If you have heard the voice of the person whose form you are assuming, you can also perfectly mimic the sound of their voice).*

Aquatic (*Your ability to mimic other lifeforms allows you to sprout flippers and hold your breath for extended periods. You get a Bonus Die on all rolls that involve swimming and you also move at double the distance a human with the same Qualities could while swimming. You can hold your breath twice as long as a human and get a Bonus Die on rolls to avoid drowning. You have no penalties for taking actions underwater).*

Body Weaponry (*You can naturally mimic the Teeth & Claws spell as much as you want. You don't need to make any rolls or spend any Arcane Power to use this ability).*

Liquid Form (*As a Major Action, you can transform yourself into a quantity of liquid of the same approximate shape, allowing you to squeeze through cracks and openings. You can maintain this liquid form for up to four rounds. While in your liquid form, you can move up to half your normal movement speed and you are impervious to physical damage, but are also unable to speak, interact with physical objects, or use magic. When you use this ability, you lose a point of Composure that is restored after a full night's rest).*

Mimic Form (*You can transform into an inanimate object or part of the wall, taking up the same volume as your own body. Attempts to notice you in this form have a Penalty Die. The object you mimic has no mechanical functionality. You could mimic a large basin and be able to hold water, but not a bathtub with working faucets. If you ever have to spend a Fortune Point to hide, roll a die. On a 3-6, you were able to use this ability in time, and you get to keep the Fortune Point instead of spending it).*

Quick Healer

Silver Tongue

Wings (*Your ability to mimic other lifeforms allows you to sprout functional wings. When you are unarmored and unencumbered, you can fly slowly. Your flight speed is 15 feet + 5 feet per point of Might. You can also glide, preventing you from getting hurt from falls. If you ever have to spend a Fortune Point to avoid falling damage, roll a die. On a 3-6, your wings were able to open in time to save you, and you get to keep the Fortune Point instead of spending it).*

Shapeshifter Flaws

Arrogant

Delicate

Distrust of Psionics/Magic *(The last thing you want is to be around people who can expose your true nature when you are assuming another appearance).*

Double Life (*If you've infiltrated another civilization secretly).*

Terrible Secret *(This flaw would only apply in a campaign where shapeshifters have secretly infiltrated another civilization. If this is the case, you must protect the secret of your people at all costs).*

True Form (*You must spend at least 4 hours a day in your true form. While in this state, you cannot use any of your shapeshifting abilities).*

Skykin

Skykin are humanoids from the elemental dimension of air, possibly descended from genies. The skykin are adapted to live in a world with very little solid ground to stand upon. Skykin appear to be humanoids with pale skin ranging from grey-blue to lavender hues, and eyes that shine with an inner light, ranging from pure white, to gold, blue, or violet. Their hair is usually grey or white and resembles clouds. Skykin are known for the richness of their voices. A skykin's voice can be as booming as crashing thunder or a howling gale, or as sweet and subtle as a summer breeze.

Some skykin might be described as flighty, but they simply have a strong sense of wanderlust.

Skykin adventurers make good sailors and are believed to be lucky for a ship's weather. Skykin are also often found as priests of gods of wind, sky, thunder, or rain.

In a space opera campaign, reskin skykin as "Nimbosians" who hail from a planet with a thick cloudy atmosphere and cities built in the sky.

Common Careers: Sailor, Clergy, Magician, Warrior, Performer (Bard)

Skykin Boons

Air-Walking (*Some skykin can "walk the air", moving in mid-air as if it were solid ground. Though this is a form of flying, the skykin must move their legs to do it. Air-walking allows a skykin to move at half their normal movement speed, and they cannot "walk" vertically. Instead, they can ascend at an angle about as steep as a staircase. If you ever have to spend a Fortune Point to avoid falling damage, roll a die. On a 3-6, you slow to a gentle stop and you get to keep the Fortune Point instead of spending it).*

Beguiling

Electrical Resistance (*Skykin have 1d6+1 Protection against electrical damage and they cannot be stunned by electricity).*

Fearsome Looks

Gifted: Spellcaster (*Cleric or Wizard)*

Good Weather Jack (*No matter how bad the weather is, it would be worse if the Skykin weren't around. Skykin are believed to have an impact on the local weather. You can spend a Fortune Point to roll 1d6. On a 4-6, you improve the local weather conditions to be safer or more comfortable, though not drastically so. A blizzard becomes a heavy snow, doldrums end with a gentle wind, a heatwave is cooled by a breeze, a hurricane becomes a rainstorm. Only plausible changes to the weather are allowed. You cannot turn a heatwave into a blizzard or turn a hurricane into a drought. This can be especially useful while traveling at sea).*

Heavenly Voice (*Your people are known for the richness of their voices. Roll a Bonus Die whenever trying to persuade someone and also when singing, storytelling, reciting poetry, or in other ways performing vocally. This replaces the Silver Tongue Boon).*

Mist Form (*As a Major Action, you shift your body into a wispy cloud of vapor of the same approximate shape, allowing you to squeeze through cracks and openings. Your clothing and equipment transform with you as well. You can maintain this misty form for up to four rounds. While in your mist form, you can float up to half your normal movement speed and you are impervious to physical damage but are also unable to interact with physical objects or use magic. When you use this ability, you lose a point of Composure that is restored after a full night's rest).*

Skykin Flaws

Absent Minded

Delicate

Delusions of Grandeur

Feels the Heat

Wanderlust (*You have an unquenchable desire to travel. If you wake in the same place as the previous morning, you must make a Flair test, with the Difficulty equal to the number of days you have remained in that location. If you fail, you lose a point of Composure. This Composure can be restored by traveling to a new place or spending a Fortune Point).*

Stonekin

Stonekin are humanoids who hail from the elemental dimension of earth. Their bodies have adapted to survive there, giving them stony or crystalline skins. Stonekin range from dull earth tones to jewel tones, depending on the mineral that makes up most of their exterior. Stonekin stand about the same size as a human but weigh twice as much. Their dense flesh and rocky bones allow them to endure the extreme pressures of their home dimension. While some stonekin practice magic, others are completely unmagical, to the point that their bodies repel magical energies. Stonekin are known to be very serious by nature, and extremely patient. They are also known for adhering to agreements to the letter, and giving one's word is like etching it in stone.

In a space opera campaign, stonekin might be reskinned as a silicon-based alien lifeform called "Geosians".

Common Careers: Soldier, Ruffian, Clergy

Stonekin Boons

Crystal Magic Resistance *(If magic is used on you, roll a d6. On a roll of 5-6 it simply does not work on you. If you fail, you may spend a Fortune Point to negate the effect anyway).*

Crystal Spikes (*Your body is studded with crystalline spikes, turning just about any part of your body into a spiked club. Your Brawling attacks do +1 damage or 1d6-1, whichever is better. This does not apply to Choke/Crush attacks).*

Extreme Poison Resistance (*Stonekin are exceptionally hardy. Not only do you have the benefits of the Poison Resistance Boon, but you can also choose to spend a Fortune Point to automatically succeed on any roll to withstand poison. If you take damage from poison, you can spend a Fortune Point to reduce the damage by 4).*

Herculean/Amazonian Strength

Laugh in the Face of Danger

Strength Feat

Tough Hide (*Your skin gives 1d3 Protection. This replaces the "Thick-Skinned" Boon).*

Stonekin Flaws

Atypical Body* (*With the density of stone, you are extremely heavy for your size. You have a penalty die on all rolls to swim or ride a mount. In addition, regular clothing might be difficult for you to put on or wear given your rough stony or spiky crystalline exterior).*

All Thumbs

Can't Lie

Landlubber

Literal Minded *(You have great difficulty understanding abstract thinking. Roll a Penalty Die when you must interpret symbolism, subtle social ques, or innuendo or when you need to take part in some imaginative activity).*

Lumbering

Slow Running (*Penalty die on all rolls involving physical movement speed, including Footwork, -10' to movement speed)*

Synthoid

Synthoids are artificially created life, with the name deriving from "synthetic humanoids". While they resemble natural biological life in nearly every way, they were created in a laboratory, often with an accelerated growth rate and conditioning prior to being "brought online". The reason synthoids are created depends on the setting, but often it is for very dangerous or unappealing labor. Often, they will have Boons that help them to excel this intended task. It is common that such synthoids are severely repressed, both by legal restrictions and genetic engineering rendering them very short-lived.

In a fantasy setting, a synthoid might be made via alchemical vats or reanimating corpses rather than genetic engineering.

Synthoid Careers: Fugitive, Servant, Laborer, Performer, Soldier

Synthoid Boons

Cold Resistance (*You have 1d6+1 Protection against cold damage and receive a Bonus Die to resist the effects of cold).*

Extreme Poison Resistance (*You have been designed to be exceptionally hardy. Not only do you have the benefits of the Poison Resistance Boon, but you can also choose to spend a Fortune Point to automatically succeed on any roll to withstand poison. If you take damage from poison, you can spend a Fortune Point to reduce it by 4).*

Heat Resistance (*You have 1d6+1 Protection against heat damage and receive a Bonus Die to resist the effects of heat).*

Herculean/Amazonian Strength, Daredevil, or Beguiling (*Based on intended task).*

Human Appearance *(Synthoids are a genetically engineered offshoot of humanity and are usually indistinguishable from humans. Synthoids without this trait have been specifically designed to be recognized, perhaps to prevent their escape. This might mean having blue skin, barcoded facial tattoos, or all being clones of the same person).*

Military Order (*You have been sent to fight humanity's wars for them and have Armor Familiarity and may add your Soldier career to rolls to resist fear or survive difficult conditions, which stacks with other careers like Woodsman).*

Strength Feat, Laugh in the Face of Danger, or Attractive (*Based on intended task).*

Toughness (*You are extremely hardy and resilient. You begin with +3 Maximum Lifeblood. This Boon replaces "Hard To Kill").*

Synthoid Flaws

Can't Lie (*Synthoids designed to spy or entertain would not have this Flaw, but most others are conditioned to always tell the truth regardless of any consequence).*

Dependency (*Many synthoids are designed to require a certain chemical in order to live as a means of keeping them from escaping or rebelling. See page 171).*

Hunted (*In a setting where synthoids are subject to severe control, to be free is to be a fugitive).*

Literal Minded (*You have great difficulty understanding abstract thinking. Roll a Penalty Die when you must interpret symbolism, subtle social ques, or innuendo or when you need to take part in some imaginative activity).*

Non-Combatant (*This trait is most common in synthoids not designed for military use).*

Soft-Hearted (*This is part of the docility conditioning of most synthoids with the exception of soldiers).*

Terrible Secret (*If synthoids are hunted and in hiding, you don't want anybody to know the truth of what you are, nor will you divulge where others of your kind may be hiding).*

Trusting

Young (*Synthoids are often decanted as fully grown adults after receiving some preliminary conditioning to ready them for their intended task. They have no childhood, and few will ever live long enough to be old).*



Tortugon

Tortugons are reptilian humanoids resembling turtles or tortoises. Their slow metabolisms give them extensive lifespans and allow them to withstand many harmful conditions. While they may appear ponderous, tortugon mastery of patience allows them to become cunning warriors and keen scholars.

Common Careers: Hunter, Warrior, Scholar, Apothecary

Tortugon Boons

Hard Shell* (*Instead of the Thick-Skinned Boon, tortugons take the Hard Shell Boon, which gives them 1d6 Protection. It counts as heavy armor that the tortugon is trained to use, imposing similar penalties, but never causes a Flair penalty and imposes no penalty to swim).*

Aquatic (*Some varieties of tortugons are naturally aquatic and you are one of them. You get a Bonus Die on all rolls that involve swimming and you also move at double the distance a human with the same Qualities could while swimming. You can hold your breath twice as long as a human and get a Bonus Die on rolls to avoid drowning. You have no penalties for taking actions underwater).*

Claws and Bite (*You have powerful claws that do 1d3 dmg, and your bite does 1d6-1. If you split your action to attack with both claws, and both hit, you may make a bite attack for free with -2 to hit).*

Extreme Resilience (*You roll a Bonus Die to avoid the effects of hunger, thirst, or illness. Whenever you recover 1 or more Lifeblood, you heal 1 additional Lifeblood. In addition, you can even regenerate lost limbs. If you lose a limb, an eye, or other body part, you can slowly regenerate it over time. This process completes when you spend 20 Advancement Points to buy off the associated Flaw. It is double the usual cost to buy off a Flaw, but a Flaw like that cannot normally be bought off at all. You can pay for this regeneration gradually, rather than all at once. As you invest more Advancement Points into restoring a lost body part, a smaller nonfunctioning replacement will begin to take its place, becoming functional once the cost is paid).*

Longevity (*Your people have extremely long life spans and age much slower than most. You have seen and done a lot during your long life. You begin with two extra Careers at Rank 0, and you may have met historical figures or witnessed historical events over a century ago).*

Master of the Marsh/Desert/Sea (*Choose a biome. You get a Bonus Die to make any check that involves survival in that biome, including tracking, hunting, getting food, water, shelter, etc.).*

Tortugon Flaws

Atypical Body* (*Having a massive shell and short stumpy legs will make it impossible for you to wear certain clothing and armor made for other humanoid peoples. You can equip helmets and shields, however).*

Feels the Cold

Lumbering

Obligation (*to the Tribe)*

Primeval (*Similar to "Country Bumpkin", but "Primeval" people live in an isolated community that hunts, gathers, or barters for everything. Not only do they not know anything about survival in the city, but they also know nothing of money, politics, etc.).*

Slow Running (*Penalty die on all rolls involving physical movement speed, including Footwork, -10' to movement speed)*

Unsettling

Triton

Tritons are fish folk from beneath the sea, sometimes known as "fishmen". They have legs and can walk on dry land. Their arms and legs are fringed with fins that allow them to be powerful swimmers and their hands and feet are webbed. Their ears resemble fish fins as well, and they have large dark eyes.

While some tritons are curious about the surface world and set sail with surface dwellers, others are suspicious or even hostile to the surface folk. This hostility is not without cause, as tritons have at times been confused for monsters and attacked by ignorant people.

In a space opera campaign, you might call tritons "Tritonians" after their watery home planet "Triton". Though they come from a watery world, they can explore space using ships with ingenious water reclamation systems that can also double as submersible craft.

Triton Careers: Hunter, Aquatic Farmer, Sailor

Triton Boons

Amphibious* (*You are equally at home on land or underwater. You can breathe underwater, have no penalties to fight underwater, and have a swimming speed of 20 feet, +2 feet per point of Might. You also receive a Bonus Die on any rolls against underwater pressure).*

Beast Friend (*Tritons often tame giant seahorses as mounts or sharks as "hunting dogs")*

Cold Resistance (*Tritons are at home in cold water. They have 1d6+1 Protection against cold damage and receive a Bonus Die to resist the effects of cold).*

Darkvision (*You can see in even pitch darkness to a distance of 30' without penalties; beyond 30' you have half the usual penalties for seeing in darkness)*

Herculean/Amazonian Strength

Master of the Sea (*You get a Bonus Die to make any check that involves survival in an oceanic environment like kelp forests, coral reefs, or the open sea. This includes, hunting, getting food, shelter, etc. You even "track" underwater, not by noticing actual footprints, but by spotting clues like scales on a piece of seaweed, or a noticeable shift in the water's temperature).*

Merfolk Killer (*Merfolk often prey upon tritons, calling them with their siren song before devouring them. For this reason, you've devoted yourself to hunting them. You get a Bonus Die when in combat with merfolk).*

Tough Hide (*Your scaly skin gives 1d3 Protection. This replaces the "Thick-Skinned" Boon).*

Weapon of Choice (*Trident or Net*)

Triton Flaws

Vulnerable to Dryness* (*Your skin requires constant moisture to remain healthy. You lose a point of Composure each day that you go without wetting your skin for at least an hour a day. This composure cannot be recovered until you can properly wet your skin).*

Aquatic Arrogance (*similar to the Arrogant Flaw, except you are very suspicious of surface dwellers. You get a Penalty Die in social situations where you interact with people of the surface world).*

Day-Blindness (*This flaw is for tritons adapted to darkness. You have a Penalty Die on ranged attacks and all visual notice tests in brightly lit areas).*

Inhuman Voice (*You are incapable of ordinary speech and can only communicate with your own kind. You may be able to understand the speech of another species by learning their language, but you cannot speak to them. Likewise, people of other species can learn to understand your language but cannot communicate in it).*

Obligation (to Nature) (*Tritons with this flaw cannot abide the destruction of coral reefs, whales, pollution, etc. and will do all that they can and things most people think they can't to protect them).*

Primeval (*Similar to "Country Bumpkin", but "Primeval" people live in an isolated community that hunts, gathers, or barters for everything. Not only do they not know anything about survival in the city, but they also know nothing of money, politics, etc.).*

Unsettling



Troll

Not to be confused with their animalistic cousins, the cave trolls, true trolls (or "high trolls" as they call themselves) are a magically gifted breed of giants from the northern reaches. Like their cousins, they are big and tough and can be ferocious in battle. Unlike the cave trolls, high trolls are crafty and often use their wits and intimidation to avoid fighting. When they do have to fight, trollish endurance is legendary, and they seem to be able to withstand terrible punishment that would fell many other species. Unlike their cousins, they cannot simply reattach severed limbs or regrow new ones in minutes, though their healing abilities are impressive.

Trolls have large foreheads, complimented by goat or ram-like horns. Their skin tends to be red or green, with long and pointy ears and noses. Some trolls are gifted with the magical power to transform themselves. Trolls stand about 8 feet tall and weigh over 400 pounds. Despite their great size and weight, they appear rather thin and gangly, as much of the weight is in their wiry muscles and thick bones. While many trolls would be characterized as ugly by other species, some have a rather noble bearing.

Common Careers: Soldier, Noble, Magician

Troll Boons

Extreme Poison Resistance (*Trolls are exceptionally hardy. Not only do you have the benefits of the Poison Resistance Boon, you can also choose to spend a Fortune Point to automatically succeed on any roll to withstand poison. If you take damage from poison, you can spend a Fortune Point to reduce the damage by 4).*

Extreme Resilience (*You roll a Bonus Die to avoid the effects of hunger, thirst, or illness. Whenever you recover 1 or more Lifeblood, you heal 1 additional Lifeblood. If you lose a limb, an eye, or other body part, you can slowly regenerate it over time. This process completes when you spend 20 Advancement Points to buy off the associated Flaw. It is double the usual cost to buy off a Flaw, but a Flaw like that cannot normally be bought off at all. You can pay for this regeneration gradually, rather than all at once. As you invest more Advancement Points into restoring a lost body part, a smaller nonfunctioning replacement will begin to take its place, becoming functional once the cost is paid).*

Herculean/Amazonian Strength

Horns (*The horns on your head are not just for show. You can headbutt for 1d6-1 damage with a Brawling + Daring attack. If you caused damage, your target has a Penalty Die on their next attack, Reaction, or Initiative Roll).*

Strength Feat

Tough Hide (*Your skin gives 1d3 Protection. This replaces the "Thick-Skinned" Boon).*

Transformation (*You have one of the most legendary powers of trollkind: the power to transform oneself. This functions as the Animal Transformation spell of the 3rd Circle once per day. You do not need to make any roll or expend any Arcane Power to do this. However, while you are transformed, you are unable to speak or use any magic).*

Troll Flaws

Atypical Body* (*Large bodies are very difficult to fit in cramped spaces. The sheer size of a troll, horns, and the length of their limbs makes them unable to wear standard clothing or armor made for other humanoids).*

All Thumbs

Arrogant

Delusions of Grandeur

Feels the Heat

Lumbering

Unsettling

Ursine

Ursine, or "Bearmen", are large (standing about 8 feet tall) and covered with shaggy fur. They resemble bears, but have opposable thumbs, and are capable of speech. Ursine have an intellect on par with humans, and wear clothes, use tools, etc. just like humans do. They tend to live in woodlands in small bands, living by hunting, foraging, or possibly raiding. In some settings, the GM might determine that Ursines vocal chords are adapted to only emit growls and roars, allowing them to speak their own language, but only understand that of others.

For space opera, reskin Ursine as "Wokana" a species of shaggy giants from a forested moon known for their fierceness in battle.

Common Careers: Warrior, Woodsman, Wrestler

Ursine Boons

Toughness (*You are extremely hardy and resilient. You begin with +3 Maximum Lifeblood. This Boon replaces "Hard To Kill").*

Claws and Bite (*You have powerful claws that do 1d3 dmg, and your bite does 1d6-1. If you split your action to attack with both claws, and both hit, you may make a bite attack for free with -2 to hit).*

Cold Resistance (*Some ursine are at home in frigid weather. They have 1d6+1 Protection against cold damage and receive a Bonus Die to resist the effects of cold).*

Herculean/Amazonian Strength

Keen Scent

Strength Feat

Tough Hide (*Your skin gives 1d3 Protection. This replaces the "Thick-Skinned" Boon).*

Ursine Flaws

Atypical Body* (*Large bodies are very difficult to fit in cramped spaces. The sheer size of an ursine and makes them unable to wear standard clothing or armor made for other humanoids).*

All Thumbs

Hot-Headed

Inhuman Voice (*You are incapable of ordinary speech and can only communicate with your own kind. You may be able to understand the speech of another species by learning their language, but you cannot speak to them. Likewise, people of other species can learn to understand your language but cannot communicate in it).*

Lumbering

Obsession with Eating (*Ursines are known to have insatiable appetites and will eat just about anything, though they especially love sweets and smoked meats. You have a Penalty Die to ignore the presence of food and when your appetite gets you into trouble (like eating drugged food or bait from a trap), the GM may award you a Fortune Point).*

Venusian

The second planet is a wet world of steaming jungles, tropical swamps, and vast oceans. Venusians closely resemble humans, though pigmentation includes greens and blues. Venusians are known for being very charming, but they are also cunning. They must be. While aristocrats live in splendor, most Venusians struggle to survive on scarce arable land and many turn to crime.

Venus is also inhabited by a number of other species also competing for resources. Frogkin, tortugons, lizardkin, and plantkin may also be reskinned as dwellers of the second planet.

Common Careers: Performer, Scoundrel, Gambler, Charlatan, Pirate, Magistrate, Diplomat

Venusian Boons & Flaws

Venusians get one free Boon and buy additional Boons with Flaws (up to three) just like a human.

Common Boons: Attractive, Beguiling, Born Sailor, Savant, Silver Tongue, Sneaky

Common Flaws: Delicate, Feels the Cold, Hunted, Obligation, Spendthrift, Untrustworthy

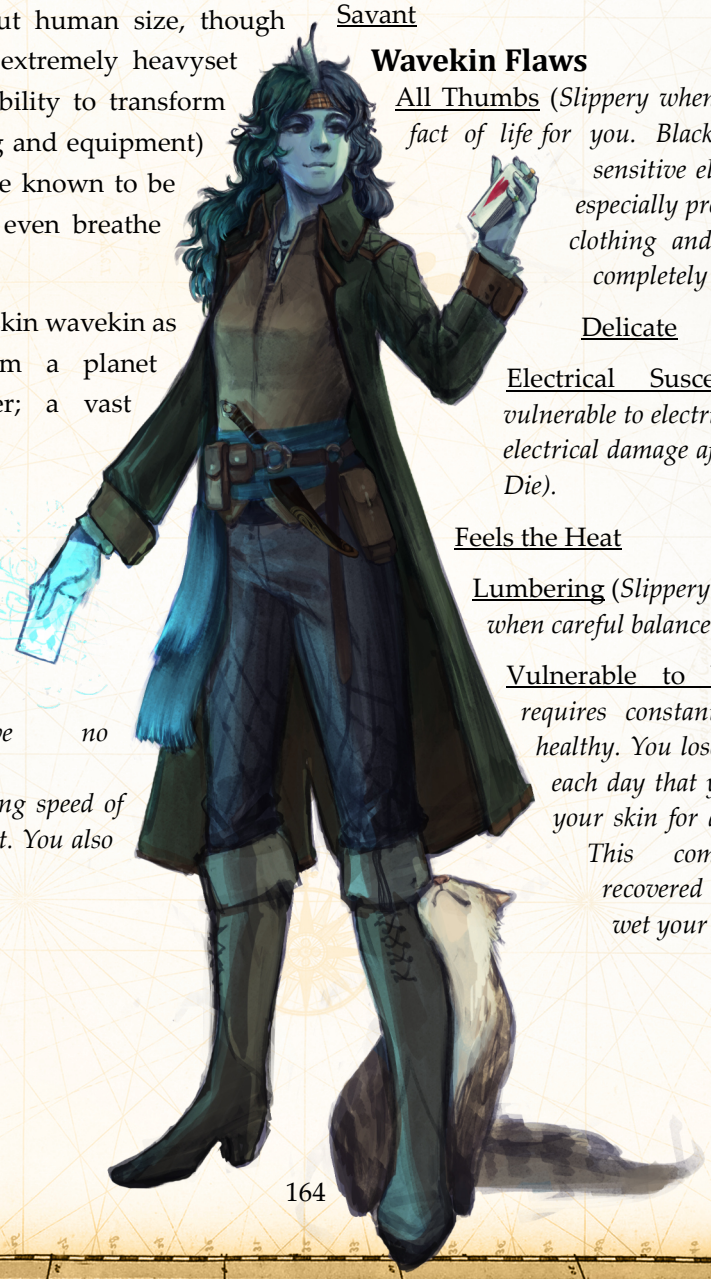
Wavekin

The wavekin are humanoids who come from the elemental dimension of water. It is unclear if they are related to nereids, undines, or some other elemental beings, but their watery origin is apparent. Wavekin appear to be humanoids with glistening skin ranging from blue to green. Their "hair" takes the form of flowing ocean waves, and their laughs sound like crashing breakers or babbling brooks. Some wavekin smell of salt, others do not.

Like the element of their origin, wavekin vary greatly among themselves. Some are as calm, patient, and placid as a serene pond while others are as violent and wrathful as a stormy sea, though many have a canny awareness. Wavekin are about human size, though they can vary from thin to extremely heavyset Many wavekin possess the ability to transform themselves (and their clothing and equipment) into liquid water. Wavekin are known to be excellent swimmers and can even breathe underwater.

In a space opera campaign, reskin wavekin as "Aquaxians", a species from a planet consisting entirely of water; a vast spherical ocean in space.

Common Careers: Sailor, Gladiator, Magician, Priest



Wavekin Boons

Amphibious* (*You are equally at home on land or underwater. You can breathe underwater, have no penalties to fight underwater, and have a swimming speed of 20 feet, +2 feet per point of Might. You also receive a Bonus Die on any rolls against underwater pressure).*

Beguiling

Born Sailor

Liquid Form (*As a Major Action, you can transform yourself into a quantity of liquid of the same approximate shape, allowing you to squeeze through cracks and openings. You can maintain this liquid form for up to four rounds. While in your liquid form, you can move up to half your normal movement speed and you are impervious to physical damage, but are also unable to speak, interact with physical objects, or use magic. When you use this ability, you lose a point of Composure that is restored after a full night's rest).*

Master of the Waters (*You get a Bonus Die to make any check that involves survival in an aquatic environment including rivers, lakes, coral reefs, or the open sea. This includes, hunting, getting food, shelter, etc. You even "track" underwater, not by noticing actual footprints, but by spotting clues like scales on a piece of seaweed, or a noticeable shift in the water's temperature).*

Savant

Wavekin Flaws

All Thumbs (*Slippery when wet is an unfortunate fact of life for you. Black powder weapons and sensitive electronic equipment are especially problematic for you. Your clothing and equipment are never completely dry).*

Delicate

Electrical Susceptibility (*You are vulnerable to electricity damage. EMP and electrical damage affects you with a Bonus Die).*

Feels the Heat

Lumbering (*Slippery when wet is never good when careful balance is needed).*

Vulnerable to Dryness (*Your skin requires constant moisture to remain healthy. You lose a point of Composure each day that you go without wetting your skin for at least an hour a day. This composure cannot be recovered until you can properly wet your skin).*

Ancestral Boons & Flaws List

How Are These Boons & Flaws Balanced?

Against each other? They are not. Some Ancestral Boons are objectively better than others. "Amphibious" is better than "Aquatic". Others are improvements on a similar Boon available to humans. When designing an Ancestry decisions on Boons and Flaws should be based on what makes sense. An ancestry based on marine mammals should not be able to breathe underwater just because they are good swimmers. In essence, when designing an Ancestry, ask "what makes the most sense?" rather than "what is the most powerful?"

One way to balance an Ancestry is through the list of Ancestral Flaws. Which Ancestral Boons and Flaws are mandatory can also affect how they are balanced. For instance, if you create an Ancestry with Amphibious* and Vulnerable to Dryness*, this might balance it out. Remember also that including mandatory Ancestral Boons and Flaws also limits the pool of remaining choices, so that may be somewhat of a balancing factor as well.



Ancestral Boons

360 Vision (*You are capable of looking around your entire body, making it next to impossible to sneak up on you. You get a Bonus Die to notice any enemy that might be trying to do so).*

Air-Walking (*You can "walk the air", moving in mid-air as if it were solid ground. Though this is a form of flying, you must move your legs to do it. Air-walking allows you to move at half your normal movement speed, and you cannot "walk" vertically. Instead, you can ascend at an angle about as steep as a staircase. If you ever have to spend a Fortune Point to avoid falling damage, roll a die. On a 3-6, you slow to a gentle stop and you get to keep the Fortune Point instead of spending it).*

Amphibious (*You are equally at home on land or underwater. You can breathe underwater, have no penalties to fight underwater, and have a swimming speed of 20 feet, +2 feet per point of Might. You also receive a Bonus Die on any rolls against underwater pressure).*

Aquatic (*You get a Bonus Die on all rolls that involve swimming and you also move at double the distance a human with the same Qualities could while swimming. You can hold your breath twice as long as a human and get a Bonus Die on rolls to avoid drowning. You have no penalties for taking actions underwater).*

Athletic Leaper (*This replaces the Born Athlete Boon for your species. In addition to the benefits of Born Athlete, you can leap half the distance you move in a single bound).*

Attractive (*This applies to those outside your species)*

Aura of Flames (*As a Minor Action, you can cause your body to suddenly be wreathed in flame. For the next 1d6 rounds, anything you touch, and anything that touches you (or attacks you with a Melee weapon) will take 1 point of fire damage and possibly ignited (see Hazards: Fire). When you use this ability, you lose a point of Composure that is restored after a full night's rest).*

Beast Friend (Give an example that makes sense for this ancestry).

Beguiling

Body Weaponry (*You can naturally mimic the Teeth & Claws spell as much as you want. You don't need to make any rolls or spend any Arcane Power to use this ability).*

Born Athlete

Born Sailor

Born Spacefarer

Breath Weapon (*You can breathe a jet of fire, frost, acid, or electricity (choose one) doing 2d3 damage with a 5' Range Increment, hitting 1d3 tightly grouped targets. When you use your breath weapon, you lose a point of Composure that is restored after a full night's rest).*

Claws and Bite (*You have powerful claws that do 1d3 dmg, and your bite does 1d6-1. If you split your action to attack with both claws, and both hit, you may make a bite attack for free with -2 to hit).*

Clinging (*You can climb walls with great dexterity. You climb the same speed you can run. You get a Bonus Die on any roll involved in climbing or clinging to a surface and you can hang or crawl upside-down at half speed).*

Cold Resistance (*You have 1d6+1 Protection against cold damage and receive a Bonus Die to resist the effects of cold).*

Crack-Shot (*Include the preferred weapon here)*

Crystal Spikes (*Your body is studded with crystalline spikes, turning just about any part of your body into a spiked club. Your Brawling attacks do +1 damage or 1d6-1, whichever is better. This does not apply to Choke/Crush attacks).*

Daredevil

Darkvision (*You can see in even pitch darkness to a distance of 30' without penalties; beyond 30' you have half the usual penalties for seeing in darkness).*

Devil's Own Luck

Dueling Style

Eagle Eyes (*like Keen Eyesight, but able to see with the range of a telescope)*

Echolocation (*You have the benefits of the Keen Hearing Boon. In addition, you can navigate by echolocation, allowing you to sense your surroundings within 100' even when you cannot see, so long as you can hear. You cannot speak while echolocating, as you must emit a special noise that bounces off surfaces allowing you to echolocate. You cannot perceive color or read with echolocation. It can also be overwhelmed by loud noises, effectively blinding you).*

Eidetic Memory (*You remember every detail of just about anything. This can be helpful when you are solving a mystery, describing something you've seen, determining what part of the sea you are in by the position of the stars, etc. Roll a Bonus Die in situations where the GM declares this to be useful (or the GM may simply declare you remember the key information).*

Electrical Resistance (*You have 1d6+1 Protection against electrical damage and you cannot be stunned by electricity).*

Electroreception (*You can feel electromagnetic fields, even the weak ones produced by lifeforms and even the "reflection" of your own field allowing you to sense your surroundings within 100' even when you cannot see. You cannot perceive color or read via electroreception, however. Electroreception can be overwhelmed by very powerful electromagnetic fields or discharges of electricity).*

Energy Resistance (*Choose between fire, cold, acid, or electricity. You have 1d6+1 Protection against damage of that type).*

Excellent Laboratory

Exoskeleton (*You are built to be very durable. You have the Protection of a suit of armor (choose Light or Heavy), helmet, and gauntlets grafted to your body and are treated as having Armor Familiarity of the same type. You also suffer the same downsides as this armor, but you cannot take it off. So, if you fall into water, you are likely going to sink straight to the bottom. It will be harder for you to sneak up on enemies, and so on. You do not suffer any Flair penalties for your armored body, however. Robots are, however, vulnerable to EMP weapons).*

Extreme Poison Resistance (*You are exceptionally hardy. Not only do you have the benefits of the Poison Resistance Boon, you can also choose to spend a Fortune Point to automatically succeed on any roll to withstand poison. If you take damage from poison, you can spend a Fortune Point to reduce the damage by 4).*

Extreme Resilience (*You roll a Bonus Die to avoid the effects of hunger, thirst, or illness. Whenever you recover*

1 or more Lifeblood, you heal 1 additional Lifeblood. In addition, you can even regenerate lost limbs. If you lose a limb, an eye, or other body part, you can slowly regenerate it over time. This process completes when you spend 20 Advancement Points to buy off the associated Flaw. It is double the usual cost to buy off a Flaw, but a Flaw like that cannot normally be bought off at all. You can pay for this regeneration gradually, rather than all at once. As you invest more Advancement Points into restoring a lost body part, a smaller nonfunctioning replacement will begin to take its place, becoming functional once the cost is paid).

Faerie Resilience (*You have an otherworldly resilience that gives you 1d6 Protection against damage, except damage caused by cold-wrought iron).*

Fast Runner (*You have a base movement speed of 40 feet, +5 feet per point of Daring).*

Favored by Fortune

Fearsome Looks

Fire Resistance (*You have 1d6+1 Protection against fire damage and cannot be set on fire).*

Foe Killer (*Your people have a historic enemy that you excel in fighting. You get a bonus die when fighting this foe. The GM should be sure to ensure that the named foe is sufficiently narrow. There are a few examples like "Sea Monster Killer", "Shark Killer", or "Giant Killer" to give you ideas).*

Friends in Low Places

Gang-Up (*You know the value of strength in numbers. You give one ally +1 with Melee or Brawl attacks against the same foe you are attacking with Melee or Brawl).*

Giant Killer (*Bonus Die when fighting large fey like giants, ogres, trolls, etc.)*

Gifted (*Choose a career that makes sense for this ancestry).*

Good Etiquette

Good Weather Jack (*No matter how bad the weather is, it would be worse if you weren't around. You are believed to have an impact on the local weather. You can spend a Fortune Point to roll 1d6. On a 4-6, you improve the local weather conditions to be safer or more comfortable, though not drastically so. A blizzard becomes a heavy snow, doldrums end with a gentle wind, a heatwave is cooled by a breeze, a hurricane becomes a rainstorm. Only plausible changes to the weather are allowed. You cannot turn a heatwave into a blizzard or turn a hurricane into a drought. This can be especially useful while traveling at sea).*

Hard Shell *(Instead of the Thick-Skinned Boon, pagoona take the Hard Shell Boon, which gives them 1d6 Protection. It counts as heavy armor that the pagoona is trained to use, imposing similar penalties, but never causes a Flair penalty and imposes no penalty to swim).*

Headbutt (*You can headbutt for 1d6-1 damage with a Brawling + Daring attack. If you caused damage, your target has a Penalty Die on their next attack, Reaction, or Initiative Roll).*

Heat Resistance (*You have 1d6+1 Protection against heat damage and receive a Bonus Die to resist the effects of heat).*

Heavenly Voice (*Your people are known for the richness of their voices. Roll a Bonus Die whenever trying to persuade someone and also when singing, storytelling, reciting poetry, or in other ways performing vocally. This replaces the Silver Tongue Boon).*

Hell's Hide (*You have 1 protection against normal attacks and 1d6+1 protection against fire. This replaces the Thick-Skinned Boon).*

Herculean/Amazonian Strength

Hooves (*Your hooves do 1d6-1 dmg. If you split your action to attack with both hooves, and both hit, you may make a free Shove/Trip against that target).*

Horns (*The horns on your head are not just for show. You can headbutt for 1d6-1 damage with a Brawling + Daring attack. If you caused damage, your target has a Penalty Die on their next attack, Reaction, or Initiative Roll).*

Human Appearance (*You are nearly indistinguishable from a human in appearance).*

Incredible Nose (*You have the benefits Keen Scent plus you can detect odors unnoticeable to humans and recognize people. When you cannot see, you do not roll a Penalty Die, but apply the other penalties).*

Invisibility (*You have an innate ability to turn invisible, per the Invisibility spell of the 3rd Circle once per day.*

You do not need to make any roll or expend any Arcane Power in order to do this. However, while you are invisible, you are unable to use any magic. Once you use this ability, you lose a point of Composure that you cannot regain until after a full night's rest).

Irritating (*You can really get under an enemy's skin. You get a Bonus Die to Goad or Taunt an enemy)*

Jaws (*Your jaws are not just for show. You can bite for 1d3+1 damage with a Brawling + Daring attack. If you caused damage, your target has a Penalty Die on their next attack, Reaction, or Initiative Roll. Alternatively, you can use your jaws to Grapple, with a +1 bonus).*

Keen Hearing

Keen Scent

Laugh in the Face of Danger

Learned

Liquid Form (*As a Major Action, you can transform yourself into a quantity of liquid of the same approximate shape, allowing you to squeeze through cracks and openings. You can maintain this liquid form for up to four rounds. While in your liquid form, you can move up to half your normal movement speed and you are impervious to physical damage, but are also unable to speak, interact with physical objects, or use magic. When you use this ability, you lose a point of Composure that is restored after a full night's rest).*

Longevity (*You age much slower than ordinary humans. You have seen and done a lot during your long life. You begin with two extra Careers at Rank 0, and you may have met historical figures or witnessed historical events over a century ago).*

Magic Resistance, Greater (*If magic is used on you, roll a d6. On a roll of 5-6 it simply does not work on you. If you fail, you may spend a Fortune Point to negate the effect anyway. Rename this Boon to reflect its source).*

Magnificent Technology (*See Appendix page 245 for a full list of available technologies. Otherwise, select up to 4 Craft Points worth of Contraptions).*

Master Engineer

Master Hacker



Master of the Desert (*You get a Bonus Die to make any check that involves survival in desert terrain, including tracking, hunting, getting food, water, shelter, etc.).*

Master of the Forest (*You get a Bonus Die to make any check that involves survival in the forest, including tracking, hunting, getting food, water, shelter, etc.).*

Master of the Jungle (*You get a Bonus Die to make any check that involves survival in jungle terrain, including tracking, hunting, getting food, water, shelter, etc.).*

Master of the Marsh (*You get a Bonus Die to make any check that involves survival in swamps, including tracking, hunting, getting food, water, shelter, etc.).*

Master of the Sea (*You get a Bonus Die to make any check that involves survival in an oceanic environment like kelp forests, coral reefs, or the open sea. This includes, hunting, getting food, shelter, etc. You even "track"*

underwater, not by noticing actual footprints, but by spotting clues like scales on a piece of seaweed, or a noticeable shift in the water's temperature).

Master of the Waters (*You get a Bonus Die to make any check that involves survival in an aquatic environment including rivers, lakes, coral reefs, or the open sea. This includes, hunting, getting food, shelter, etc. You even "track" underwater, not by noticing actual footprints, but by spotting clues like scales on a piece of seaweed, or a noticeable shift in the water's temperature).*

Master Tracker

Merfolk Killer *(Merfolk often prey upon your people, calling them with their siren song before devouring them. For this reason, you've devoted yourself to hunting them. You get a Bonus Die when in combat with merfolk).*

Military Order (*Your people have a proud warrior tradition and you have special training. This training usually includes Armor Familiarity and a several weapons favored by your people. Alternatively, a Military Order can be modeled on another one from Honor + Intrigue).*

Mimic Form (*You can transform into an inanimate object or part of the wall, taking up the same volume as your own body. Attempts to notice you in this form have a Penalty Die. The object you mimic has no mechanical functionality. You could mimic a large basin and be able to hold water, but not a bathtub with working faucets).*

Mist Form (*As a Major Action, you shift your body into a wispy cloud of vapor of the same approximate shape, allowing you to squeeze through cracks and openings. Your clothing and equipment transform with you as well. You can maintain this misty form for up to four rounds. While in your mist form, you can float up to half your normal movement speed and you are impervious to physical damage but are also unable to interact with physical objects or use magic. When you use this ability, you lose a point of Composure that is restored after a full night's rest).*

Nasty Bite (*You have a bite that carries disease. Your bite is a Brawling + Daring attack that does 1d3+1 damage. In addition, roll a d6 whenever you bite someone. If the result is a "6" that victim is weakened by illness that causes them to lose 1 Composure for 1d3 days).*

Natural Telepath (*You can use the Lesser Telepathy spell as much as you want. You do not need to make any rolls or spend any Arcane Power to use it).*

Night Sight

Nose for Magic

Pincers (*Your pincers do 1d6-1 dmg. If you split your action to attack with both pincers, and both hit, you may make a free Grapple against that target).*

Pixie Wings (*You have a pair of dragonfly-like wings protruding from your shoulder blades. When you are unarmored and unencumbered, you can fly rather quickly. Your flight speed is 40 feet + 5 feet per point of Daring horizontally; you can ascend vertically half as far. You can also hover in place by beating your wings, and flying is no more tiring for you than walking is for a human. If you are wearing armor, your flight speed is slowed by 10 feet for light armor and 20 feet for heavy armor. You can also glide, preventing you from getting hurt from falls. If you ever have to spend a Fortune Point to avoid falling damage, roll a die. On a 2-6, your wings were able to open in time to save you, and you get to keep the Fortune Point instead of spending it. If for some reason you cannot fly, your running, climbing, or swimming speed is half that of a human-sized character, as you are normally dependent on your wings).*

Plant Body (*There are several benefits to being a plant and some drawbacks. You can survive on photosynthesis. You do not need to eat normal food if you have exposure to sunlight. Three hours of sunshine will replace one meal for you. Because you resemble a plant, you can "freeze" in a natural environment where you will blend into the background. You get a Bonus Die to hide or sneak in forests, jungles, etc. and if you spend a Fortune Point to hide in such an environment, you can roll 1d6 and keep the Fortune Point on a 3-6. Finally, because you do not have the same blood or organs of most creatures, you are very resistant to natural poisons, like a scorpion's sting. You get a Bonus Die to resist their effects and can spend a Fortune Point to succeed when you otherwise would have failed. Against manufactured or chemical poisons, however, you have no special resistance. As a downside, salt is poisonous to you. If you consume salty food or are in a salty environment, such as at sea or in a salt mine, you have a Penalty Die to all your rolls until you leave that environment or you have been able to flush the salt*

from your system. Your body is also susceptible to burns. Whenever you take damage from fire, you take 1 additional damage).

Poisoner (*Include a reason why your people are so familiar with poisons, such as for hunting, etc.).*

Prehensile Feet (*Your feet can grip and manipulate objects just as well as your hands. You get a Bonus Die on any roll involved in climbing or clinging to a surface and you can hang or walk upside-down as long as you have something to grab onto. Your movement speed when climbing is the same as your running speed. In addition, when you are not using your feet to stand, you can use them to wield weapons or tools).*

Psionic Resistance (*If psionics are used on you, roll a d6. On a roll of 5-6 it simply does not work on you. If you fail, you may spend a Fortune Point to negate the effect anyway).*

Quadridexterity (*You have fully functional set of extra arms, which allow you to Split Actions more efficiently. You can use three arms for a -3 penalty to each action, or all four arms for a -4 penalty to each action. This would allow you to fight with a pair of two-handed weapons at -4 to hit with each or wield four rapiers with -4 to hit with each. The Defense bonus of additional shields do not stack, however. You can also use your arms to multi-task, allowing you to climb a ladder while firing a bow. If you don't have this Boon, you might still have four arms, but two of the arms are subordinate and simply serve to help the two dominant arms with no mechanical benefit).*

Quick Healer

Robotic Immunities (*Robots are artificial lifeforms and do not need to eat, drink, sleep, or breathe. They are also immune to the effects of poison, aging, and disease. Unfortunately, robots also cannot heal in the same way as a living being and must receive repairs from a Mechanic or Engineer to recover damage. An attending Mechanic or Engineer can repair lost Lifeblood equal to their Career rank with two hours' work in a well-stocked workshop, or a day's work without a well-stocked workshop. A Mechanic or Engineer with rank 0 can repair 1 lost Lifeblood with four hours' work in a well-stocked workshop or with two days' work without a well-stocked workshop. Robots are, however, vulnerable to EMP weapons).*

Savant

Sea Monster Killer (*You get a Bonus Die when fighting big hostile sea creatures like sea serpents, kraken, leviathans, etc. To qualify, the creature must be at least Massive (the size of an elephant) or larger. This bonus does not apply to non-threatening wildlife).*

Shapeshift (*Shapeshift works like the Master of Disguise Boon, except you require no special clothing, prosthetics, makeup, or even prep time to ready your disguise. You only need see an image of the person whose appearance you wish to assume. In addition, you can shrink or grow your height by up to 2 feet to help perfect your disguise. If you have heard the voice of the person whose form you are assuming, you can also perfectly mimic the sound of their voice).*

Shark Killer (*You have a history of defending your people from sharks and get a Bonus Die when attacking sharks and shark-like creatures, including sharkmen).*

Silver Tongue

Sneaky

Speed

Strength Feat

Tail (*You can tail slap for 1d6-1 damage with a Brawling + Daring attack. If you caused damage, your target has a Penalty Die on their next attack, Reaction, or Initiative Roll).*

Thick-Skinned

Thorns (*You have sharp thorns that do 1d3 dmg and you can headbutt for 1d6-1 dmg. If you split your action to attack with both hands, and both hit, you may make a headbutt attack for free with -2 to hit).*

Tough Hide (*Your skin gives 1d3 Protection. This replaces the "Thick-Skinned" Boon).*

Toughness (*You are extremely hardy and resilient. You begin with +3 Maximum Lifeblood. This Boon replaces "Hard To Kill").*

Transformation (*You have one of the legendary power to transform into an animal. This functions as the Animal Transformation spell of the 3rd Circle once per day. You do not need to make any roll or expend any*

Arcane Power to do this. However, while you are transformed, you are unable to speak or use any magic).

Truth Detection (*Due to some special sensory ability, you can more easily tell when somebody lies. Roll a Bonus Die whenever you are trying to determine if somebody is telling the truth).*

Tusk-Thrust (*You can stab with your tusks for 1d6-1 damage with a Brawling + Daring attack. If you caused damage, your target has a Penalty Die on their next attack, Reaction, or Initiative Roll).*

Underestimated (*If you have a bigger ally nearby, enemies get -1 to hit or use maneuvers against you).*

Vampiric Bite (*You have the fangs and also the appetite of your vampiric parent. You must consume at least two pints of blood a week. Each week without it, you lose 1 Composure which cannot be restored until you have slaked your thirst. Your bite does 1d6-1 damage).*

Vampiric Resilience (*You have 1 protection against normal attacks. When you have consumed blood, you can shrug off injuries with amazing speed. When you spend a Fortune Point to negate lost Lifeblood, you recover 3 Lifeblood instead of 1. This replaces the Thick-Skinned boon).*

Venomous (*Your venomous jaws or tail can be deadly. This is a Brawling +Daring attack that does 1d3+1 damage. In addition, the victim has been injected with venom. Each round, the victim must make a Hard (-2) Might test or lose 1 Lifeblood. Once a victim has avoided damage, the poison has run its course and the effect ends).*

Way-Finder (*You have a near faultless sense of direction. You get a Bonus Die to any roll to avoid becoming lost or to find the best route to reach a destination).*

Weapon of Choice (*Give Two Choices*)

Wings (*When you are unarmored and unencumbered, you can fly slowly. Your flight speed is 15 feet + 5 feet per point of Might. You can also glide, preventing you from getting hurt from falls. If you ever have to spend a Fortune Point to avoid falling damage, roll a die. On a 3-6, your wings were able to open in time to save you, and you get to keep the Fortune Point instead of spending it).*

Ancestral Flaws

Absent-Minded

Active Duty

All Thumbs

Aquatic Arrogance (*similar to the Arrogant Flaw, except you are very suspicious of surface dwellers. You get a Penalty Die in social situations where you interact with people of the surface world).*

Arrogant (*You may want to include how this arrogance is specifically expressed).*

Atypical Body (*This depends on the physiology of the species so think about what sort of equipment that this physiology would prevent them from wearing unless specially made. Alternatively, this physiology might make some tasks more difficult, imposing a Penalty Die).*

Binding Susceptibility (*You are susceptible to being bound by sorcery. You can also be held at bay by using circles of protection against your ancestry. You have a Penalty Die whenever trying to resist binding. You are also unable to violate the terms of any agreement you make. You might only uphold the letter of the agreement, but you cannot ignore it)*

Braggart

Can't Lie

City Dweller

Combat Paralysis

Cursed (*Be sure to come up with a reason why this ancestry may seem unlucky).*

Day-Blindness (*You have a Penalty Die on ranged attacks and all visual notice tests in brightly lit areas).*

Delicate (*Common for species that are small, hollow-boned, or exceptionally thin)*

Delusions of Grandeur

Dependency (*There is something upon which your life depends almost as much as a human needs food and water. Each day you go without, you lose 1 Composure. When you lose all Composure, you lose 1d3 Lifeblood per day thereafter. This lost Lifeblood and Composure can be restored after you have fulfilled your dependency).*

Distinctive Appearance (*As an Ancestral Flaw, this means you have some tell-tale clue that you are not human in an ancestry that is normally human-looking. Otherwise, this Flaw simply means you have difficulty disguising yourself as another person of the same ancestry as yourself).*

Distrust of Magic

Distrust of Psionics

Double Life *(If you've infiltrated another civilization secretly).*

Electrical Susceptibility (*You are vulnerable to electricity damage. EMP and Electrical damage affects you with a Bonus Die).*

Feels the Cold

Feels the Heat

Greed (*Like a dragon's attraction to treasure).*

Halfling Comforts (*When you are required to do something important for the rest of your companions, roll a die. If a '1' or '2' comes up, you are asleep, cooking your fourth meal of the day, fishing, smoking your pipe, or in some other way engaged in relaxation. If there is an Initiative roll, you missed the first round entirely).*

Hot-Headed

Hunted (*If taken as an Ancestral Flaw, be sure to come up with a reason why your people are hunted).*



Illiterate (*You are from a society that has no written language).*

Inhuman Voice (*You are incapable of ordinary speech and can only communicate with your own kind. You may be able to understand the speech of another species by learning their language, but you cannot speak to them. Likewise, people of other species can learn to understand your language but cannot communicate in it).*

Iron Susceptibility (*Iron weapons have a Bonus Die to damage you. Touching an iron object with bare skin causes you searing pain doing 1 damage per round that cannot be reduced by Protection. It must be iron; steel and other alloys do not count).*

Landlubber

Limited Programming (*You begin with only three Careers and have only 3 points to spend on Careers. Further, your maximum rank you may have in any Career is 2 until this Flaw is bought off, at which point you have an "upgrade" installed).*

Literal Minded (*You have great difficulty understanding abstract thinking. Roll a Penalty Die when you must interpret symbolism, subtle social ques, or innuendo or when you need to take part in some imaginative activity).*

Long Sleeper (*You require much more sleep than most. You begin to feel exhaustion after 12 hours and require 10 continuous hours of sleep to reverse the effects (see Honor + Intrigue page 94).*

Lumbering

Non-Combatant

Obligation (*Consider the type of social organization or hierarchy this species might have, or some overarching principle that requires their obligation).*

Obsession (*Consider a pursuit that this people is especially passionate about).*

Obsession with Eating *(Your people are known to have insatiable appetites and are constantly hungry. You have a Penalty Die to ignore the presence of food and when your appetite gets you into trouble (like eating drugged food or bait from a trap), the GM may award you a Fortune Point).*

Phobia (*Choose one that makes sense for this ancestry)*

Poor Vision

Primeval (*Similar to "Country Bumpkin", but "Primeval" people live in an isolated community that hunts, gathers, or barters for everything. Not only do they not know anything about survival in the city, but they also know nothing of money, politics, etc.).*

Primitive

Silver Susceptibility (*Silver weapons have a Bonus Die to damage you. Touching a silver object with bare skin causes you searing pain doing 1 damage per round that cannot be reduced by Protection).*

Slow Running (*Penalty die on all rolls involving physical movement speed, including Footwork, -10' to movement speed)*

Soft Hearted

Special Susceptibility *(There is some energy or substance that is very harmful to you (define what this is). Your susceptibility always deals a Bonus Die to damage you. If the substance is normally harmless, for you it is still deadly. Merely touching it with bare skin causes you searing pain doing 1 damage per round that cannot be reduced by Protection).*

Star-Born (*You are accustomed to low and zero gravity, but have difficulty in higher gravity. You have no penalties for being in zero-g and move 20' + 3' per point of Savvy while weightless. However, you get "ground sickness" when on the surface of a planet with a gravity of 0.8 g or higher that lasts for the first 1d3 days you are there. You have a Penalty Die to Initiative, Footwork, and any roll requiring balance while you have ground sickness).*

Taciturn

Terrible Secret (*Come up with a reason your people must keep this secret).*

Tiny Body (*At only six inches tall, pixies and brownies cannot wear any normal equipment or wield weapons intended for larger peoples. Your people are skilled at adapting small objects to be used as weapons and armor, however (such as thimble helmets, hatpin swords, etc.). Attacks made by tiny weapons do half damage (round up) and have half the range of their regular-sized equivalent. Being so small does have its advantages, however. You get +2 to your Defense against enemies larger than you and you take half damage from falling).*

Tragic Fate (*Maybe include a reason why this ancestry would have such tragedy).*

Trifling Appearance (*People don't take you seriously; you have a Penalty Die on all Intimidation tests and social rolls where you need someone to take you seriously)*

True Form (*This Flaw is only for species capable of changing their shape. You must spend at least 4 hours a day in your true form. While in this state, you cannot use any of your shapeshifting abilities).*

Trusting

Unsettling (*To members of other species; among your own you have no such issue).*

Untrustworthy

Vice (*Choose one that makes sense for this species)*

Vulnerable to Dryness (*Your skin requires constant moisture to remain healthy. You lose a point of Composure each day that you go without wetting your skin for at least an hour a day. This composure cannot be recovered until you can properly wet your skin).*

Wanderlust (*You have an unquenchable desire to travel. If you wake in the same place as the previous morning, you must make a Flair test, with the Difficulty equal to the number of days you have remained in that location. If you fail, you lose a point of Composure. This Composure can restored by traveling to a new place or spending a Fortune Point).*

Water Susceptibility (*Getting wet can short out your systems. When you are in contact with water, treat it the same as a human would treat being in contact with fire [see Hazards: Fire in Honor + Intrigue]. Being splashed would cause you to begin short-circuiting on a 1-2 on 1d6, while being completely immersed in water would guarantee short-circuiting. Short-circuiting does damage the same as being lit on fire does to a human, with the damage increasing as time goes on. Instead of water, a fire-extinguishing foam can be used to "put out" a short-circuiting robot).*

Young (*If taken as an Ancestral Flaw, this indicates that the species has a very short lifespan).*



Spells + Spellcasters

This section details incorporating the new Spellcaster Career into your campaign, which acts as a heroic alternative to the Sorcerer originally written for villainous NPCs. This system can either be used in addition to or as a replacement for that one. Spellcasters can be anything from wizards, shamans, clerics, druids, or even telepaths and psionicists. This section features a spell list of over 140 spells, including special effects gained when a spell is mastered. In addition, Enchanted Items are included to incorporate into the existing crafting rules along with a list of sample magic items.

New Magical Boons

With the introduction of enchanted items and the Spellcaster Career, there are a few new Boons.

Arcane Academy

You have access to an array of magical teachings at a university, temple, or some other institution. You get a 1-point discount on Advancement Point costs to learn and master spells of the type you cast.

Enchanted Equipment

You begin with either two items of Lesser Enchantment or one item of Greater Enchantment.

Extra Spells (Required: Spellcaster)

You begin with two extra spells of the 1st Circle. With Spellcaster 3 or greater, you can choose to instead begin with one spell of the 2nd Circle.

Spell Mastery (Required: Spellcaster)

You have mastered two spells of the 1st Circle that you know.

Spellcaster

You have a magical gift, allowing you cast spells. You may take the Spellcaster Career and begin with three spells of the 1st Circle +1 per rank. You also must choose a Related Career that informs the type of spells you cast. Your rank in Spellcaster can never be more than 1 higher than your rank in its Related Career, as this Career represents the necessary knowledge while Spellcaster represents raw power.

Your caster type is defined by a Related Career, which also defines the kinds of spells you choose to learn. A Wizard Spellcaster likely has the Scholar or Magician Career and chooses spells focused on offensive power or uncovering knowledge. A Druid or Shaman Spellcaster likely has the Woodsman or Apothecary Career and chooses spells aligned with nature. A Cleric Spellcaster likely has the Clergy or Healer Career and chooses spells related to healing, defense, and uncovering knowledge. Your rank in Spellcaster can never be more than 1 higher than your rank in its Related Career, as this Career represents the necessary knowledge while the Spellcaster Career represents raw power.

For a more science-fiction oriented game, you might call Spellcaster "Psionicist" or "Telepath" instead and refer to the spells as "talents" or "powers" if you prefer. The sort of Related Career that a Telepath might have varies widely by the setting; telepaths might be an order of Mystics in one universe while they are a type of Soldier in another, while in another they are Spacefarers serving as navigators.

Multiple Spellcaster Types: It is possible for a character to be more than one type of Spellcaster. The Spellcaster Career represents both kinds of Spellcasting. The maximum rank in Spellcaster is limited by the Related Career that is lowest between the caster types. Starting spells are divided up between the Spellcaster types as the player chooses. *Example: Wade is a Spellcaster (Wizard/Cleric) 2 with Clergy 1 and Magician 1. He chooses three wizard spells and two cleric spells to start.*

New Career: Spellcaster

The Spellcaster Career began as an idea for a something between the Magician Career and the Sorcerer, allowing flashier, "high fantasy" style magic without the evil corruption of sorcery. This is roughly analogous to the magic of the most popular fantasy RPGs, though overly powerful spells are not emulated. You begin with Arcane Power equal to your rank in Spellcaster +10. The Spellcaster Career gives no extra languages, wealth, or other additional benefits beyond the ability to cast spells. The PC should choose the character's other Careers in order to receive these benefits.

Not just anybody can be a spellcaster. One must have "the gift" which is represented as the "Spellcaster" Boon.

Learning Spells

Learning a new spell costs Advancement Points. A new spell of the 1st Circle is 5, 2nd Circle is 7, and 3rd Circle is 10 Advancement to learn. Learning a more advanced version of an already-known spell is 2 Advancement Points cheaper to learn. To learn spells of the 1st Circle, you must be at least 1 rank in Spellcaster. To learn spells of the 2nd Circle, you must be at least rank 3, and to cast spells of the 3rd Circle you must be at least rank 5. Having the Spellcaster Career at rank 0 indicates you are an apprentice who understands magical theory but struggles to make it manifest (beyond cantrips).

Mastering Spells

Mastering a spell indicates the spellcaster is even more adept in its use than someone who merely knows the spell. When you master a spell, you get a Bonus Die to cast that spell and permanently increase your maximum Arcane Power by 1. Each spell also grants an additional bonus for mastering it. Advancement Point cost to master a spell is the same as it would be to learn it.

Arcane Power

Casting a spell requires the expenditure of Arcane Power, even if the spell fails. A Cantrip costs 1 Arcane Power, a spell of the 1st Circle costs 3 Arcane Power, a spell of the 2nd Circle costs 4 Arcane Power, and a spell of the 3rd Circle costs 6 Arcane Power. A casting focus (an Uncommon Talisman) reduces the Arcane Power cost by 1.

Option: Skip Arcane Power: The GM may prefer to forgo tracking Arcane Power to reduce record-keeping. In this option, you roll to cast as normal. When a spell fails, you lose a point of Composure. When a character loses all Composure, they lose their ability to cast spells until they've recovered Composure. Composure lost due to spellcasting recovers at a rate of 1 Composure per 2 hours of rest or meditation. On a Spell Calamity, roll 1d3 (or 1d4) instead of 1d6.

Spellcasting

To cast a spell, a Spellcaster usually needs one free hand and the ability to speak magic words. A caster wielding a two-handed weapon is able to free their hand for the moment needed to cast and quickly resume their grip. A caster cannot normally cast a spell while wielding two weapons, however.

Casting a Spell is a Savvy +Career test and is a Major Action unless otherwise noted. The Difficulty is based on the spell's level. Cantrips are Moderate (+0), 1st Circle is Tricky (-1), 2nd Circle is Hard (-2), and 3rd Circle is Tough (-4) to cast. A magic wand, cane, staff, or holy symbol (an Uncommon Talisman) reduces the difficulty by 1.

Range: Range affects casting spells in the same manner as it does with Ranged attacks, giving a penalty to cast (or a bonus to the target's Defense, see page 177). Spells have Range Increments just like ranged weapons. Casting a spell at Point-Blank range confers no bonuses, however.

Success

If you succeed on the spellcasting roll, the spell works as intended and you pay the Arcane Power cost. On a Mighty Success, the spell works much better than intended, and you pay only half the Arcane Power cost (round down). Possible effects might include affecting double the usual number of targets, doubling the duration, adjusting the mechanical effects by +/-2, or doing +1d6 damage.

Failure

If you fail the spellcasting roll, the spell fizzles and nothing happens, but you still pay the Arcane Power cost. On a Calamitous Failure, you pay Arcane Power and something *terrible* happens. Here are some possibilities (and you can roll 1d6 to randomly determine which occurs if you like).

Spell Calamity Table	
1	Spell has opposite intended effect (GM decides)
2	Caster takes 1d3 damage per Circle of spell cast
3	Caster gains a new permanent Flaw (examples: Absent Minded, Cursed, or Unsettling)
4	Caster loses 1 Composure, Fortune, and Advantage or 2 of one.
5	Caster's current Arcane Power drained down to 0
6	Caster's maximum Arcane Power permanently lowered by 1



Defense Rolls & Spellcaster Spells

The introduction of the Spellcaster Career also coincides with a new concept—actively rolling Defense. Normally Defense is a passive Combat ability, but for ease of running magic spells it seems easier to have the targets roll Defense than have the spellcaster roll a separate attack roll for each individual target that might be affected. Do not add bonuses to Defense provided from weaponry or Dueling Styles to Defense Rolls against spells. However, if the target uses the Dodge Reaction, they can add this to their Defense against a spell.

Any spell that allows a Defense Roll can also be passed by spending 1 Fortune. If the Defense Roll succeeded in reducing damage, spending an additional Fortune results in a Close Call instead. Usually, the difficulty of a Defense Roll against a spellcaster's spell is based on the Career level of the spellcaster but might also be modified by range (instead of subtracting Range modifiers from the caster's attack, it is added to the target's Defense roll). So, a target at Long (-2) range would get +2 to their Defense roll. If no other modifier is listed in the spell's description, the Difficulty of the Defense roll is Moderate (0) for spells of the 1st Circle, Tricky (-1) for spells of the 2nd Circle, and Hard (-2) for spells of the 3rd Circle.

Pawns & Defense Rolls: As with explosives, instead of rolling individually for each Pawn, make a single roll, but use the Pawn's Competence + their total number. So, four Competence 2 Pawns would roll at +6. The number of Pawns saved by a successful roll is 1 +1 per point above the difficulty the roll was. So, if a group of Pawns succeeded by 1 more than the Difficulty, two would succeed.

Touching Unwilling Targets

Some spells have a range of Touch. Against an unwilling target, the caster rolls Daring +Brawl against the target's Defense to successfully touch them (this is a Major Action or part of the initial casting). This touch does no damage (it is not a punch, as this would ruin concentration on the spell). Unless the caster has a weapon in their other hand, they are considered unarmed.

Option: Improvised Magic

In some universes, magic is more free-form and just as any swordsman might attempt any Maneuver, any spellcaster might attempt any spell they could potentially learn, so long as it is of a Circle they are able to cast. If the GM approves the use of improvised magic, the Spellcaster can spend an Advancement Point to attempt to cast a spell of a Circle they can already cast. The difficulty of casting an improvised spell and the Arcane Power cost is increased by 2. The spell otherwise works as written. The Advancement Point spent casting an improvised spell (whether the casting succeeds or fails) counts towards officially learning the spell later on. So, if a Spellcaster cast an improvised Charm spell twice, they would have 2 Advancement Points out of the 5 needed to learn the spell, allowing them to finish learning the spell for 3 Advancement Points. The GM might decide that only certain types of Spellcasters can use improvised magic (like Psionicist, Clerics, or Druids).

Cones

Some spells affect an area listed as a cone. Unless otherwise stated, all sides of a cone are the same length. So a "20' cone" is 20' on every side.

Maintaining Spells

A Spellcaster can have several spells active at once. Maintaining one such spell is not too difficult, but each spell after the first with an ongoing duration (of less than a day) incurs a -1 penalty to cast more spells as it becomes harder to concentrate.

Recovering Arcane Power

Every hour of sleep or meditation will recover 2 Arcane Power expended by a Spellcaster. After a full eight hours of sleep, a Spellcaster will always fully recover their Arcane Power, even if they have expended more than 16.

Option: Quicker Arcane Power Recovery: If you want your campaign to have magic more frequently used, allow Spellcasters to recover up to half their Arcane Power if they can take at least ten minutes of rest. However, if you don't want to open the door to unlimited healing at the end of every scene, it is recommended that you don't allow Arcane Power spent for healing magic to be recovered in this way. You might also choose to designate some other spells that cannot be quickly recovered from.

Customizing Spells

You may choose to impose some specific flavor to your spells that make them unique. For instance, Push/Pull or Telekinesis might be a manifestation of wind or water. Near-Invincibility could be the result of a magical forcefield or the caster's skin turning diamond-hard. Normally this will not impact the way the spell works, but may in exceptional circumstances, like against a creature with a particular weakness or resistance to a particular force. You can rename the spell to indicate how you've customized it.

Limiting Spells: You may choose to impose a particular limit on a spell as well, such as having Beast Speech that only affects aquatic animals. When you do this, you should give the spell a custom name that makes the limitation clear. As long as the GM decides that the limitation makes the spell less useful, you can lower the AP needed to cast this spell by 1, to a minimum of 2.

Spells In Spaaace!

Because of the interplanetary nature of space opera, the limited range of many of the spells presented here may not seem like a good fit when in some movies a psionicist can use telepathy with people on other planets or crush the larynx of an enemy seen on a viewscreen on a distant starship. It is recommended that you use the existing ranges as the "normal" range for these abilities but allow for greater distances when dramatically appropriate. Call this "Dramatic Range" and inform a player when this is occurring. If Dramatic Range can benefit them, they can spend a Fortune Point or spend additional Arcane Power (+1 per Circle of spell used) to use it with one of their spells. The casting difficulty is also increased by 2. If Dramatic Range is used against the PCs, treat this as a Plot Twist and award them Fortune for it.

Similarly, Damage or Protection offered by a spell can be scaled up to be able to affect vehicles. The same Arcane Power or Fortune expenditure allows a spell to count as if it were equal size to the vehicle being targeted, up to a maximum Size equal to the Spellcaster's rank. The casting difficulty is increased by 2 + the Size of the vehicle.

Example: A character with Psionicist 3 can spend the extra 1 Arcane Power and increase the casting difficulty by 4 to manifest a Damage Bolt big enough to damage a Light Freighter with Size 2, but would be unable to produce an effect of Size 4 or greater.

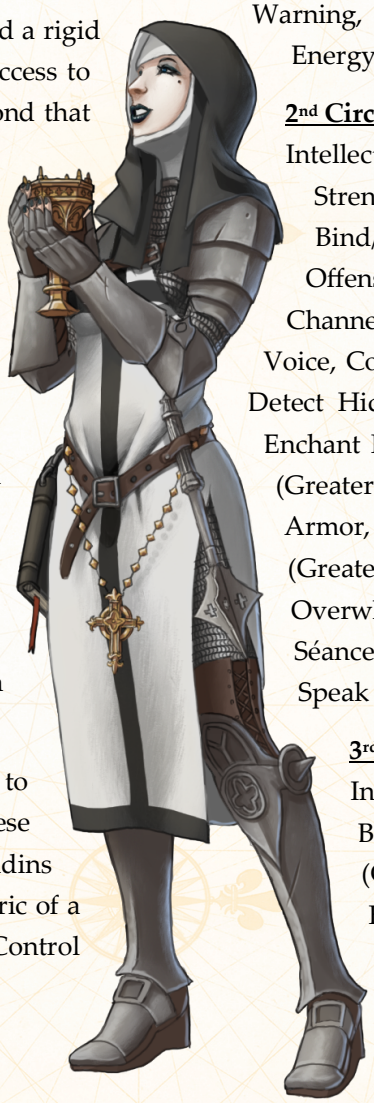
Spellcaster Archetypes

Cleric/Paladin

Clerics are an order of spellcasting priests while paladins are warriors who've taken monastic vows to fight on behalf of the faith and been granted some divine magic as well.

They cast spells by chanting a prayer to their deity. They need not make any gestures, allowing the caster to keep their hands free while casting. Because their magic works as a function of their devotion to their deity, they do not "learn" spells; they are *granted* spells by the deity. A cleric or paladin can learn any spell on their spell list as long as they have sufficient Advancement Points.

But clerics and paladins also must uphold a rigid standard of conduct to maintain their access to these spells. This requires devotion beyond that of faithful laity. Most orders have their adherents take vows (like poverty or chastity). An adherent who breaks their vows or in some other way shirks in their duty loses their spellcasting ability until they atone for this misdeed.



Related Career: Clergy or Healer

Casting Focus: A cleric or paladin can focus their casting through a holy symbol of their deity. This may be worn on a necklace or emblazoned on their shield or a tabard they wear. These foci will work so long as they are worn prominently.

Domains: Many holy orders are devoted to patrons of a particular domain. Treat these as Magical Specialties for clerics and paladins of that patron (see page 183). Thus, a cleric of a patron of fire would be able to learn the Control Fire spell.

Force of Personality

Instead of Savvy, the GM may decide that some Spellcasters (like Paladins and Telepaths) use force of will rather than intellect to use magic. If this is the case, use Flair instead of Savvy for Spellcasting rolls. The GM may also decide that all spellcasting using Flair instead of Savvy if they prefer.

Suggested Cleric/Paladin Spell List

1st Circle: Beast Speech, Bolster Defense, Calm, Channel Power, Energy Resistance, Find Sustenance, Focus, Gentle Fall, Healing Hands, Light Bearer, Mind Shield, Purify Rations, Repel Undead, Sense Life, Sense Magic, Sense Truth, Stagger, Translate Language, Unbreathing, Urgent Warning, Walk on Water, Weapon of Energy

2nd Circle: Awesome Courage, Awesome Intellect, Awesome Presence, Awesome Strength, Beautify, Bend Fate, Bind/Summon Creature, Bolster Offense, Break Spell, Calming Aura, Channel Power (Greater), Commanding Voice, Conjure Rations, Destroy Undead, Detect Hidden Dangers, Divine Location, Enchant Item (Lesser), Energy Resistance (Greater), Focus (Greater), Forcefield Armor, Fresh Air, Halt, Healing Hands (Greater), Linguist, Mind Trap, Overwhelm, Quiet, Resolve of Iron, Séance, See Invisibility, Sense Power, Speak Truth, Unfetter

3rd Circle: Animate, Banish Invader, Break Curse/Bestow Boon, Curse, Enchant Item (Greater), Forcefield Bubble, Geas, Healing Aura, Healing Hands (Miraculous), Move Water, Near-Invincibility, Nullify Magic, Obscure Detection, Resist Magic, Resuscitate

Druid/Shaman

Druids and shamans are priests devoted to the study and defense of the natural world. While druids and shamans are devoted to the gods and spirits of nature, they build no temples. While shamans often serve as a holy person to a tribe, druids tend to live away from society in natural places; the more awe-inspiring and remote the better. Rights and ceremonies are conducted according to natural phenomena, such as lunar phases, the solstice, equinox, or during an eclipse.

They cast spells by chanting magic words they learned from a nature spirit. Spirits may demand the completion of a task before they teach a new spell. Hand gestures are needed to cast most spells, but some even require dancing.

Related Career: Apothecary or Woodsman

Casting Focus: A druid or shaman can focus their casting through a talisman in the form of a staff, cane, or grasped necklace of natural materials.

Suggested Druid/Shaman Spell List

1st Circle: Augment Senses, Beast Passenger, Beast Speech, Calm, Charm, Channel Power, Concealing Shadows, Control Fire, Damage Bolt, Empathy, Energy Resistance, Find Sustenance, Fleet of Foot, Gentle Fall, Healing Hands, Heat Object, Obscuring Veil, Purify Rations, Push/Pull, Scale Sheer Surface, Sense Life, Sense Magic, Sentry, Sixth Sense, Teeth & Claws, Terrain Hazard (Minor), Unbreathing, Walk on Water, Weapon of Energy

2nd Circle: Awesome Courage, Awesome Intellect, Awesome Presence, Awesome Strength, Beautify, Bend Fate, Bind/Summon Creature, Body Passenger, Break Spell, Calming Aura, Channel Power (Greater), Charm Beast, Cloak of Injury, Commanding Voice, Conjure Rations, Crystal Clarity, Deft Departure, Divine Location, Enchant Item (Lesser), Energy Resistance (Greater), Expand Senses, Freeze Water, Fresh Air, Grasping Tendrils, Grow/Shrink Beast, Grow Plants, Healing Hands (Greater), Impair, Levitation, Liquid Form, Mist Form, Obscuring Shroud, Ongoing Injury, Quiet, Ruin Object, See Invisibility, Sense Power, Temperate Zone, Unfetter

3rd Circle: Animal Transformation, Animate, Aquatic Adaptation, Bestow Sentience, Change Weather, Earth Swim, Enchant Item (Greater), Geas, Healing Aura, Healing Hands (Miraculous), Move Water, Obscure Detection, Permanence, Resist Magic, Stasis, Strangling Tendrils, Terrain Hazard (Major



Wizard/Mage

One of the most archetypal spellcasters, wizards and mages learn to harness the metaphysical force that courses through creation known as "magic" via study and contemplation over the metaphysical "laws" that seem to govern the universe. A wizard learns to sculpt and wield magic through formulas of spoken words and hand gestures learned from studious memorization of arcane texts.

While they have arguably the largest and most powerful list of spells available, wizards and mages have the drawback of needing to learn their spells from another person or by reading them. Their spells are not granted by otherworldly beings; they must be sought out and committed to memory.

Related Career: Scholar or Magician

Casting Focus: A wizard or mage can focus their casting through a talisman in the form of a wand, staff, or cane.

Suggested Wizard/Mage Spell List

1st Circle: Augment Senses, Beast Speech, Charm, Channel Power, Concealing Shadows, Control Fire, Damage Bolt, Fleet of Foot, Gentle Fall, Grow/Shrink Object, Heat Object, Light Bearer, Lock/Unlock, Mark/Retrieve Object, Minor Glamour, Obscuring Veil, Push/Pull, Repair, Scale Sheer Surface, Sense Magic, Sentry, Slumber Trance, Stagger, Telepathy (Lesser), Terrain Hazard (Minor), Towing Dish, Translate Language, Unbreathing, Weapon of Energy

2nd Circle: Aura of Fear, Awesome Courage, Awesome Intellect, Awesome Presence, Awesome Strength, Bind/Summon Creature, Break Spell, Channel Power (Greater), Charlatan's Shift, Cloak of Injury, Commanding Voice, Craft, Crystal Clarity, Deft Departure, Divine Location, Drain Life, Enchant Item (Lesser), Expand Senses, Forcefield Armor, Freeze Water, Grasping Tendrils, Grow/Shrink Beast, Halt, Impair, Levitation, Lightning Reflex, Linguist, Liquid Form, Mist Form, Object Reading, Obscuring Shroud, Ongoing Injury, Overwhelm, Refraction, Ruin Object, Séance, See Invisibility, Sense Power, Telekinesis, Telepathy (Greater), Temperate Zone, Unfetter, Waking Dream

3rd Circle: Animate, Aquatic Adaptation, Bestow Sentience, Build, Change Weather, Curse, Destroy Object, Earth Swim, Energy Blast, Enchant Item (Greater), Flight, Forcefield Bubble, Invisibility, Major Glamour, Mind Sculpt, Mystic Sight, Near-Invincibility, Nullify Magic, Obscure Detection, Open Portal, Permanence, Resist Magic, Slumber Cloud, Stasis, Strangling Tendrils, Telekinesis (Greater), Terrain Hazard (Major)



Telepath/Psionicist

Telepaths or psionicists are practitioners of the higher powers of the mind. Rather than manipulating or serving as a conduit for some external supernatural force, telepaths harness power from within themselves through concentration.

Telepaths and psionicists need no magic words or gestures to exert their powers; they manifest as a result of intense concentration. They call their abilities "powers" or "talents" rather than spells for this reason.

How telepaths learn new powers may vary. For some, it may be an inherent talent that grows with time, allowing the telepath to learn new powers once they have Advancement Points to purchase them. For others, it may require a teacher or possibly even use of metaphysical texts to instruct the user in the proper techniques. How specifically it works should be up to the GM for their campaign.

Related Careers: Varies by setting (GM chooses two), but Mystic or Seer are relatively common.

Casting Focus: None.

Suggested Telepath Powers List

1st Circle: Augment Senses, Beast Passenger, Beast Speech, Bolster Defense, Calm, Charm, Channel Power, Damage Bolt, Empathy, Energy Resistance, Fleet of Foot, Focus, Gentle Fall, Healing Hands, Heat Object, Lock/Unlock, Minor Glamour, Mind Shield, Push/Pull, Scale Sheer Surface, Sense Life, Sense Psionics, Sense Truth, Sixth Sense, Slumber Trance, Stagger, Telepathy (Lesser), Translate Language, Unbreathing, Urgent Warning

2nd Circle: Aura of Fear, Awesome Courage, Awesome Intellect, Awesome Presence, Awesome Strength, Bend Fate, Body Passenger, Bolster Offense, Break Spell, Calming Aura, Channel Power (Greater), Charm Beast, Commanding Voice, Detect Hidden Dangers, Divine Location, Drain Life, Energy Resistance (Greater), Expand Senses, Focus (Greater), Forcefield Armor, Halt, Healing Hands (Greater), Levitation, Lightning Reflex, Linguist, Mind Trap, Object Reading, Ongoing Injury, Overwhelm, Refraction, Resolve of Iron, Séance, See Invisibility, Sense Power, Speak Truth, Telekinesis, Telepathy (Greater), Unfetter, Waking Dream

3rd Circle: Energy Blast, Forcefield Bubble, Healing Aura, Healing Hands (Miraculous), Invisibility, Major Glamour, Mind Sculpt, Mystic Sight, Slumber Cloud, Stasis, Telekinesis (Greater)

Psionics + Game Balance

For GMs wondering how to balance psionics against other types of magic, there are a few things to consider or options to use.

- Psionics cannot enchant objects, nor can they benefit from a casting focus or scrolls.
- In a setting where telepaths exist alongside wizards and clerics, you could balance their lack of need to use magic words or gestures against more intense concentration required. This might mean that a telepath cannot speak while concentrating on maintaining powers.
- Psionic powers often only affect living beings. A psionic power to become invisible or project an illusion would have no effect on robots or surveillance equipment. Likewise, undead creatures would usually be immune to many psionic powers.
- There are no other casters in the setting. This is a common trope in science fiction settings. In this setting, telepaths are the only equivalent of "magic", so there is no need to balance them. Or they may be the only *legal* type of spellcaster, with the other types outlawed and hunted for some reason.

Magical Specialties

Some spellcasters are especially adept at specific types of spells that fit a particular theme. These Magical Specialties comprise a short list of spells that fit the theme. A caster with that magical specialty can cast spells from that list even if they are not normally on the list for their casting type. If such spells are *already* on the caster's list, they cast those spells with a discount of 1 Arcane Power (to a minimum of 1). Further, mastering spells from the specialty list gives a discount of 2 Advancement Points (to a minimum of 3 Advancement Points).

A caster can have up to two Magical Specialties.

The downside of having a Magical Specialty is that it is harder to master other spells, increasing the Advancement Point cost by 1. If the caster has two Magical Specialties, the cost to master other spells is increased by 2.

Magical Specialties are a good way to represent certain fantasy archetypes as well without having to create new types of Spellcaster. A fantasy bard might be a mage with the Utility and Voice specialties for instance. Clerics or paladins of specific deities may likewise have specialties built on that theme. So a cleric of a sea goddess who is patron of sailors might have specialty in spells related to water and wind.

Creating Magical Specialties: The spell list for a Magical Specialty should add up to ten levels' worth of spells. For instance, one list might comprise six spells of the 1st Circle and two spells of the 2nd Circle. Another specialty list might comprise three spells of the 1st Circle, two spells of the 2nd Circle, and one spell of the 3rd Circle. When creating new specialties, the GM should ensure that this list makes sense as part of a theme. It is also better to favor weaker spells, as more advanced versions of already-known spells grant a discount to learn anyway.

Sample Magical Specialties

Air/Wind: 1st: Gentle Fall, Push/Pull (Wind), Unbreathing; 2nd: Fresh Air, Levitation; 3rd: Change Weather or Temperate Zone (pick one)

Cold/Ice: 1st: Damage Bolt (Ice), Energy Resistance (Cold), Terrain Hazard, Minor (Slippery, Frozen), Walk on Water, Weapon of Energy (Ice); 2nd: Freeze Water, Ongoing Injury (Cold)

Darkness/Doom: 1st**:** Concealing Shadows, Obscuring Veil (shadow), Stagger or Slumber Trance (pick one); 2nd: Aura of Fear, Mist Form, or Séance (pick one), Drain Life, Grasping Tendrils, or Impair (pick one); 3rd: Curse or Open Portal (pick one)

Earth/Stone: 1st: Bolster Defense, Damage Bolt (Stalagmite), Obscuring Veil (Dust), Minor Terrain Hazard (Mud: Sticky, Long-Lasting); 2nd: Crystal Clarity; 3rd: Earth Swim

Enchantment: 1st: Mark/Retrieve Object or Urgent Warning (pick one), Sense Magic; 2nd: Break Spell; 3rd: Geas or Nullify Magic (pick one), Obscure Detection, Open Portal, Permanence, or Resist Magic (pick one)

Fire/Heat: 1st: Control Fire, Heat Object, Energy Resistance (fire), Minor Terrain Hazard (painful, hot), Weapon of Energy; 2nd: Cloak of Injury (fire); 3rd: Energy Blast (fireball)

Illusion: 1st: Concealing Shadows, Minor Glamour, Obscuring Veil; 2nd: Refraction, Waking Dream, 3rd: Invisibility

Kinetic: 1st: Gentle Fall, Lock/Unlock, Push/Pull, Minor Terrain Hazard (forceful and mobile); 2nd: Forcefield Armor, Levitation, Telekinesis

Light/Good: 1st: Bolster Defense, Calm, Light Bearer, Weapon of Energy (radiant), Purify Rations; 2nd: See Invisibility; 3rd: Break Curse/Bestow Boon

Lightning: 1st: Damage Bolt (electric), Energy Resistance (electricity), Weapon of Energy (electric); 2nd: Cloak of Injury (electric), Ongoing Injury (electricity); 3rd: Energy Blast (lightning bolt)

Life: 1st: Channel Power, Find Sustenance, Healing Hands, Repel Undead, Sense Life; 2nd: Destroy Undead; 3rd: Resuscitate

Luck/Fate: 1st: Bolster Defense, Focus, Urgent Warning; 2nd: Awesome Presence or Bend Fate, Unfetter; 3rd: Break Curse/Bestow Boon

Mental Awareness: 1st: Empathy or Lesser Telepathy (pick one), Sense Truth, Sixth Sense or Urgent Warning (pick one); 2nd: Body Passenger, Divine Location, or Object Reading (pick one), Detect Hidden Danger; 3rd: Mystic Sight

Mental Power: 1st: Calm or Slumber Trance (pick one), Charm, Mind Shield; 2nd: Aura of Fear or Halt (pick one), Mind Trap; 3rd: Bestow Sentience or Mind Sculpt (pick one)

Nature: 1st: Beast Passenger, Beast Speech, Teeth & Claws, Minor Terrain Hazard (hornets: painful and mobile), or Sense Life (pick one); 2nd: Bind/Summon Creature (animal), Charm Beast, or Grasping Tendrils (vines) (pick one), Grow/Shrink Beast or Grow Plants (pick one); 3rd: Animal Transformation, Animate (tree), or Bestow Sentience (pick one)

Protection: 1st: Bolster Defense, Energy Resistance, Gentle Fall, Sentry, Urgent Warning; 2nd: Forcefield Armor or Unfetter (pick one); 3rd: Near-Invincibility, Forcefield Bubble, or Resist Magic (pick one)

Self-Mastery: 1st: Augment Senses, Fleet of Foot, Focus, Unbreathing; 2nd: Awesome Courage (or Intellect, Presence, or Strength; pick one), Lightning Reflex, Resolve of Iron

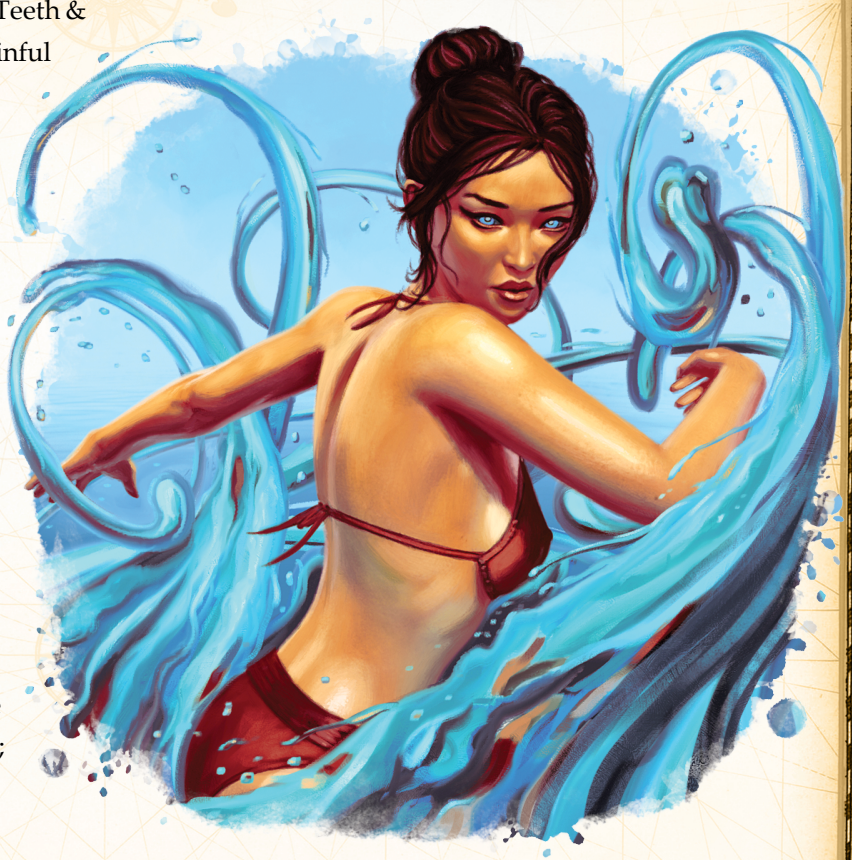
Transmutation/Conjuring: 1st: Grow/Shrink Object or Mark/Retrieve Object (pick one), Repair, Minor Terrain Hazard; 2nd: Conjure Rations or Grasping Tendrils (pick one), Craft; 3rd: Build or Major Terrain Hazard (pick one)

Utility: 1st: Fleet of Foot, Focus, Gentle Fall, Healing Hands, Light Bearer, Lock/Unlock, Minor Glamour, Purify Rations, Repair, Sense Magic

Valor: 1st: Focus, Weapon of Energy; 2nd: Awesome Courage, Awesome Strength, Bolster Offense, Resolve of Iron

Voice: 1st: Beast Speech, Calm or Stagger (pick one), Charm, Slumber Trance; 2nd: Commanding Voice or Halt (pick one), Linguist, Speak Truth

Water: 1st: Obscuring Veil (fog), Purify Rations, Minor Terrain Hazard (surf: forceful and mobile), Unbreathing, Walk on Water; 2nd: Freeze Water or Liquid Form (pick one); 3rd: Aquatic Adaptation or Move Water (pick one)



Spell Descriptions

Below are the descriptions of individual spells, broken up by which Circle of magic they fall under. The Arcane Power and casting difficulty are listed at the start of each Circle.

Each spell description begins with the spell's Range increment. If a Range says (Max), this means the spell does not use Range Increments, and instead has a fixed range.

Mastery explains the benefit of mastering that particular spell for the caster (in addition to the Bonus Die to cast and permanent +1 Arcane Power increase). If a choice is given, the caster may choose which Mastery effect to apply at the time the spell is cast.

The rest of the information on how the spell works is explained in the text of the spell description.

Cantrips

Arcane Power Cost: 1, Casting Difficulty: Moderate (0)

Cantrips are the most basic of spells that a Spellcaster can use and can be used even by a Spellcaster with rank 0 in the Career. They cannot cause, cure, or prevent damage, but are instead meant to be more utilitarian in nature. They can be used to trick or distract, but not to directly influence a person's mind. A cantrip can be used to light or snuff a campfire, make a glowing light like a candle, make a small object disappear in your palm and reappear elsewhere, make a low noise, or to move a small object a short distance. Cantrips have a wide range of possibilities, and these were just a few examples. There is no set list of cantrips, and the GM should feel free to let the player make up cantrips on the fly but may also veto a player's proposed cantrip. A downgraded variant of a 1st Circle spell could also inspire a cantrip. Cantrips usually only require a Minor Action to cast, but some may be Major Actions at the GM's discretion.

Spells Of The 1st Circle

Arcane Power Cost: 3, Casting Difficulty: Tricky (-1)

Augment Senses

***Range**: Self **Mastery**: Double duration*

This spell gives the caster the Keen Vision, Keen Hearing, and Keen Scent Boons for two hours. If the caster spends a Fortune Point to notice something, roll 1d6. On a 4-6, they may keep the Fortune Point.

Beast Passenger

***Range**: 10' **Mastery**: Duration extends to 1 hour*

The caster chooses an animal they can see within range. For one scene, they can perceive whatever the animal perceives with the acuity of the animal's own senses while the caster keeps their eyes closed.

Beast Speech

***Range**: Self **Mastery**: +2 hours duration*

This spell allows the caster to verbally communicate with animals for an hour. While others will hear barking, hissing, clicks, or other animal noises, the caster will hear the animal talking in their native language, and the animals will hear the caster's words in noises familiar to them. The spell does not confer extra intelligence or knowledge to the animals, so the caster will likely need to use simple words to get their point across. Nor does the spell compel animals to obey the caster or behave outside their nature, though being able to communicate with them does give the caster a Bonus Die to any rolls made to persuade animals.

Bolster Defense

***Range**: 10' **Mastery**: +1 more Defense and Protection*

This spell lets you improve the target's defenses against enemies and is especially effective against creatures of supernatural evil such as demons, undead, and Dark Sorcery. When you cast this spell, the target's Defense increases by +1 for a number of rounds equal to your Career, and they gain +1d3 Protection. Undead, demons, and Dark Sorcerers also have a Penalty Die on any attack or spell that would affect the target, and the target has +1d6 Protection instead of 1d3. The target also gets a

Bonus Die on rolls to escape or avoid the effects of an undead, demon, or Dark Sorcerer or their spells.

Calm

***Range**: 5' **Mastery**: Fully restores lost Composure or restores 1 Composure to up to four allies*

This spell allows the caster to counter the effects of terror, anger, and despair in themselves and one nearby ally. Recipients of the spell immediately recover 1 point of Composure lost due to emotional distress. For the duration of the spell, recipients also have a Bonus Die to resist Composure loss due to emotional distress and can Regain Composure by spending a Minor Action. The spell lasts five minutes per rank in the Spellcaster Career.

Charm

***Range**: 10' **Mastery**: Target has Penalty Die on their Defense test*

This spell allows the caster to make the target of the spell believe they are the faithful friend of the caster. The subject must be able to hear the caster, understand their language, and see into the caster's eyes. The target can roll a Flair +Defense test with a difficulty equal to the caster's rank to avoid the effect (with a Bonus Die if hostilities have begun). Charm cannot affect animals or monstrous beasts, only humans or human-like creatures. The caster gains a Bonus Die to any attempt to convince the subject of anything. The subject is also willing to answer any questions the caster asks. If the caster is threatened, the subject will defend them to the best of their ability (though they won't try to kill their existing allies, they would try nonlethal or verbal means to defend the caster). If the caster harms the subject, or by inaction allows the subject to be harmed, the spell ends; otherwise, it lasts for a day (but can be re-cast the next day to continue the effect).

Channel Power

***Range**: Touch **Mastery**: Zero Arcane Power needed to cast this spell.*

The caster gives access to up to 3 of their remaining Arcane Power (or 1 Composure for casting) to an ally they touch. This access lasts as long as the caster willingly maintains this touch.

Concealing Shadows

***Range**: Special **Mastery**: Area doubles to 10' radius*

This spell affects the caster and any allies who wish to be affected. The area of effect is a 5' radius per rank of the caster. The spell creates shadows that allow anyone affected to hide much more effectively, granting a Bonus Die to any Career tests to do so, or giving a Penalty Die to any attempts to notice a person hidden by the shadows. The spell only aids those who are actively hiding. If a recipient of the spell attacks, or does something else to call attention to themselves, or is noticed, the effect ends for that person. The spell lasts for one scene.

Control Fire

***Range**: 20' **Mastery**: Radius increased to 20'*

For one scene, the caster can increase or decrease the intensity of a fire they can see within range by one level as a Minor Action as long as the fire has fuel to burn. Reducing a fire below 1 damage per round extinguishes the flames. The area that can be affected is a 10' radius. Instead of adjusting the fire's intensity, the caster can make the fire move or spread within the area.

Spellcaster Spells + Black Magic

If your campaign will also feature Dark Sorcerers, they can also use spells made for the Spellcaster (many begin as such, and Spellcaster spells are less taxing to cast). You may also use Spellcaster spells as a template for new black magic spells. Slightly increase the damage inflicted, or alter the effect to be more malevolent. A black magic version of "Channel Power" might be able to steal Arcane Power, for instance.



Damage Bolt

***Range**: 50' **Mastery**: Damage is 1d6+1 per bolt*

You can launch bolts of magical damage at your enemies. When you learn this spell, designate the type of damage (fire, electricity, cold, force, acid, steam, thorns, poison, etc.) that comprise your bolts. When you cast the spell, a number of damage bolts equal to your Career appear hovering at your side. You normally fire one per round, doing 1d6 damage with a 50' Range Increment. You attack by rolling Savvy +Ranged and your Damage Bolts are so accurate you gain a Bonus Die to hit. You can split your action to launch more than one bolt at a time, but only the first one receives a Bonus Die to hit. Unused bolts dissipate at the end of a scene.

Divination as Magic + Psionics

You may recall that *Honor + Intrigue* already has rules for magic used to predict the future or learn information about people called "Divination" (see *Honor + Intrigue* page 187). There are some spells that augment this ability, but none directly replace it.

While originally conceived specifically for the Magician or Astrologer Career, Divination could be reskinned to work for any variation of the Spellcaster Career. A Telepath may experience psychic visions or see auras. A Cleric may pray for guidance or have prophetic dreams. How the user manifests the ability is less important than what it is capable of.

The key abilities it grants are "Soothsaying" which allows the user to either spend Fortune on behalf of an ally or deny Fortune to an enemy, the ability to interpret omens, and Fortune Telling.

The GM can also choose this as a way to feed supernatural information to the player without the player deliberately using a specific spell. The information is more general, but the PC doesn't have to do anything to receive it. For instance, "Sense Magic" gives specific information to the PC when they want it; but if the GM wants to simply tell the player "you sense a powerful evil emanating from the box" that would be a good way to use the Divination power to further the story and give the players a hint. The player might decide that it would be a good time to cast "Sense Magic", for more information.

When rolling for Divination, use the Spellcaster Career or the Related Career, whichever is lower.

Empathy

***Range**: 50' (Max) **Mastery**: Duration extended to 1 hour*

The caster is able to sense the emotional state of living beings within range for one scene. Anybody unwilling may make a Defense test adding Savvy or Flair (whichever is higher) against the caster's rank. If successful, their emotions are unreadable.

Energy Resistance

***Range**: Touch **Mastery**: +3 hours duration or affect two targets*

You may make an ally or yourself especially protected against a particular type of harm, which is chosen when you learn this spell and added to the title in place of "Energy". Possible choices include Heat, Cold, Electricity, Acid, Radiation, etc. The subject of the spell gets a Bonus Die to any roll to resist the effects of this type of harm and has 1d6+1 Protection against damage caused by it and is not made uncomfortable by ambient amounts of the energy type. The benefits last for 1 hour. You may learn this spell multiple times. Each time it applies to a different type of energy.

Find Sustenance

***Range**: 500' (Max) **Mastery**: +500' to range*

For one scene, the caster can sense nearby edible plants, game animals, and sources of drinkable water within range.

Fleet of Foot

***Range**: Self **Mastery**: Duration increased to 1 hour*

You invigorate your body to run and jump much further than you normally can for one scene. Your movement speed increases by 20' and you can use up to half your movement speed in a single horizontal leap, or a quarter of your move speed leaping vertically. You get a Bonus Die on all Task Rolls that involve running, jumping, swimming, or climbing including Footwork. Balancing gives you no penalties. This stacks with the benefits of Born Athlete or mastered maneuvers.

Focus

***Range**: Self **Mastery**: Affect one ally who can see and hear the caster instead.*

This spell is a Minor Action to cast. The caster takes a calming breath and concentrates. If successfully cast, the caster gains a Bonus Die on their declared Task Roll. The difficulty to cast this spell is the same as that of the Task Roll in question.

Gentle Fall

***Range**: Self **Mastery**: Caster can affect allies within 20 feet, up to four total*

This spell can be cast as a Reaction (instead of as a Major Action) whenever the caster finds themselves falling from a great height. The caster and up to two additional people who are holding the caster slow their falling speed to 30' per round, gently touching down on the ground without taking any damage.

Grow/Shrink Object

***Range**: 10' **Mastery**: Permanence costs 3 Advancement; can resize magical objects to fit .*

The caster causes a nonmagical object up to 5' in any dimension to grow up to double in dimensions and increases its mass and volume by a factor of eight. Inversely, an object can be shrunk down to half its dimensions and one-eighth in mass and volume. An object worn or held by an unwilling target adds that target's Defense to the difficulty to cast this spell. It cannot be used to damage an object or its wearer. For minor adjustments (like making clothing fit) the spell can be permanent. For more significant changes, the spell lasts for one hour or can be made permanent by paying 5 Advancement Points. If the object is broken (or melted down), the spell is broken and the object shrinks to its original size. Enlarged food will satisfy hunger but provides very little nourishment. It is worth noting that casting this spell on mediums of exchange, such as gold and gems, is considered a form of counterfeiting, which would be very severely punished (and very easily discovered).

Healing Hands

***Range**: Touch **Mastery**: Heal two targets or heal 4 Lifeblood instead of 1d3.*

The caster lays their hands on a wounded target and fills them with healing energy. The target recovers 1d3 Lifeblood.

Heat Object

***Range**: 20' **Mastery**: Bonus Die to damage roll*

The caster points at an object they can see, and it begins to fill with intense heat. If the object is worn or held by a creature, add their Defense to the difficulty to cast this spell. Unattended objects are automatically affected. For one round per rank of the Spellcaster, the object takes 1d2 damage from intense heat, as does anything touching the object. This will ignite nearby flammable objects once it has dealt 4 damage.



Light Bearer

***Range**: Special **Mastery**: Blindness does not affect allies, Bonus Die to blindness duration*

With this spell, you bring light to the darkness, as brilliant as the day or as subtle as a candle. This spell is mainly used by adventurers to light the way in dark ruins or wilderness. The light can create bright light as large as a 50' radius, and then Very Dim in an additional 100' radius and can either move with the caster or be fixed to an object or location. It lasts for a day, or until it is expended. The caster can choose to expend the spell in order to blind enemies in a dazzling flash of light. This has a range increment of 30' and affects all targets within as large as a 15' radius. Every target in the area must roll a Flair +Defense test, with a difficulty equal to the caster's Career, getting a bonus to the roll based on their Range from the caster (roll for Pawns as a group). Creatures may add +1 to their roll per 10 Lifeblood over 10. Those who fail are stricken blind for 1d6 rounds. Undead creatures have a Penalty Die to their Defense test.

Lock/Unlock

***Range**: 10' **Mastery**: Bonus Die to unlock, +1 day duration to lock*

This spell causes an unlocked door, chest, or similar object to become magically sealed shut, even if the object in question normally has no lock on it at all. Destroying the object by hacking it with an axe might work, but the object gains +1d6 Protection against this. Forcing the object open requires a Demanding (-6) Might +Career (such as Ruffian) test, assuming it can be pushed open with brute force. Opening an object such as a chest cannot be forced with a Might test. Forcing an object open does not end the spell, and the object will shut itself and lock again almost immediately upon being forced open. The Lock spell lasts for a day, and the duration can be extended an additional day by spending an additional point of Arcane Power.

The Unlock spell is the reverse of Lock, and they are always learned together. The Unlock spell allows the caster to roll a Savvy +Career test to open any locked object. If the object is locked by normal means, the difficulty of this test is reduced by one category (with an Easy lock automatically opening). If the object is locked by magic, the difficulty is equal to the rank of the caster who locked it (whether it was a Spellcaster casting Lock, or a Magician crafting a talisman to hold the door shut).

Mark/Retrieve Object

***Range**: Touch **Mastery**: You may have up to 1 object marked per rank in Spellcaster Career*

When cast as a Major Action, the caster can magically mark a nonmagical object that they can carry in one hand. They may have one such object marked at any given time, and a mark cannot supersede that of another caster. This spell can be cast as a Minor Action to retrieve a marked object, materializing it into the caster's hand, so long as they are on the same world as the marked object.

Minor Glamour

***Range**: 20' **Mastery**: Penalty Die to first Defense test or illusion can be up to Huge size*

The caster creates a small-scale illusion that can be seen, heard, smelt, and even felt by those within the vicinity. Everyone can roll Savvy +Defense to realize that the Minor Glamour is not real, rendering it translucent to them, though they will continue to perceive it. If they touch, shoot, or in some other way physically interact with the illusion, they may roll another Savvy +Defense roll, this time with a Bonus Die. In addition to making an illusion appear in empty air, the caster can instead choose to use Minor Glamour to disguise an existing creature or objects as something else (but if they have Distinctive Appearance, this is expressed in any disguise). The Minor Glamour spell lasts for 1 round +1 round per rank in the Spellcaster Career when the spell is cast or active during combat. If cast outside of combat, it lasts for a scene (or until a combat ensues, in which cast it lasts a few additional rounds, as above). The Minor Glamour can be used to represent a single creature or object of up to Medium size. If it is used to inspire fear, it has a Terror rating of 1.

Mind Shield

***Range**: Self **Mastery**: Double Duration*

The caster must meditate for ten minutes when they cast this spell. For four hours, any attempt to invade or influence their mind has a Penalty Die. If the caster must roll to resist such an effect, they get a Bonus Die. This spell does not require the caster to maintain concentration while it is active.

Obscuring Veil

***Range**: 10' **Mastery**: Radius is 15'*

For 2d3 rounds, the caster fills a 10' radius bubble with something that obscures vision, like darkness or dense fog (choose when this spell is learned). The area is treated as Very Dim Light. This applies to those inside the area as well as those looking in from the outside. Magical light (for darkness) or wind (for fog) will disperse the spell early.

Purify Rations

***Range**: 10' (Max) **Mastery**: Double the range to 20'*

Food and water within range of this spell are cleansed of poison, insects, and disease and are safe to eat or drink. Spoiled food becomes edible again.

Push/Pull

***Range**: 10' **Mastery**: Bonus Die to shove, doubles distance object can be moved*

This spell allows the caster to push or pull a person or object with a sudden burst of force. When used to push, it acts as the Shove/Trip maneuver, substituting the caster's Career rank for Brawl and their Savvy for Might. It only uses a Minor Action to cast. Unlike Shove/Trip, this can be used with a 10' Range Increment. Against Pawns, they can affect an entire group at once. When used against a light unattended object (like a weapon), the object can be moved a number of feet equal to the roll to cast the spell in a general direction (the caster cannot pull an

object right into their hand, but they can pull it generally towards them). A heavy object can be knocked over, but not otherwise moved.

Repair

***Range**: 5' **Mastery**: Bonus Die to rolls made to repair or heal*

The caster can repair a broken object with ease, accomplishing a number of hours' worth of repair work in a few minutes. The number of hours' worth of repairs is equal to the caster's rank in the Spellcaster Career. For most simple objects, simply casting the spell successfully guarantees success. For inventions and contraptions, however, this spell does not provide the requisite knowledge to make the repairs, it simply speeds the time required to make them. The caster will still need the appropriate rank in Scholar Career (or have a scholar telling them exactly what to do using their own Career rank). The caster can substitute their rank in Spellcaster for the Craftsman Career to magically make the repair rolls. This spell does not grant the caster any Craft Points. Repair can also be used to heal robots or other mechanical creatures of 1d3 lost Lifeblood.

Repel Undead

***Range**: 15' (Max) **Mastery**: Targets have Penalty Die to Defense Roll or range increases to 20'*

Every undead creature within range must roll a Savvy +Defense test, with a difficulty equal to the caster's Career (roll for Pawns as a group). Targets may add +1 to their roll per 10 Unlife over 10. Those who fail panic and flee to exit the spell's range. They must spend their turn fleeing until they get sufficiently far from the caster. While within the spell's range, panicked undead are At a Loss. The spell lasts 1 round per rank of the caster and the effect moves with the caster. A panicked undead that is attacked is no longer affected. If the caster attacks, the spell ends. The caster can spend a Major Action to compel undead within range that previously succeeded on their Defense test to resist this spell to try again.

Scale Sheer Surface

***Range**: Self **Mastery**: Duration increased to 1 hour*

The caster can climb any surface, no matter how smooth at the same speed they normally move. The difficulty of any Task Roll to climb is reduced by 3. If this reduces the difficulty to 0 or less, the caster automatically climbs the surface without rolling. If the difficulty is still 1 or higher, the caster rolls, but gets a Bonus Die. If the caster falls, and a vertical surface is within arm's reach, they can use a Reaction to grab on and halt their fall after only dropping 20'. If the caster is in a chase, give the caster two Bonus Dice to any roll involving climbing. This spell lasts for a scene.

Sense Life

***Range**: 100' (Max) **Mastery**: Duration increased to 4 hours or range is doubled.*

For one hour, the caster can detect the presence of living things within range, even if they are hidden from view (though not if they are magically invisible). The caster senses that living organisms exist within range (not distance or direction), what kingdom (animal, plant, fungi), size, and roughly how many (one, a few, dozens, hundreds, etc.).

If the caster focuses on a particular lifeform that they can see within range, they can learn more about it. They can determine its species, age, and health (including current and maximum Lifeblood). For animals or plants, it will tell whether it is dangerous, if it is edible, or any special properties it might have. The spell does not see through magical disguises, nor does it affect undead creatures.

While the spell does not detect dead creatures, it can be used to examine a dead one, including a general cause of death. This spell is very useful when foraging for food or alchemical ingredients, granting a Bonus Die for any such roll. It also gives

a Bonus Die to any Physician/Healer Task Roll to diagnose or treat a medical condition.

Sense Magic

***Range**: Line of Sight **Mastery**: Bonus Die to learn about magic or find hidden magic*

This spell allows the caster to sense the presence of magic in any form within the range of their usual senses. Anything the caster can *already* see will be surrounded by a faint aura if it is affected by magic. The aura will also indicate the type of magic affecting it, whether it is Dark Sorcery, alchemy, a talisman, soothe-saying, or the spell of another caster. The caster can make a Hard (-2) Savvy +Career test to learn something specific about the magic (it's general purpose or its level of strength). Invisible things or items that are concealed from view cannot be found via this spell. If the magic has been deliberately hidden, the caster will need to make a Savvy +Career test against the Career of the opposing caster. The spell lasts for one scene.

Sense Psionics

***Range**: Line of Sight **Mastery**: Bonus Die to learn about psionics or detect hidden psionics*

This works the same as Sense Magic but detects psionic abilities instead of magical ones.

Sense Truth

***Range**: Self **Mastery**: Duration is one scene*

The caster gains increased ability to discern truth from lies for 1 round per rank. The difficulty of any attempt to deceive the caster is increased by 2. Anytime the caster must roll to determine if what they hear is truthful, they may add +2 to the roll.

Sentry

***Range**: 20' (Max) **Mastery**: Increase range to 30' or allows only the caster to hear the alarm or allows the alarm to be heard from 500 feet outside its range.*

The caster wards the area within range of the spell. If any new person or creature enters the warded area a loud alarm will sound inside the warded area (it cannot be heard outside). The caster can set the Sentry spell to ignore small creatures like rodents or birds. The Sentry remains active for eight hours.

Sixth Sense

***Range**: Self **Mastery**: Double duration, can also sense when an ally within 50' is in danger.*

The caster must meditate for ten minutes, after which they gain a greater awareness of their own safety for the next six hours (this does not require maintaining concentration). When they are in *immediate* danger, they get a bad feeling. The caster gains a Bonus Die on rolls to avoid being surprised and Initiative. They have half the usual penalties when unable to see (round down). The caster can also Parry ranged attacks with a melee weapon (and an energy blade can also Riposte blaster bolts).

Slumber Trance

***Range**: 30' (Max) **Mastery**: Affect twice as many targets or impose Penalty Die to Might +Defense roll.*

This spell allows the caster to make one creature that can see and hear them lull into a sleepy trance. If the target is not currently in a combat situation, they must roll Might +Defense against a difficulty based on the caster's Career. Creatures with 20 or more Lifeblood get a Bonus Die to this roll and undead and mindless creatures are immune. Instead of targeting a single creature, the caster can choose to target a group of up to five Pawns or small creatures of 5 Lifeblood or less. If they fail, they fall asleep and remain asleep for 2d6 hours unless they are roused by extremely loud noise or somebody spending a Major Action shaking them. A caster may also use this spell to suddenly rouse targets from sleep (essentially as a reversal of this spell).

If the target is in combat, or has just been roused from sleep, they must roll a Might +Defense test as above. If they fail, they feel lethargic for the next 1d3 hours, increasing the difficulty of all Task Rolls and Combat rolls by 2, and reducing movement speed to half. As above, Pawns or small creatures can be targeted as a group up to as many as five.

Stagger

***Range**: 20' **Mastery**: Area becomes 10' radius*

The caster causes some effect that hinders the target of the spell for one scene or until they shake it off. The effect takes place in a 5' radius within range. When the caster learns this spell, they decide what the staggering effect will be. Pain, weakness, noise, numbness, confusion are all examples of effects that can be used to Stagger (and the caster should rename the spell appropriately). The effect determines what Quality is used with Defense to resist it (the GM and player will work this out). The difficulty is the caster's rank.

Targets that fail the Quality +Defense test lose 1 Composure. Staggered targets can shake off the effect by spending a Major Action or Yielding Advantage on their turn. A target that loses all Composure is also At a Loss. Multiple castings of this spell are cumulative.



Teeth & Claws

***Range**: Self **Mastery**: Cast as a Minor Action, choose 2 abilities, or extend duration to 1 scene*

This spell allows the caster to transform their body and gain natural weapons like that of a fierce animal or magical beast. Despite the name, these may consist of horns, hooves, tails, etc. in addition to claws and teeth. For 2 rounds per rank in Spellcaster, the caster gains one of the following abilities:

- Claws and Teeth (You now have powerful claws doing 1d3 dmg, and a bite that does 1d6-1. If you split your action to attack with both claws, and both hit, you may make a bite attack for free with -2 to hit).

- Venomous Bite/Stinger (Your bite or sting is a Daring +Brawl attack that does 1d3+1 damage. In addition, the victim has been injected with venom. Each round, the victim must make a Hard (-2) Might test or lose 1 Lifeblood. Once a victim has successfully avoided damage, the poison has run its course and the effect ends).

- Hooves (Your run speed increases by 10 feet. Your hooves do 1d6-1 dmg. If you split your action to attack with both hooves, and both hit, you may make a free Shove/Trip against that target).

- Infectious Bite (Your bite is a Daring +Brawl attack that does 1d3+1 damage. In addition, roll a d6 whenever you bite someone. If the result is a "6" that victim is weakened by illness that causes them to lose 1 Composure for 1d3 days).

- Horns/Tail (You can headbutt or tail slap for 1d6-1 damage with a Daring +Brawl attack. If you caused damage, your target has a Penalty Die on their next attack, Reaction, or Initiative Roll).

If the caster already has natural weapons, they may instead use the spell to give themselves +1 to hit and damage with them for the duration.

Telepathy, Lesser

***Range**: 50' (Max) **Mastery**: Duration extended to 1 hour or range is doubled*

This spell allows the caster to open telepathic communication with people they can see within range for one scene. The spell only affects willing people the caster chooses. Anybody affected can hear the caster's thoughts that are deliberately broadcast, and the caster can hear thoughts that are deliberately broadcast back. The caster cannot invade their private thoughts or memories, nor can they accidentally hear the caster's. In essence, this simply allows those involved to silently carry on a verbal conversation with willing participants.

Terrain Hazard, Minor

***Range**: 10' **Mastery**: Area becomes 5' radius*

When the caster learns this spell, they choose a specific type of terrain hazard they can produce, and then rename the spell accordingly. The spell covers the ground in a 5' diameter (or fills the air above it) in something that makes the area difficult to traverse (treat every foot moved through this area as an extra foot of movement). Everyone standing in or moving through the area must make a Hard (-2) Footwork test or suffer a secondary effect depending on the type of terrain.

- Slippery: Fall prone to the ground. Rolls to balance, hold, or climb are at a Penalty Die. Everyone still on their feet in this area is balancing (see *Honor + Intrigue* page 70).

- Sticky: Stuck to the ground and At a Loss. A Tricky (-1) Might test is needed to become unstuck as a Minor Action. Falling prone in this area increases the difficulty to Hard (-2).

- Painful: Take 1d3 damage.

- Forceful: Move to the edge of the area. The caster decides if it is a specific side, or just the nearest outside edge. A Tricky (-1) Might test is needed to remain standing or fall prone.

The Terrain Hazard will last 1 round per rank of the Spellcaster, but this can be modified by one of the following tertiary properties, which also depend on the terrain type.

- Hot: Targets must make a Tricky (-1) Might test or lose 1 Composure due to intense heat. Feels the Heat Flaw gives a Penalty Die to any tests to resist or escape the area. Ice, cool water or extreme cold will end the spell in any area it touches.

- Frozen: Targets must make a Tricky (-1) Might test or lose 1 Composure due to cold. Feels the Cold Flaw gives a Penalty Die to any tests to resist or escape the area. Fire or intense heat will melt any affected area it touches, ending the spell in that area.

- Flammable: If touched by fire, everyone within the Terrain Hazard takes 1d6+1 damage and the spell ends. A Hard (-2) Daring +Defense test can be made for half damage. Anybody who takes 4 damage or more is set on fire.

- Long-Lasting: The Terrain Hazard remains in place for 1d3 additional rounds.

- Mobile: The Terrain Hazard can be moved up to 10' by the caster as a Minor Action. Its duration is halved (round up).

There are many possible types of Terrain Hazard you can make. Here are a few examples: stalagmites (painful and long-lasting), swarm of hornets (painful and mobile), ice sheet (slippery and frozen), oil slick (slippery and flammable), tar pit (sticky and flammable), snow drift (sticky and frozen), brambles (painful and flammable), hail storm (painful and frozen), surf or gale (forceful and mobile), or blizzard (forceful and frozen), geyser or sandstorm (forceful and hot), hot coals or flames (painful and hot).

Towing Dish

***Range**: 5' (Max) **Mastery**: Double Duration*

This creates a dish of force that can carry up to 100 lbs. per rank. It floats behind the caster for 4 hours.

Translate Language

***Range**: Self **Mastery**: Duration is 4 hours*

For one hour, the caster is able to read and understand one language fluently specified at the time of the casting. It does not give the power to speak the language. This does not aid the caster in decoding secret messages nor explain the meaning of idioms, only literal translation of a language.

Unbreathing

***Range**: Self **Mastery**: Double Duration*

The caster does not need to breathe for 1 minute per Career rank in Spellcaster.

Urgent Warning

***Range**: 20' **Mastery**: Affects two allies*

This spell can be cast as a Reaction whenever a nearby ally of the caster is in danger. Once cast, treat it as though the affected ally had spent a Fortune Point to reduce or evade the danger. Any subsequent effects, such as partial damage, a Close Call, etc. will affect the target as normal.

Walk on Water

***Range**: Self **Mastery**: Duration is 1 hour*

For one scene, the caster can walk on water as if it were solid ground. The caster can also walk on ice and snow without slipping or sinking.

Weapon of Energy

***Range**: Touch **Mastery**: Duration extended to 1 hour*

This spell forms a melee weapon out of pure energy for the caster to wield or sheathes an existing weapon in an aura of that energy (without harming the weapon). When the caster learns this spell, they declare what form the weapon takes and what sort of energy it can produce and rename the spell accordingly. So, "Whip of Lightning" or "Saber of Flame" are example forms this spell could take. This weapon does the same damage as a normal weapon of its type +1d3. When a 3 is rolled on this extra damage die, the target is either set aflame or loses 1 point of Composure (decide when the spell is taken which effect this shall be). This spell lasts one scene.



Spells Of The 2nd Circle

Arcane Power Cost: 4, Casting Difficulty: Hard (-2)

Aura of Fear

***Range**: Self **Mastery**: Double duration*

For 1d3+1 rounds, the caster becomes terrifying to anybody who sees them or hears their voice. The caster gains a Terror rating equal to their rank in the Spellcaster Career. Anybody with the Phobia Flaw reacts to the caster as if they were the phobia.

Awesome Courage

***Range**: Self **Mastery**: Duration is 2d3 rounds*

The caster increases their Daring by 1 and gains a Bonus Die to all Daring tests. The effect lasts 1d3+1 rounds. When the spell ends, the caster loses 1 Composure and 1 Advantage as they suddenly feel very tired.

Awesome Intellect

***Range**: Self **Mastery**: Duration is 2d3 rounds*

The caster increases their Savvy by 1 and gains a Bonus Die to all Savvy tests. The effect lasts 1d3+1 rounds. When the spell ends, the caster loses 1 Composure and 1 Advantage as they suddenly feel very tired.

Awesome Presence

***Range**: Self **Mastery**: Duration is 2d3 rounds*

The caster increases their Flair by 1 and gains a Bonus Die to all Flair tests. The effect lasts 1d3+1 rounds. When the spell ends, the caster loses 1 Composure and 1 Advantage as they suddenly feel very tired.

Awesome Strength

***Range**: Self **Mastery**: Duration is 2d3 rounds*

The caster increases their Might by 1 and gains a Bonus Die to all Might tests. The effect lasts 1d3+1 rounds. When the spell ends, the caster loses 1 Composure and 1 Advantage as they suddenly feel very tired.

Beautify

***Range**: Touch **Mastery**: Duration increases to 2 days or permanent for 7 Advancement Points.*

The caster can either give the Attractive Boon or remove the Unsettling or Distinctive Appearance Flaw from the target. The effect normally lasts for 1 day. The caster can choose to make the spell permanent, but the target must still pay 10 Advancement Points, (the caster may contribute some of their own Advancement Points if they wish). These Advancement Points can be paid gradually, as the target's appearance slowly changes. The full benefits do not manifest until the Advancement Points are fully paid.



Bend Fate

***Range**: 20' **Mastery**: Sacrifice a Minor Action to cast*

This spell can be cast as a Reaction when the caster witnesses an ally fail a Task Roll. Casting the spell sacrifices a Major Action, taken outside of the caster's own turn. The target's player may reroll the dice, keeping the better result.

Bind/Summon Creature

***Range**: Touch **Mastery**: +20 Lifeblood to maximum total of bound creatures.*

This spell allows the caster to bind a creature to their service and magically summon it at some later time. What sorts of creatures and how they may be bound varies by magical traditions. Some will only strike a bargain with a willing creature. Some attempt to bind a defeated creature which agrees in exchange for being spared. Some will even attempt to bind the spirit of a recently killed creature by offering it the chance to live again while it is summoned. Some may only bind or summon animal spirits. Others may only bind or summon elementals, etc. The GM may declare that there are some creatures that cannot be bound by this spell. The GM and the player should work out the parameters of how this spell is intended to work for the PC.

If a creature resists the caster's attempt to bind it, a battle of wills ensues between the caster and the target. When the spell is cast, and then each round on the caster's turn, the target may roll Savvy, Flair, or Terror (use whichever is highest) +Defense against a difficulty of the caster's level. The target can add +1 for every 10 Lifeblood over 10 that it has to this roll. If the target succeeds two times, it resists the binding and is immune. If the target fails two times, the target is bound and the caster can summon them later. While the spell is active, the caster can spend a Major Action to give the target a Penalty Die on their roll to resist. The target can also spend a Major Action (or one attack if it is a monster) to give itself a Bonus Die to resist.

The caster may have no more than 10 Lifeblood of creatures per rank in Spellcaster bound at any given time. A caster can bind many smaller creatures but can have no more than a total of two creatures per rank bound at any given time. So, a character with Spellcaster 4 could have up to eight creatures bound at any given time, whose total Lifeblood cannot exceed 40.

Creatures with 5 Lifeblood or less can be summoned in groups of the same creature type. The number of creatures in such groups cannot exceed the Spellcaster's rank. Each such creature must have been bound individually by the caster (they are not simply duplicates of the original).

Summoning a creature simply requires casting the spell again and declaring which creature the caster wishes to appear (either a single larger creature, or a group of smaller ones). The summoned creature materializes adjacent to the caster. Once a creature has been summoned, the caster can allow it to remain in the world indefinitely. However, the Arcane Power spent to summon the creature cannot be recovered while the creature is summoned. Any or all summoned creatures can be dismissed with a Minor Action. The summoning also ends if the creature is slain while in the caster's service.

Summoned creatures can understand and will obey the caster's commands to the best of their ability while they remain in the world. If the caster mistreats the creature or allows it to be killed, it will become angry with the caster and resist the next time the caster attempts to summon it. The caster must repeat the battle of wills the next time they attempt to summon the creature. If the caster fails, the creature has freed itself from service and cannot be summoned anymore. The caster can also choose to release a creature from service at any time.

Body Passenger

***Range**: 10' **Mastery**: Duration extends to 1 hour*

The caster chooses a person or other sentient creature they can see within range. For one scene, they can perceive whatever the target perceives with the acuity of the target's own senses while the caster keeps their eyes closed. The spell does not give the caster insight into the target's thoughts, only what they perceive.

The target of the spell may make a Savvy +Defense roll against the Spellcaster's rank to realize something is wrong; they will sense they are being watched. Creatures with 20 Lifeblood or more get +1 to their Defense roll per 10 Lifeblood over 10.

Bolster Offense

***Range**: Touch **Mastery**: Double duration or affects two targets*

This spell makes the target a mighty warrior, especially against supernatural evil such as demons, undead, and Dark Sorcerers. When cast, the target's Brawl, Melee, and Ranged increase by +1, and they do +2 Damage with all attacks that normally cause damage. This lasts one round per rank of the caster. Against undead, demons, and Dark Sorcerers, the target also gains a Bonus Die to all attack rolls and does +4 Damage instead of +2.

Break Spell

***Range**: 20' **Mastery**: Affects two spells or up to four targets of one spell*

The spell allows the caster to immediately end one spell of their choice on one target. Instead of the usual difficulty to cast this spell, use the rank of the Spellcaster, Magician, or Sorcerer who created the spell that is being broken. If the targeted spell is a permanent effect, Break Spell will only temporarily suppress it for a day unless the caster invests Advancement Points. The cost is 5 Advancement Points +5 per level of permanent spell being permanently broken.

Calming Aura

***Range**: 20' (Max) **Mastery**: Range increased to 40'*

This spell allows the caster to counter the effects of terror, anger, and despair in themselves and every ally within range. Recipients of the spell immediately recover all Composure lost due to emotional distress. In addition, for the duration of the spell, recipients also have a Bonus Die to resist Composure loss due to emotional distress and can Regain Composure by spending a Minor Action (instead of a Major Action). The spell lasts five minutes per rank in the Spellcaster Career.

Channel Power, Greater

***Range**: Touch **Mastery**: Zero Arcane Power needed to cast this spell.*

The caster gives up to 6 of their remaining Arcane Power (or 2 Composure from casting) to an ally they touch, up to the target's maximum Arcane Power. The touch does not need to be maintained; the target immediately regains the Arcane Power.

Charlatan's Shift

***Range**: Touch **Mastery**: Minor Action to cast.*

The caster touches the target as the spell is cast and their physical positions swap, each appearing in the other's place. This is useful for facilitating escapes or disengaging allies from battle.

Charm Beast

***Range**: 10' **Mastery**: Target has Penalty Die on their Defense test*

This spell allows the caster to make the target of the spell believe they are the faithful friend of the caster. The subject must be able to hear the caster and see into the caster's eyes. Charm Beast affects animals and monstrous beasts but cannot affect humans or human-like creatures. A target of the spell may make a Flair (or Terror) +Defense test, with a difficulty equal to the caster's Career. Larger creatures may add +1 to their roll per 10 Lifeblood over 10. Instead of a single creature, the caster can instead choose to charm several smaller creatures with 5 Lifeblood or less, affecting 1 per rank in

Spellcaster. The spell does not confer targeted creatures the ability to understand the caster's words (Beast Speech would be necessary for that), but if the creature can understand the caster, it will be willing to answer any questions the caster asks. If the caster is threatened, the subject will instinctively defend them to the best of their ability. If the caster harms the subject, the spell ends, otherwise it lasts for a day (but can be re-cast the next day to continue the effect).

Cloak of Injury

***Range**: Self **Mastery**: Double duration*

For 1d3+1 rounds, the caster's body is surrounded by a field that causes 1d3 damage to any creature that touches the caster. The damage occurs when the creature first touches the caster, and each round at the start of the caster's turn if the creature remains in contact. The caster is unharmed by their own spell. When the caster learns this spell, they choose what type of damage this is and rename the spell appropriately (so Cloak of Flames, Cloak of Thorns, Cloak of Poison, etc.).

Commanding Voice

***Range**: 10' **Mastery**: Target has Penalty Die on their Defense test*

The caster issues a short command that is difficult to disobey. If the target (or a group of Pawns) can see and understand the caster, they must roll a Savvy +Defense test against the caster's rank, which is modified by range and the complexity of the command. The command typically has no more words than the caster's rank. For each additional word, the target receives +1 on their Defense test. If the command is strongly against the target's nature or commands the target to harm themselves or an ally, they get a Bonus Die to their Defense test.

Once affected, the target obeys for 1 round per rank of the caster. As a Major Action, the caster can issue another command to an affected target, but this also allows the target another Savvy + Defense test to break the spell.

Conjure Rations

***Range**: 10' (Max) **Mastery**: Doubles the amount of food and drink created*

The caster creates enough food and water (or wine) to feed and slake the thirst of 1 person per rank in the Spellcaster Career. The quality of the food and drink is about that of a medium-priced inn.

Craft

***Range**: 5' **Mastery**: Doubles the speed of production*

The caster can turn raw materials into finished products, accomplishing several hours' worth of craftsmanship in a few minutes. The number of hours' worth of work is equal to double the caster's rank in the Spellcaster Career. For most simple objects, simply casting the spell guarantees success. For inventions and contraptions, however, this spell does not provide the requisite knowledge to make the object, it simply speeds the time required to make them. The caster will still need the appropriate rank in Scholar Career (or have a scholar telling them exactly what to do using their own Career rank). The caster can substitute their rank in Spellcaster for the Craftsman Career to magically make the appropriate rolls. This spell does not grant the caster any Craft Points.

Crystal Clarity

***Range**: 10' (Max) **Mastery**: Duration is 2d3 rounds or caster shares ability with 1 ally*

For 1d3+1 rounds, the caster can see through a 5'x5'x5' cube of solid matter within range as if it were completely transparent.

Deft Departure

***Range**: Self **Mastery**: Bring a willing Ally with you or extend distance to 40'.*

The caster disappears and instantly reappears somewhere they can see within 25 feet.

Destroy Undead

***Range**: 15' (Max) **Mastery**: Targets have Penalty Die to Defense Roll or range increases to 20'*

Every undead creature within range must roll a Savvy +Defense test, with a difficulty equal to the caster's Career, getting a bonus to the roll based on their Range from the caster (roll for Pawns as a group). Targets may add +1 to their roll per 10 Unlife over 10. Those who fail take 1d3 damage each round on the caster's turn while they remain within range. Protection does not reduce this damage. While within the spell's range affected undead are At a Loss. The spell lasts 1 round per rank of the caster and the effect moves with the caster. The caster can spend a Major Action to compel undead within range that previously succeeded on their Defense test to resist this spell to try again.



Detect Hidden Dangers

***Range**: 50' (Max) **Mastery**: Doubles the duration*

The caster gains an uncanny ability to detect traps, natural hazards, and ambushes for five minutes per rank in Spellcaster Career. When the caster gets within range of the danger, they will know there is an ambush, a trap, or a natural hazard, and exactly the point where it would be dangerous to go, but no specific information about the type of danger. The source of the danger does not need to be within 50 feet, merely exposure to the danger. For instance, a caster nearing the exit of a cave will sense that there is an ambush waiting just outside the cave entrance even if the ambush was a marksman trained on the cave entrance from over 100 feet away.

Divine Location

***Range**: Special **Mastery**: Doubles the range to 2 miles per Spellcaster rank*

The caster can find a particular object, or object of a certain description (such as a door, a key, water, etc.). It cannot be used to find a person directly but can indirectly find a person by focusing on an object they are carrying (so searching for "Guillaume's hat" might help find Guillaume, assuming his hat wasn't lost or stolen). The caster can then sense the direction of the nearest object that fits the description. If there is no object within range, the caster will know that as well. The caster does not know how far away the object is, merely that it is within range, but the closer one gets to the object, the more lateral movement will "give away" its exact location (moving in a circle around the object will pinpoint it). The spell lasts for one scene and has a range of 1 mile per rank in the Spellcaster Career.

Drain Life

***Range**: Touch **Mastery**: Bonus Die to damage*

For up to one round per level, the Spellcaster can inflict 1d2 damage on an enemy they touch and heal themselves an equal amount.

Enchant Item, Lesser

***Range**: Touch **Mastery**: Bonus Die to imbue, Reduced Casting Time by one day*

This spell allows the caster to imbue a Talisman with a Lesser Enchantment. For an item to be worthy of enchantment, it must be crafted as a Talisman specifically for that purpose (it gets no other powers as a Talisman other than being able to receive this spell). Only a Rare Talisman can receive a Lesser Enchantment. Casting this spell takes three days for a Lesser Enchantment. To imbue a Lesser Enchantment, the caster must spend 8 Advancement Points then roll a Tough (-4) Savvy +Career test. If they fail, they lose the Advancement Points, and the enchantment does not hold (but the Talisman can still be enchanted later). On a Calamitous Failure, the Talisman becomes a cursed item instead (the GM will decide the nature of this curse)—and cannot be further enchanted. When an item is imbued with the ability to cast a spell, it must be a spell that the enchanter knows how to cast. In addition, any aspect of the spell that allows the caster to make a choice must be decided upon when the item is enchanted. The spell will always come out the exact same way every time the item is used. See page 224 for some sample enchantments, but the player and the GM should also feel free to work together to create their own.

Energy Resistance, Greater

***Range**: Touch **Mastery**: Extends Duration to 4 hours or double number of targets*

This spell works the same as the Energy Resistance spell of the 1st Circle, but allows the caster to affect themselves and up to one ally per rank in Spellcaster Career simultaneously. Instead, the caster can choose to cast the spell on fewer targets. Each target less than the maximum increases the Protection offered by +1.

Expand Senses

***Range**: Self **Mastery**: Double Duration or Affect two targets. Either self and one ally, or two allies.*

The caster temporarily gains a sensory ability beyond human limits for four hours. The caster chooses one of the following Ancestral Boons to temporarily gain from this spell: 360 Vision, Darkvison, Eagle Eyes, Echolocation, Electroreception, Incredible Nose, Nose for Magic, or Truth Detection. Rename this spell to reflect which sensory ability it grants. A caster can learn this spell additional times, each time choosing a new expanded sense.

Focus, Greater

***Range**: Self **Mastery**: Affect one ally who can see and hear the caster instead.*

This spell is a Minor Action to cast. The caster takes a calming breath and blocks out distractions. If successfully cast, the caster gains a Bonus Die on their declared Task Roll and halves all penalties to that roll (round down). A Penalty Die on the roll is removed and treated as a -3 penalty instead. The difficulty to cast this spell is the same as that of the Task Roll in question before penalties are reduced.

Forcefield Armor

***Range**: Self **Mastery**: Duration extends to 4 hours or block up to 25 damage.*

This spell surrounds the caster's body with a shimmering envelope of force. It provides 2d6 Protection against ranged attacks and falling damage, and 1d6 protection against hand to hand attacks. It will also supply the caster with 5 minutes of breathable air if they find themselves in an unbreathable environment. It lasts until it has blocked 20 damage or for an hour, at which point it dissipates. When the spell dissipates, the caster loses 1 point of Composure, which requires ten minutes rest to recover.

Freeze Water

***Range**: 20' **Mastery**: Radius increases to 20' or double weight limit*

The caster causes the surface of water to instantly freeze solid. The area frozen is a 10' radius and is thick enough to support 100 pounds of weight per rank of the Spellcaster. Instead, the caster can choose to cast the reverse of this spell, "Melt Ice", causing a like amount of ice to immediately melt into water.

Fresh Air

***Range**: 10' **Mastery**: Duration is 4 hours*

The caster projects a 5' radius bubble of clean breathable air from a point they designate within range, clearing out any smoke or poison gas that may be there. The caster can choose to fix the bubble on themselves, and it will move with them as they walk. In space or underwater, this creates a bubble that people can stand inside of. The bubble lasts for one hour. The caster can make it move 10' as a Minor Action, moving anyone inside who wishes to be moved with it if it is underwater or in space.

Grasping Tendrils

***Range**: 20' **Mastery**: Radius extended to 30'*

The caster creates webs, vines, ropes, tentacles, or some other restraint that fill an area within range of the spell (the caster chooses the type of restraints created when the spell is learned). The spell fills a 20' radius area (generally affecting 2d3 targets). Anybody within the area can roll a Might +Defense test to avoid being Grappled (when the spell is first cast, or if they begin their turn inside the area). Targets who are Grappled can spend a Major Action to try and break free by rolling Might +Brawl against a Difficulty equal to the caster's rank in Spellcaster . The tendrils can be cut or burned as well (destroying a 10' path that is 3' wide takes a Major Action). Cutting somebody free requires doing 6 damage to the tendrils that have them held (no attack roll is needed, just roll damage). Targets within the area that are not grappled can spend a Minor Action to use Footwork (against a difficulty equal to the caster's rank) to move at full speed through the affected area. Otherwise, all movement in the area is at half speed. The spell lasts 1d3 rounds, +1 round per rank of the caster. Those who are grappled cannot move, but take no additional damage.

Grow/Shrink Beast

***Range**: 5' **Mastery**: Double duration or Advancement Point cost for permanence is lowered to 3.*

The caster causes a nearby beast to grow by one size increment in one round (increasing Might by 1 and maximum Lifeblood and damage as per the Creature Size Table on page 92 of *Honor + Intrigue*). An unwilling target's Defense is added to the casting Difficulty of this spell. Multiple Tiny or Very Small creatures in a group can be affected simultaneously, up to 5 Lifeblood worth (so, five rats or two cats). The spell can be cast again to make a creature even bigger. Every two size increases will give the creature +1 Terror. The spell lasts 1 round per rank of Spellcaster or can be made permanent for 5 Advancement Points per size shift. The spell can also be cast in reverse to shrink a beast by one size increment.

Grow Plants

***Range**: 10' (Max) **Mastery**: Doubles range or amount of growth*

This spell is prized by farmers and herbalists. When cast, all plants within range grow as if a month had passed over the course of one minute. Alternatively, the caster can choose a single plant within range to grow as if a year had passed over one hour.

Halt

***Range**: 50' **Mastery**: Doubles the number of targets or imposes a Penalty Die on Defense +Flair roll*

The caster points at a target and commands them to halt, causing them to freeze in place. The target must roll Flair +Defense against a difficulty based on the caster's Career (creatures with 20 or more Lifeblood are immune as are Undead and mindless

creatures). Instead of targeting one single creature, the caster can choose to target a group of up to five Pawns or small creatures of 5 Lifeblood or less. If they fail, targets cannot move, speak, or take any actions on their turn other than making another Flair +Defense roll to regain mobility on their next turn. The spell will last for 2 rounds per rank of the caster or until the target succeeds on their Flair +Defense roll. While under the effects of this spell, the target is completely helpless.

Healing Hands, Greater

***Range**: Touch **Mastery**: Heals two targets or heals 1d3+4 Lifeblood instead of 2d3*

The caster lays their hands on a wounded target and fills them with healing energy. The target recovers 2d3 Lifeblood. Alternatively, this spell can be used to immediately end the effect of any temporary paralysis, poison, or disease afflicting the target.

Impair

***Range**: Touch **Mastery**: Duration is 2d3 rounds*

The target of this spell has one Quality reduced by 1 and has a Penalty Die on all rolls using that Quality for 1d3+1 rounds. When the caster learns this spell, they learn how to use it against one Quality, and rename the spell as follows:

Spell Name	Quality
Weaken	Might
Unnerve	Daring
Stymie	Savvy
Befuddle	Flair

The caster may learn this spell multiple times, each time learning to impair a different Quality.

Levitation

***Range**: 10′ **Mastery**: Affect up to four targets*

The caster chooses a target that can be either themselves, another willing person, or an object weighing up to 300 pounds (like a chest full of coins). The caster can cause the target to slowly ascend or descend in mid-air at a rate of about 30′ per round. If the spell suddenly ends, the target will gently descend 30′ per round. The target of the spell can be moved laterally by the winds or can deliberately move by pushing or pulling on a surface or by being pulled by a rope. The spell lasts for one scene.

Lightning Reflex

***Range**: Self **Mastery**: Caster is not fatigued at the end of the spell*

The caster gains a Bonus Die on all Initiative rolls and Reaction rolls (such as Parry or Riposte). When the caster takes the Dodge reaction, instead of adding +2 to Defense, it adds the caster's Career rank to Defense. The caster also gains 1 extra Minor Action per round (which could be used as a Reaction if the caster so chooses). The effect lasts 1d3 rounds +1 per Career rank of the caster. When the spell ends, the caster loses 1 Composure and 1 Advantage as they suddenly feel very tired.

Linguist

***Range**: Self **Mastery**: Duration is 4 hours or you can cast on one speaking target you touch instead*

For one hour, the caster becomes fluent in one language specified at the time of the casting. This does not aid the caster in decoding secret messages nor explain the meaning of idioms, only literal translation of a language.

Liquid Form

***Range**: Self **Mastery**: Duration increased +1d6 rounds*

This spell allows the caster to transform into a quantity of liquid of the same approximate shape, allowing them to squeeze through cracks and openings. This lasts for 1d3 rounds +1 round per rank of the Spellcaster. While in their liquid form, they can move up to half their normal movement speed and they are impervious to physical damage, but are also unable to speak, interact with physical objects, or use magic.

Mind Trap

***Range**: Self **Mastery**: Double Duration*

The caster meditates for ten minutes when they cast this spell. For four hours, any attempt to invade or influence their mind will suffer punishing feedback, causing the culprit to lose 1d6+1 Arcane Power, 1 Fortune, and 1 Composure. If the target cannot pay these costs, they are At a Loss for 1d3 rounds instead. This spell does not require the caster to maintain concentration while it is active.

Mist Form

***Range**: Self **Mastery**: Duration increased +1d3 rounds*

The caster transforms into a wispy cloud of vapor of the same approximate shape, allowing them to squeeze through cracks and openings. Their clothing and equipment transform with them as well. This lasts for 1 round per rank of the Spellcaster. While in mist form, the caster can float up to half their normal movement speed and is impervious to physical damage but is also unable to speak, interact with physical objects, or use magic.

Object Reading

***Range**: Touch **Mastery**: Bonus Die on GM's roll*

Upon touching an object, the caster has a vision of some significant event involving the object. The caster does not roll to cast this spell; instead, the GM will make a secret roll for them and the PC spends the Arcane Power. In essence, the GM treats this as either as an Omen and Fortune Telling for the Magician Career (see *Honor + Intrigue* page 187), but focuses on the object in question rather than a specific person. To resolve what information is revealed in this vision the GM secretly rolls Savvy +Spellcaster for the PC. The results tell the GM how detailed this vision was. The caster does not know exactly how long ago the events in the vision took place, though they may glean information from visual clues. The GM may also keep some aspects of a vision vague (so Object Reading a murder weapon may reveal a vision where the caster sees from the killer's viewpoint, and thus does not see the killer's face). Vivid and clear visions only come as a result of a Mighty Success or Calamitous Failure.

Obscuring Shroud

***Range**: 10' **Mastery**: Radius is 15'*

For 1d3 rounds +1 round per rank of the Spellcaster, the caster fills a 10' radius bubble with something that completely obscures vision, like darkness or dense fog (choose when this spell is learned). The area is treated as Pitch Darkness. This applies to those inside the area as well as those looking in from the outside. Magical light (for darkness) or wind (for fog) can disperse the spell sooner, but requires a contested Savvy +Career test against the caster to do so.

Ongoing Injury

***Range**: 20' **Mastery**: Affects two targets or inflicts +1 damage per round*

The caster attacks a target with some form of harm (fire, freezing cold, acid, poison, electrical shocks, choking) that endures for some time, continually harming the target. The caster chooses exactly what this will be when they first learn the spell.

If successful, the target takes 1d3+1 damage per round from the spell, ignoring all Protection the target has, but they can spend 1 Fortune Point to avoid the damage for one round. The spell lasts a number of rounds equal to the caster's rank in Spellcaster Career +2.

Overwhelm

***Range**: 20' **Mastery**: Area becomes 10' radius*

The caster causes some effect that overwhelms the targets of the spell for one scene or until they shake it off for two consecutive rounds. The effect takes place in a 5' radius within range. When the caster learns this spell, they decide what the overwhelming effect will be. Pain, weakness, noise, numbness, confusion are all examples of effects that can be used to Overwhelm (and the caster should rename the spell appropriately). The effect determines what Quality is used with Defense to

resist it (the GM and player will work this out). The difficulty is the caster's rank.

Targets that fail the Quality +Defense test lose 1 Composure, move at half speed, and are At a Loss. Overwhelmed targets can shake off the effect for two rounds by spending a Major Action or Yielding Advantage on their turn. Shaking off the effect two consecutive rounds ends the effect on one target. An Overwhelmed target that loses all Composure falls prone. Multiple castings of this spell are cumulative.

Quiet

***Range**: 50' **Mastery**: Area is 10' radius per rank*

The caster is able to create a field that significantly muffles all sound in an area within range. The area is a 5' radius per rank of the caster. Stealth rolls to avoid being heard receive a Bonus Die within this area while rolls to hear noises receive a Penalty Die. Rolls made to communicate and cast spells also receive a Penalty Die within the area. Instead of casting the spell on an area, the caster can choose to cast it on an individual (which will make it difficult for them to hear or speak, but make them much quieter while moving). If the target is unwilling, they may roll Flair +Defense to avoid the effect. The spell lasts for 1d3 rounds +1 round per rank of the caster.

Refraction

***Range**: Self **Mastery**: Bonus Die to the d3 roll*

The caster's body seems to be several feet away from its present location, or on occasion, that there is more than one body, as light is refracted away from the caster. The effect gives the caster a +1d3 to Defense, which is rolled again every time the caster is attacked. The spell lasts 1d3 rounds, plus 1 round per rank in the Spellcaster Career.

Resolve of Iron

***Range**: Self **Mastery**: Increase duration die to 1d6 or affect one touched ally instead.*

As the caster takes a moment to steel themselves, they temporarily banish all pain, weariness, weakness, hunger, and similar effects from their body. The caster's Composure lost due to any physical effects is completely restored for 1d3 rounds +1 round per rank of the spellcaster. For the duration, the caster cannot lose Composure due to any physical cause. When the spell ends, the caster's Composure immediately drops to what it was before the spell was cast.

Ruin Object

***Range**: 20' **Mastery**: Can affect magical objects, but with a Penalty Die to cast and Advancement Points.*

The caster points at a non-magical object they can see and the object rapidly degrades. Metal rusts, wood rots, food spoils, etc. A cluster of small objects of the same type (a bundle of arrows, a platter of food), are treated as a single object. The difficulty to cast this spell is increased by the type of object and the object's size (add them together).

Type of Object	Modifier
Perishable (food)	0
Organic (wood, rope, cloth, leather, fur)	1
Metal	2
Stone	4

Size of Object	Modifier
Small (apple, glove, dagger)	0
Medium (platter of food, rope, sword)	1
Large (table of food, dress, armor)	2
Very Large (banquet, sail, door, anchor)	4

If the casting is successful, food becomes inedible, and clothing begins to look shabby and threadbare (giving a Penalty Die to certain social rolls). Weapons and armor have a Penalty Die on any damage rolls. Objects do not immediately break, but they become very susceptible to breakage. Ruined objects that are struck will break if they take damage equal to their type and size modifiers

combined in a single hit (so, 8 damage to shatter a very large boulder, 4 damage to break rusted armor, 3 damage to break a metal sword, etc.).

If this spell is mastered, it can be used to ruin magical objects with a Penalty Die to cast and the caster must pay an Advancement Point cost equal to that needed to make the object.

Séance

***Range**: Self **Mastery**: Bonus Die on all rolls related to communication with spirits*

The caster becomes able to see, hear, and communicate with spirits that may be present, which can also see and hear the caster. The spell does not force spirits to answer, be truthful, or give them the ability to speak the same language as the caster. Against poltergeists and similar spirits with no visible form, the caster perceives them as a hazy shape. The spell lasts for 1 scene.

See Invisibility

***Range**: Self **Mastery**: Duration increases to 4 hours*

This spell allows the caster to see any person, creature, or object that is under the glamour of magic (including Sorcery or Talismans) to make them invisible or obscured to normal sight. It does not reveal that which is simply hidden, such as a secret passageway. The spell lasts 1 hour.

Sense Power

***Range**: 20' **Mastery**: Zero Arcane Power to cast*

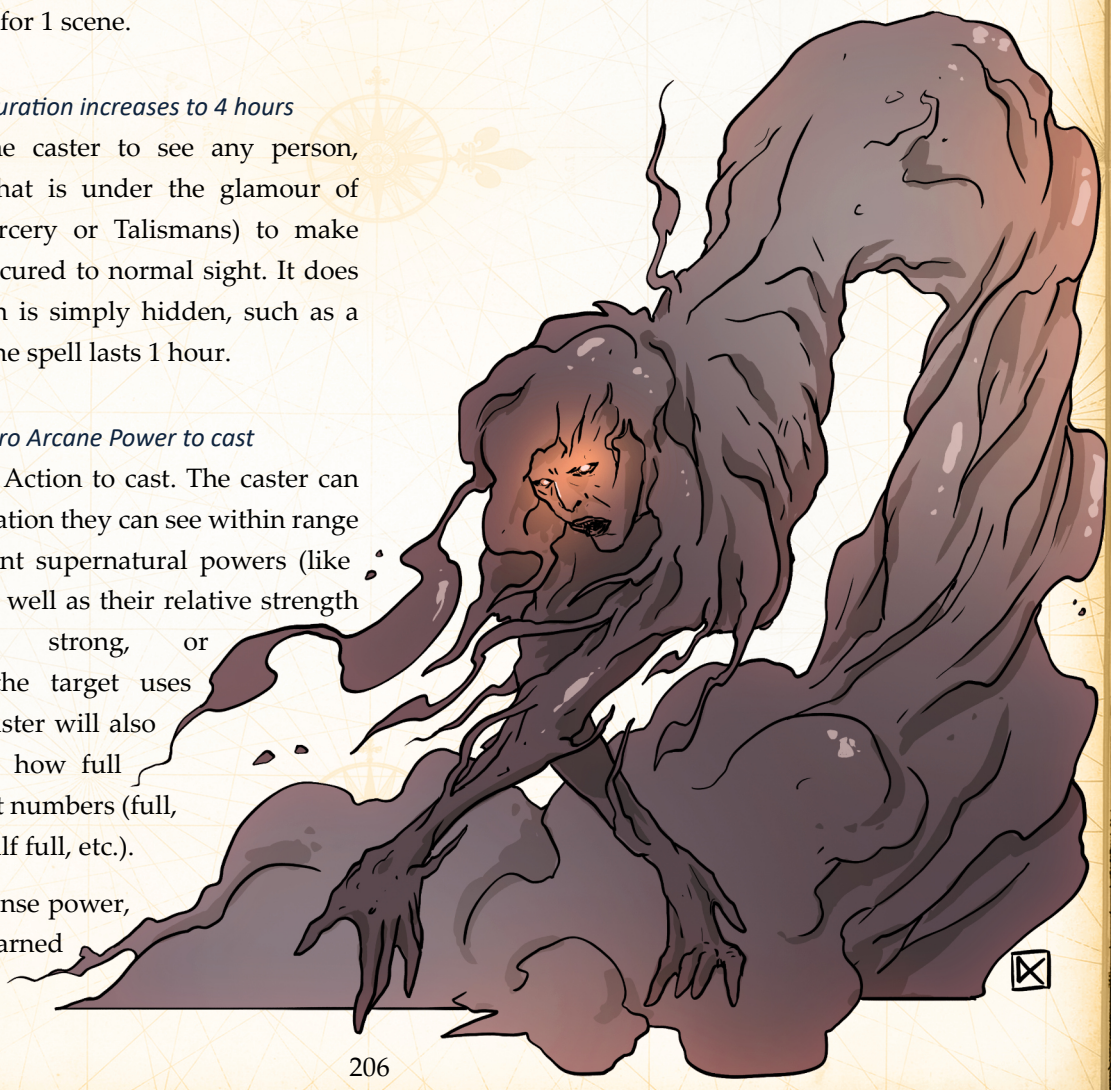
This spell is a Minor Action to cast. The caster can sense if a being or location they can see within range possesses any inherent supernatural powers (like magic or psionics) as well as their relative strength (weak, moderate, strong, or overwhelming). If the target uses Arcane Power, the caster will also know approximately how full they are, but not exact numbers (full, three-quarters full, half full, etc.).

In learning how to sense power, the caster has also learned how to conceal their own. If the target of this spell also knows Sense Power, the caster must roll a Savvy +Career contest against the target. Mastery of this spell gives a Bonus Die to the roll. If the caster fails, the target's power is unreadable, and they are immune to this spell for one scene.

Speak Truth

***Range**: 10' (Max) **Mastery**: Duration is one scene*

The target of this spell is inhibited from lying for 1 round per rank of the caster. It does not force the target to answer. The target receives a Penalty Die on all rolls made to be deceptive. If a roll fails, the target speaks the truth instead. If the target is an NPC, the GM should secretly roll dice whether the target is telling the truth or not to prevent guessing based on the sound of the dice rolling.



Telekinesis

***Range**: 10' **Mastery**: Doubles Range increment to 20', doubles distance objects can be moved*

The caster can move objects with their mind for 1 round per rank in Spellcaster Career. Moving an object is a Major Action. The caster's maximum lifting strength is 100 lbs. per rank. To determine how forceful this is, treat their Career as if it were Might. They can move a heavy object (over 50 lbs.) a number of feet equal to their roll to cast this spell, and an unattended lighter object up to five times their roll to cast the spell. They can use Telekinesis to hurl objects at opponents by making a Savvy +Ranged attack roll. A hurled lighter object does 1d3+1 damage, and a hurled heavy object does 1d6+2 damage. A target can spend a Fortune Point for a Close Call to avoid a hurled object. The caster can also target a creature, treating them as a heavy object, but the creature may roll Might +Defense to evade the effect. If they hurl a creature against a hard surface (or into another creature) they take 1d6+2 damage.

Telepathy, Greater

***Range**: 50' (Max) **Mastery**: Duration extended to 1 hour*

This spell allows the caster to open telepathic communication with people they can see within range for one scene. The spell will only affect people the caster chooses. Anybody unwilling may make a Defense test adding Savvy or Flair (whichever is higher) against the caster's rank. A target can give up 1 Composure for a Bonus Die to this roll (this Composure is restored after an hour of rest). Anybody affected can hear thoughts that the caster deliberately broadcasts to them, and the caster can read their thoughts (including private thoughts and memories). If the caster attempts to probe private thoughts or memories, this takes a Major Action and the target is permitted another Defense test to resist. Once the spell has been successfully resisted, a target is immune for the duration.

In addition, the caster can choose someone with whom they can communicate telepathically across great distances, not limited by the spell's range. Establishing such a strong telepathic bond requires the caster spend 5 Advancement Points. If the other party has Telepathy (even Lesser Telepathy), this communication can be two-way.

Temperate Zone

***Range**: 10' **Mastery**: Duration is 4 hours or radius expands to 10'*

The caster projects a 5' radius bubble of comfortable ambient temperature from a point they designate within range. The caster can choose to fix the bubble on themselves, and it will move with them as they walk. Surfaces within the area are not affected, only the air temperature (lava will remain hot, snow will remain frozen, etc. but will not radiate into the air).



Unfetter

***Range**: Touch **Mastery**: Affect up to two targets*

This spell helps the target free themselves or an ally from entanglements and obstacles. The target gets a Bonus Die on rolls to free themselves from any Bind, Grapple, manacles, spell, or similar effect or object that impairs their movement or ability to act. If the target's bonus to their roll is less than the caster's Spellcaster rank, they may use that as their bonus instead. When the spell is cast, and once per round on the target's turn, they may make a free attempt to break free of whatever is impairing their movement. While the spell is active, the target is also immune to any effect that automatically reduces their movement speed. Enemies attempting to place a target under an impairing effect have a Penalty Die to do so while the spell is active. The spell lasts 1 round per rank in Spellcaster.



Waking Dream

***Range**: 20' **Mastery**: Penalty Die on the first Defense test and double duration*

The caster causes one target within range to hallucinate, perceiving as real some illusion the caster creates in their mind. Nobody but the target can perceive this illusion. The target can roll Savvy +Defense to realize that the hallucination is not real, but they will continue to perceive it. If they touch, shoot, or in some other way physically interact with the illusion, they may roll another Savvy +Defense test, this time with a Bonus Die. This spell lasts for 1 round +1 round per rank in Spellcaster. If used to inspire fear, treat it as though it has a Terror rating equal to the caster's rank in Spellcaster.

Spells of the 3rd Circle

Arcane Power Cost: 6, Casting Difficulty: Tough (-4)

Animal Transformation

***Range**: Self **Mastery**: Duration extended to 4 hours or maximum size increased to Massive*

This spell allows the caster to transform into an animal as large as a horse (very large) to as small as a rat (tiny). While transformed, the caster cannot speak or use magic, though they can end this spell as a Major Action. While transformed, the caster's Qualities (except Savvy) are replaced by that of the creature, and the caster gains all the animal's other abilities as well. The caster's maximum Lifeblood also becomes that of the animal and injuries will carry over between forms, meaning that if injured the transformed body will have suffered an equal portion of damage (round up). For instance, a caster who has 7 out of 10 Lifeblood transforming into a creature with 20 Lifeblood would have 14 out of 20. If they were injured down to 6 out of 20 Lifeblood and revert to their true form, the caster would have 3 Lifeblood out of 10. If a caster with 9 of 10 Lifeblood were to transform into a creature with 5 Lifeblood, they would have 5 of 5 in their smaller body. If they suffered 3 damage in that smaller body and reverted to their true form, the caster would then have 4 of 10 Lifeblood. This spell lasts 1 hour or until the caster chooses to end it.

Animate

***Range**: Touch **Mastery**: Advancement Point cost reduced by 2*

The caster is able to cause an otherwise immobile object (like a statue, corpse, or a tree) to assume the ability to move. The result is usually an automaton (like a golem) or some sort of undead creature. The caster learns how to animate one type of creature when they learn this spell (rename the spell as appropriate) but may learn the spell again to learn how to animate additional things.

For the spell to work, the caster must pay 5 Advancement Points +1 per 5 Lifeblood (or Unlife) the creature will possess. The caster can instead choose to animate five Pawns for 5 Advancement Points. With the exception of a flesh golem, creatures created by the Animate spell are not sentient beings, though they can obey their creator's commands.

The time required to cast this spell is one hour per 10 Lifeblood (or Unlife) the animated being will possess, or 10 minutes per Pawn animated. The ritual usually involves painting some symbols on the object to be animated or placing a small object in its body (like a tablet in its mouth, or a metaphorical heart).



The spell does not create the materials to animate, nor does it alter their form. They must already exist and be prepared. So, if the caster wants to animate a statue to create a stone golem, they should choose a statue that has defined legs (a statue depicting a person in a robe would be unable to walk because the statue itself has no legs).

Aquatic Adaptation

***Range**: Touch **Mastery**: Additional subjects cost no Arcane Power, up to 1 target per rank*

The spell grants the ability to breathe underwater and the subject can swim with amazing ease, sprouting gills and growing webbed hands and feet. They can move effortlessly and breathe underwater while under the spell's effect, not incurring the usual penalties for acting underwater. The spell also allows them to convert seawater into freshwater (via their gills) so they do not need to "drink" while in the sea. The subject can swim 20' +4' per point of Might as part of any Minor or Major Action. The effect lasts until the following dawn. The caster can affect 1 subject (either themselves or an ally), plus one additional subject for an extra 2 Arcane Power each.

Normally a character acting underwater gets a Penalty Die to Initiative and to Melee attacks made with any weapon larger than a dagger (except a spear or trident) which also have a -2 Penalty on Damage rolls. Normally a character's swimming speed is 10' plus 2' per point of Might as part of any Minor or Major Action. Sometimes the Narrator might impose a Penalty Die on other actions taken underwater, especially when quick movement is required, but anyone subject to the Aquatic Adaptation spell does not have this penalty. Notably the spell does nothing to aid in darkness of an underwater environment or when making ranged attacks underwater.

Banish Invader

***Range**: 10' **Mastery**: Affect two targets*

The caster demands a creature not of this world return to the realm from which it came. Once it is banished, the creature cannot return for a day. Demons, fey, certain undead, and elementals, are usual targets for this spell. Once it is cast, a battle of wills ensues between the caster and the target. When the spell is cast, and then each round on the caster's turn, the target may roll Flair (or Terror) +Defense against a difficulty of the caster's level. The target can add +1 for every 10 Lifeblood over 10 that it has to this roll. If the target succeeds two times, the spell ends and the target is able to remain. If the target fails two times, the target is banished and the spell ends. While the spell is active, the caster can spend a Major Action to give the target a Penalty Die on their roll to remain. The target can also spend a Major Action (or one attack if it is a monster) to give itself a Bonus Die to remain.

The spell can be cast at a group of up to ten Pawns instead of a single target. Roll for the Pawns as a group (see Pawns & Defense Rolls, page 177).

Bestow Sentience

***Range**: Touch **Mastery**: Advancement Point costs are reduced to 7*

The caster causes the touched unintelligent creature or plant to gain the ability to reason. Its Savvy increases by 1, to a minimum of 0. If the creature is spoken to frequently, it will gradually learn a language (within a month). If it has a mouth, it will also gain the ability to speak (the vocal cords adjust to make this possible). In time, it is even possible the affected creature can learn Careers. The caster must spend 10 Advancement Points to use this spell, and its effect is permanent.

Alternatively, the caster can use this power to instill a magical object (like a book or a weapon) with sentience. The item gains Savvy and Flair Qualities of its own. The caster can distribute up to 2 points between these abilities, with a minimum of -1 in one. The item can communicate with a user it has bonded to as if it were under a Lesser Telepathy spell with the user if it has a Savvy of at least 1. If it has a Flair of at least 1, the user can sense the object's emotional state as if they had an Empathy spell activated or the item can emanate noise to "speak" audibly. Sentient objects also have a Motivation, which they want the user to fulfill. When the item is happy, it gives some additional benefits to the user (the GM will work this out). When the item is upset, its powers will diminish or even deactivate. An item that is unhappy enough may even become cursed.

Example: Wade has a Cutlass of Pirate Bane and decides to cast Bestow Sentience upon it, giving it a Savvy 1 and Flair 1. The sword has Lesser Telepathy and tells Wade that its name is "Sea Reaver's Sorrow" and offers unsolicited advice on how to hunt and kill pirates. Killing pirates makes it happy, which gives the wielder a Bonus Die to hit pirates and to parry their attacks. Sparing pirates makes it unhappy, and being used for piracy would make it become a cursed item.

Break Curse/Bestow Boon

***Range**: Touch **Mastery**: Advancement Point costs are reduced by 3*

The caster can end the effect of one curse afflicting a target. If the target has the Cursed Flaw (or a Flaw that was placed as a result of a curse or spell calamity), 10 Advancement Points must still be paid to buy off the Flaw, but the caster may contribute some of their own Advancement Points towards it. Petrification can be ended as if buying off a Flaw, but if the victim was turned into a lifeless statue, they would also need a Resuscitate spell. If the target has a cursed magical item, they may rid themselves of the item, but the item remains cursed. If the caster spends 10 Advancement Points, then the curse on the item is truly broken.

In addition, instead of ending a curse, this spell can be used to give a Boon, including Beginning Boons normally only available at character creation. If this

effect is temporary, it lasts for four hours. If the caster wishes to make the effect permanent, they or the recipient must pay 20 Advancement Points (because this is rather expensive, this spell tends to be used to give Boons that cannot be easily bought with Advancement Points normally).

Build

***Range**: 5' **Mastery**: Doubles the Range Increment to 10' and +20 man-hours*

The caster turns raw materials into finished products as if commanding an invisible work-crew. The caster uses their rank as if it were the Laborer Career and can do a number of man-hours worth of work equal to their rank tenfold. Thus Spellcaster 5 could do 50 man-hours worth of work, erecting a brick wall or putting up a house frame in minutes.



Change Weather

***Range**: 1 Mile **Mastery**: Range increased to 2 Miles or shift one aspect of weather by two categories.*

This spell allows the caster to slightly alter local weather patterns within range of the spell over the course of ten minutes. The caster can cause the weather to shift by one category in terms of temperature, wind, and atmospheric conditions on the chart below. So, cold with mild wind and heavy fog could be changed to temperate with steady wind and light fog. The caster can instead choose to change the direction (rather than intensity) of the wind by 45 degrees. So south could be changed to southwest, east could be changed to northeast, etc. This is obviously very useful aboard ships.

The caster cannot defy physics with the spell. It must be cold to have fog. It must be freezing or sub-zero to have snow. The atmospheric condition can be shifted deliberately, but automatically shifts if temperature demands. So heavy rain could be changed to heavy fog as long as it is cold enough. Heavy snow would change to heavy rain if the temperature raised from freezing to cold.

When the spell is cast, the caster decides if they want the effect to remain in a radius around their person for the spell's duration, or if they want it to remain fixed to the place where they originally cast the spell. The changed weather lasts for a day.

Temperature	Wind	Atmosphere
Hot	Gale	Lightning
Warm	High	Storm
Temperate	Steady	Heavy Rain/Snow/Fog
Cold	Mild	Light Rain/Snow/Fog
Freezing	None	Clear
Sub-Zero		

Curse

***Range**: 10' **Mastery**: Advancement Point costs are reduced to 3 or affect up to six targets*

The caster afflicts the target of this spell with a curse, in the form of a new permanent Flaw that the character gains (Cursed, Delicate, Dependency, Obsession, Phobia, or Unsettling are common, but many others are possible). The victim can attempt a Flair test against a difficulty of the caster's Career rank to avoid the effect. The caster must then pay 5 Advancement Points if this spell is successfully cast, meaning it is not something to cast lightly. The caster can also cast the spell in advance (even years in advance) as a contingency to afflict those responsible for the caster's death. In this case, whoever is responsible for killing the caster is afflicted by the death curse, even if it is multiple people and even if they are outside the range of the spell at the time of the caster's death. The Flair test to avoid a death curse has a Penalty Die.

Assume any NPC with this spell has set aside enough Advancement Points to cast it.

Destroy Object

***Range**: 20' **Mastery**: Can affect magical objects, but with a Penalty Die to cast and Advancement Points.*

The caster points at a non-magical object they can see and the object crumbles to dust. A cluster of small objects of the same type (a bundle of arrows, a platter of food), are treated as a single object. The difficulty to cast this spell is increased by the type of object and the object's size (add them together).

Type of Object	Modifier
Perishable (food)	0
Organic (wood, rope, cloth, leather, fur)	1
Metal	2
Stone	4

Size of Object	Modifier
Small (apple, glove, dagger)	0
Medium (platter of food, rope, sword)	1
Large (table of food, dress, armor)	2
Very Large (banquet, sail, door, anchor)	4

If the casting is successful, the object is destroyed. If this spell is mastered, it can be used to destroy magical objects with a Penalty Die to cast and the caster must pay an Advancement Point cost equal to that needed to make the object.

Earth Swim

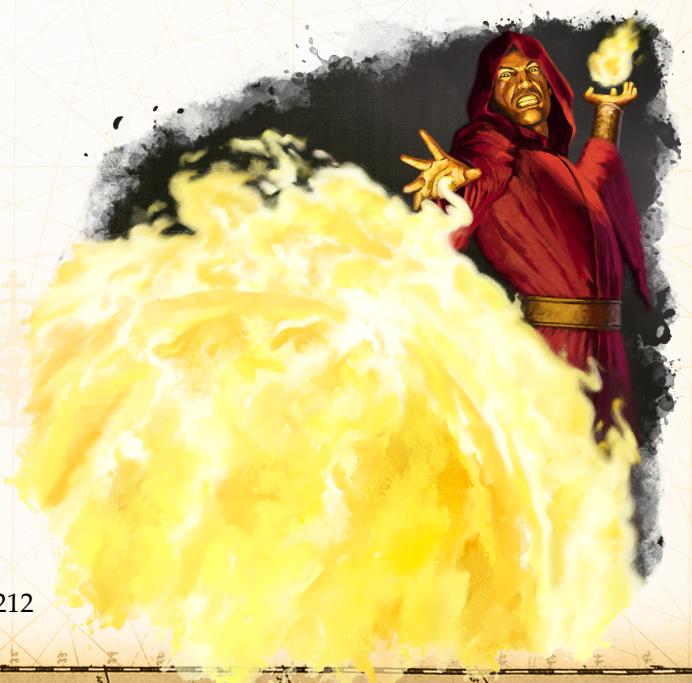
***Range**: Self **Mastery**: Duration extends to one scene or affect one touched ally, too.*

The caster gains the ability to "swim" through dirt, sand, gravel, or other loose earth as if it were water, moving at a speed of 10 feet per round + 2 feet per point of Might for one round per rank of the Spellcaster. The caster does not leave a tunnel behind them. The spell does not enable them to move through solid stone and does not alter their need to breathe.

Energy Blast

***Range**: 30' **Mastery**: Bonus Die and +1 to damage roll*

The caster launches a blast of energy (fire, cold, lightning, etc. chosen when the spell is learned) for 2d6 damage to 2d3 targets (or those inside a set area, either a 20' radius, 30' cone, or 40' by 10' line, chosen by the caster when the spell is first learned). Targets can roll Flair +Defense for half damage. Spending 1 Fortune reduces it by half as well but is a Close Call. So, with 2 Fortune, or 1 Fortune and a successful Defense roll, a target can take no damage, but gets a Close Call.



Enchant Item, Greater

***Range**: Touch **Mastery**: Bonus Die to imbue and Greater Enchantment requires only 2 days*

This spell can imbue a Talisman with a Lesser Enchantment or Greater Enchantment. For an item to be worthy of enchantment, it must be crafted as a Talisman specifically for that purpose (it gets no other powers as a Talisman other than being able to receive this spell). A Rare Talisman can receive a Lesser Enchantment, and a Unique Talisman can receive a Greater Enchantment. Casting this spell takes one day for a Lesser Enchantment and three days for a Greater Enchantment. To imbue a Lesser Enchantment, the caster must spend 8 Advancement Points then roll a Tough (-4) Savvy +Career test. If they fail, they lose the Advancement Points, and the enchantment does not hold (but the Talisman can still be enchanted later). On a Calamitous Failure, the Talisman becomes a cursed item instead (the GM will decide the nature of this curse)—and cannot be further enchanted. To imbue a Greater Enchantment, the caster must spend 16 Advancement Points and lower their maximum Arcane Power by 1 permanently then roll a Demanding (-6) Savvy +Career test. Failures work the same as with Lesser Enchantments. When an item is imbued with the ability to cast a spell, it must be a spell that the enchanter knows how to cast. In addition, any aspect of the spell that allows the caster to make a choice must be decided upon when the item is enchanted. The spell will always come out the exact same way every time the item is used. See page 229 for some sample enchantments, but the player and the GM should also feel free to work together to create their own.

Flight

***Range**: Self **Mastery**: Affect two targets*

The caster gains the ability to fly through the air at a speed of 20' +10' per point of Daring. This lasts for 1 scene. When the spell ends, the recipient gently descends at a rate of 30' per round.



Forcefield Bubble

***Range**: 10' **Mastery**: Bubble is a 5' radius*

The caster creates a 3' radius bubble of shimmering force around a targeted person (possibly themselves), object, or location. The bubble can be used to protect allies or imprison enemies. It has 30 Lifeblood and 1 Protection and dissipates once it is reduced to 0 Lifeblood or after an hour passes. The caster decides if the bubble should move with its target or if the bubble is immobile. Unwilling targets may make a Flair +Defense test (Difficulty of 3, modified by range increments) to escape the bubble before it entraps them. Targets too big to fit inside automatically succeed. Once someone is trapped inside, their only means of escape is to break the bubble. Physical attacks and nearly all spells do not go through the bubble, so if it is used for protection, it also prevents those inside from fighting those on the outside. When the bubble dissipates, the caster loses a point of Composure that will recover after ten minutes rest.

Geas

***Range**: 5' (Max) **Mastery**: Advancement Point cost lowered to 7.*

The caster bestows the Destiny Boon upon the target of this spell and must pay 10 Advancement Points. To maintain the Geas, the caster must name one to three rules; things that the target must do or must never do. Sometimes, these may be contradictory. If the rules are broken, the Geas is broken; the Boon is lost without fulfilling the Destiny and the recipient gains the Cursed Flaw. For each rule included in a Geas, the Advancement Point cost to cast it is reduced by 1. A person may only ever have one Destiny at a time; this spell cannot supersede an existing one. At the time that Geas is cast, neither the caster nor the recipient will know the specific Destiny. Some ideas for rules for a Geas include:

- Cannot reveal your name to a stranger
- Cannot retreat from a battle
- Cannot eat a certain food
- Cannot be touched by a certain thing
- Cannot duel the opposite sex
- Must always accept surrender
- Must always eat what is offered
- Must always accept a duel
- Must always speak truth
- Must always obey the rules of courtesy

Assume any NPC with this spell has set aside enough Advancement Points to cast it.

Healing Aura

***Range**: 15' (Max) **Mastery**: Bonus Die to Healing*

The caster spreads their hands and heals all allies within range 1d6+1 damage.

Healing Hands, Miraculous

***Range**: Touch **Mastery**: Heal two targets or give a Bonus Die +1 to the healing roll*

The caster lays their hands on a wounded target and fills them with healing energy. The target recovers 2d6 Lifeblood. Alternatively, this spell can be used to immediately end temporary paralysis, blindness, or deafness as well as any poison or disease afflicting the target.

Miraculous Healing Hands is also able to regrow lost eyes, regenerate lost limbs, reverse permanent scarring, etc. It allows someone to pay Advancement Points to remove Flaws that were caused as a result of injuries.

This process is completed when the target spends 20 Advancement Points to buy off the associated Flaw. The caster may also contribute some of their own Advancement Points towards this. It is double the usual cost to buy off a Flaw, but these Flaws cannot normally be bought off at all. The target can pay for this regeneration gradually, rather than all at once. As more Advancement Points are invested into restoring a lost body part, a smaller non-functioning replacement will begin to take its place, becoming functional once the cost is paid

Invisibility

***Range**: Self or Touch **Mastery**: Affect two targets*

The caster, or one person or object of their choice becomes completely invisible to normal sight. Anybody trying to attack the target does so as if they were blind. This spell lasts for one scene but ends abruptly once the target makes any sort of attack or casts a spell (though the target of that attack would be very vulnerable to an attack they literally cannot see coming).

Invisibility can also be mitigated by dousing the invisible person or object with liquid or powder, revealing their location, as will an invisible creature continue to leave footprints, etc. The GM may choose to reduce the penalties for invisibility in those cases.

Major Glamour

***Range**: 20' **Mastery**: Penalty Die to first Defense test or illusion can be up to Colossal size*

The caster creates a large scale illusion that can be seen, heard, smelt, and even felt by those within the vicinity. Everyone can roll Savvy +Defense to realize that the Major Glamour is not real, rendering it translucent to them, though they will continue to perceive it. If they touch, shoot, or in some other way physically interact with the illusion, they may roll another Savvy +Defense test, this time with a Bonus Die. In addition to making illusions appear in empty air, the caster can instead choose to use Major Glamour to disguise existing creatures or objects as something else. The Major Glamour spell has a Range Increment of 20' and lasts for 1 round +1 round per rank in the Spellcaster Career when the spell is cast or active during combat. If cast outside of combat, it lasts 1 scene (or until a combat ensues, in which case it lasts a few additional rounds, as above). The Major Glamour can be used to represent a creature or object up to Immense size, or 1 additional smaller creature per size smaller (thus up to 9 medium creatures). If it is used to inspire fear, treat the Terror rating as the same as the creature it is emulating (to a maximum of 6).

Mind Sculpt

***Range**: 10' **Mastery**: Advancement Point costs reduced by 3.*

This spell allows the caster to alter the memories of a target within range that they can see for 2d3 rounds. This is a difficult and time-consuming task, even if the target is willing, depending on how old the memories are. As a Major Action, the caster can roll Savvy +Spellcaster against a difficulty based on the memories involved.

Memory Age	Difficulty
Days	Tricky (-1)
Weeks	Hard (-2)
Months	Tough (-4)
Years	Demanding (-6)

If the target is unwilling, add their Savvy or Flair (use whichever is higher) to the difficulty. The caster gets a Penalty Die if the change is especially egregious. If the memory is complicated, the caster must succeed two times consecutively. Once the caster fails to alter a memory, the target is immune for a day.

If the caster is successful, they can change the memories around a certain topic. This can be used to change their Motivation or add or remove Boons and Flaws that are psychological in nature by spending 10 Advancement Points. The character whose mind has been unwillingly altered by this spell will gradually realize that something is not right. Once a month, they can make a Savvy +Defense roll to realize they've lost their memories (though they may not remember why).

Move Water

***Range**: 25' (Max) **Mastery**: Range is doubled*

For one scene, the caster gains the ability to move vast quantities of water within range. Currents can be slowed or sped up. Streams can be rerouted. The water level can be raised by up to ten feet (the water pools into a large swell within range, as if by tidal action) so long as there is sufficient water nearby to draw from. Water can also be completely repelled outside of the range. The spell does not compel water to fly through the air but can make it flow uphill. The spell can also be used to move frozen water, allowing the caster to burrow tunnels in snow drifts, start or divert avalanches, etc.

Mystic Sight

***Range**: Special **Mastery**: Double duration or allows caster to hear as well as see*

This spell allows the caster to close their eyes and see directly with their mind. The location the Mystic Sight spell can see is either a place with which the caster is very familiar (such as their own home; a caster may have up to three such locations at any given time) or somewhere the caster has just recently been (during the past couple days).

Alternatively, the caster can have the Mystic Sight move at a speed of 100' per round. It cannot pass through solid objects, but it can "pan through" areas small enough to fit a hand. The spell lasts 2d6 rounds. The caster can only see in the normal visible light spectrum with this spell, with the normal visual range. It does not allow the caster to hear, smell, or feel anything in the location being viewed via the spell.

Near-Invincibility

***Range**: Self **Mastery**: For duration, roll a Bonus Die and add +1 round.*

The caster gains Protection against all damage, including magic, black powder weapons, grenades, and any other sort of harm. The amount of Protection is equal to their rank in the Spellcaster Career, and no weapon's ability to pierce armor mitigates it. In addition to protection against these various forms of attack, the caster is also completely immune to damage from falling, fire, and poison. Thus, the caster could leap from the top of a burning tower and get up unscathed. The effect lasts 2d3 rounds. When the spell ends, the caster loses 1 Composure and 1 Advantage as they suddenly feel very tired.

Nullify Magic

***Range**: 30' **Mastery**: Increase area to 20' radius or 40' cone*

This spell allows the caster to cause magical spells or effects to shut down. This spell affects an area of either a 15' radius or 30' cone. Instead of the usual difficulty to cast this spell, use the rank of the Spellcaster, Magician, or Sorcerer who created the magic effect that is being nullified. If multiple magic effects are in the area, use whichever was created by the most powerful spellcaster to determine the difficulty. If the roll succeeds, all spells in the area are shut down. If the area of the magic is larger than the area of Nullify Magic, the magic is nullified only within the area nullified by this spell. Against permanent magical effects, Nullify Magic will only suppress the effect for a week. This spell can be cast as a Reaction, but only to essentially "parry" a spell that is being cast by another spellcaster, essentially shutting down the spell before it even starts.

Obscure Detection

***Range**: Touch **Mastery**: Duration increased to five years*

This spell prevents magic from being used to detect the object or creature it is cast upon. Thus, Divine Location, or Sense Magic spells will not work on it. It cannot be used on a person or object that is already invisible or in some other way warded against detection. The spell lasts for 1 year or until it is dismissed by the caster and does not require maintaining concentration. The caster can have 1 such spell active per rank in Spellcaster.



Open Portal

***Range**: 10′ (Max) **Mastery**: Portal lasts 2d3 rounds*

This spell allows the caster to open a portal to another place or even another realm for dimensional travel. This spell will only work when cast at precise points (like a ley line nexus or gateway arch) and can only be open to such points. The portal lasts 1d3+1 rounds and is one-way only. If the GM is concerned that this spell might be abused or dramatically alter the campaign, they may decide each portal location only connects to one specific location and cannot be used to access any known portal location, or that only a few portal locations can access more than one location.

Permanence

***Range**: Touch **Mastery**: Advancement Point costs reduced by 3.*

This spell allows the caster to make a spell with a duration of 2 hours or longer into a permanent effect, which will last until this spell is broken and requires no concentration to maintain. Casting this spell successfully costs 8 Advancement Points for a spell of the 1st Circle, 10 for a spell of the 2nd Circle, and 15 for a spell of the 3rd Circle.

Resist Magic

***Range**: Self **Mastery**: Affect 1 touched ally instead or roll Bonus Die +1 for duration*

The caster gains the ability to shrug off unwanted magic. When magic is used on the caster, they may roll 1d6. If the result is equal or higher than the Career of the Spellcaster or Sorcerer who cast the spell, the spell has no effect. If the source of the magic is from an item, the d6 roll is compared to the item's rarity with Common as 2, Uncommon as 3, Rare as 5, and Unique as 6. If the die roll fails, the caster can spend Arcane Power equal to the difference to avoid the spell anyway. The effect lasts for 2d3 rounds.

Resuscitate

***Range**: Touch **Mastery**: Subject does not lose Composure or Advantage*

This spell will help an incapacitated ally to Escape Death. The caster can spend Fortune or Advancement Points on behalf of the target. Between the target and the caster, as long as a total of 3 Fortune or Advancement Points are paid, the target is alive and is restored to 1 Lifeblood. Casting this spell is exhausting as is being pulled from the jaws of death; the caster and subject both lose 1 Composure and 1 Advantage for the next 24 hours.

Slumber Cloud

***Range**: 20′ **Mastery**: Affect 70 Lifeblood worth of targets or imposes a Penalty Die to resist*

This spell works like Slumber Trance, except it can affect many more targets, creating a pastel-colored shimmering mist that puts anybody it touches to sleep. It can affect 50 Lifeblood worth of Targets, affecting those with the least Lifeblood first. Treat Pawns as if they have Lifeblood equal to their level +1. The area in which the Slumber Cloud can cover is a 30′ radius. In all other ways, it functions as Slumber Trance on those affected.

Stasis

***Range**: Self **Mastery**: Affect 1 willing ally instead*

The caster puts themselves into a temporal stasis for an indefinite period. The caster can specify a condition that will cause them to wake (like "when 100 years have passed"), otherwise they will wake when hurt or when roused. While in this stasis, they do not age and all bodily functions cease. They do not need to eat, drink, or even breathe.

Strangling Tendrils

***Range**: 20′ **Mastery**: Radius extended to 30′*

The caster creates webs, vines, ropes, tentacles, or some other restraints that fill an area within range of the spell (the caster chooses the type when the spell is learned). The spell fills a 20′ radius area (generally affecting 2d3 targets) and has a 20′ Range Increment. Anybody within the area can roll a

Might +Defense test to avoid being Grappled (when the spell is first cast, or if they begin their turn inside the area). Targets who are Grappled can spend a Major Action to try and break free by rolling Might +Brawl against a Difficulty equal to the caster's rank in Spellcaster. The tendrils can be cut or burned as well, destroying a 10′ path that is 3′ wide takes a Major Action. Cutting somebody free requires doing 6 damage to the tendrils that have them held (no attack roll is needed, just roll damage). Targets within the area that are not grappled can spend a Minor Action to use Footwork (against a difficulty equal to the caster's rank) to move at full speed through the affected area. Otherwise, all movement in the area is at half speed. The spell lasts 1d3 rounds, +1 round per rank of the caster. Those who are grappled cannot move, and take 1d3+1 damage at the end of each turn they spend grappled as the tendrils crush and choke them.

Telekinesis, Greater

***Range**: 30′ **Mastery**: Increases Range increment to 50′, doubles distance objects can be moved*

The caster can move even very heavy objects with their mind for 1 round per rank in Spellcaster Career. Moving an object is a Major Action. The maximum weight they can move is 500 lbs per rank in their Career. They can move a heavy object (over 500 lbs) a number of feet equal to their roll to cast this spell, and an unattended lighter object up to five times their roll to cast the spell. They can use Greater Telekinesis to hurl objects at opponents by making a Ranged +Savvy attack roll. A hurled heavy object does 2d6+2 damage, and a hurled lighter object does 1d6+2 damage. A target can spend a Fortune Point for a Close Call to avoid a hurled object. They can also target a creature, treating them as a lighter object, but the creature may roll Might +Defense to evade the effect. If they hurl a creature against a hard surface (or into another creature) they take 1d6+2 damage with a Bonus Die.

Terrain Hazard, Major

***Range**: 20′ **Mastery**: Area becomes 15′ radius*

This spell works almost identically to Minor Terrain Hazard (see page 194) but is larger and more powerful. All difficulties to resist or evade the effects of a Major Terrain Hazard are double that of a Minor Terrain Hazard, and all damage is increased by 1. The spell covers an area of a 10′ radius. The caster may choose to leave some area unfilled by the Major Terrain Hazard (to form a ring or arc, for instance). Major Terrain Hazards can have any secondary or tertiary effect of a Minor Terrain Hazard but can also include either of the following options instead of simply filling an area:

- Wall: Instead of filling a radius, a wall has a length that is triple the radius and is 5′ wide. Instead of reducing movement to pass through, a wall cannot be moved through at all, though it can be climbed over with a Tricky (-1) Might +Career test. The wall is 20′ tall. A wall lasts 2 fewer rounds than most other hazards. Painful walls do 1d3+1 damage to anyone within 5′ and 1d6+1 to anyone touching it.

- Chasm: Instead of filling the standard radius, a chasm is a square pit with each side equal to the radius. Instead of reducing movement to pass through, a chasm must be climbed down or leapt across. The chasm is 10′ deep. Anybody who falls in takes 1d3 damage. Climbing a chasm is a Tricky (-1) Might +Career test. A chasm lasts 2 fewer rounds than most other hazards. Painful chasms do 1d6+1 damage to anybody inside them.

Some examples of Major Terrain Hazards include an ice wall (frozen slippery wall), lava wall (painful hot wall), wall of swords (painful mobile wall), thorn wall (painful flammable wall), steam vent (hot painful chasm), crevasse (frozen slippery chasm), acid pool (painful long-lasting chasm), mud wall (sticky long-lasting wall), or web wall (sticky flammable wall).

Sword-Casting Styles

In a world where magic can be used for personal defense, it would stand to reason that some would seek to combine offensive and defensive aspects of both swordsmanship and spellcasting. These unique warriors are called "sword-casters".

Sword-casting styles are similar to dueling styles in that they have specific combat philosophy and weaponry. They provide a special benefit when the style is learned and a final secret for mastering the style. While a dueling style requires mastery of five maneuvers, mastery of a sword-casting style requires mastery of three maneuvers and two spells. Style benefits and final secrets usually combine combat and spell effects. Mastering a sword-casting style requires mastering all the maneuvers and spells in the style.

Knowledge of the spells involved is a perquisite to acquiring a sword-casting style. When a character learns a sword-casting style, they do so as a variation of the Dueling Style Boon, which gives mastery of one of the maneuvers in the style (but not mastery of any of the spells). A few sample sword-casting styles are given below.

Agile Blade

The sword-caster of the Agile Blade style focuses on evading enemy strikes while simultaneously quickening the sword-caster's own attacks.

Weaponry: A broadsword, wielded in two hands.

Maneuvers + Spells: Glide, Dodge, Footwork, Bolster Defense (Spell), Fleet of Foot (Spell)

Style Benefit: Whirling Offense: You can split your action to make two Bladework attacks using a broadsword gripped in two hands while under the effect of the Fleet of Foot spell.

Final Secret: Hold the High Ground: When wielding a broadsword in a two-handed grip, you get a Bonus Die to parry while under the effect of the Bolster Defense spell.

Dancing Wind

The wind dance began as entertainment but has evolved into a form of mystic self-defense. Whirling spins and amazing leaps make a wind dancer's feet into lethal weapons. Recommended: Performer (Dancer) Career.

Weaponry: Unarmed

Maneuvers + Spells: Dodge, Moulinet, Footwork, Fleet of Foot (Spell), Lightning Reflex (Spell)

Style Benefit: Furious Footwork: Your kicks do 1d3 damage plus your full Might. You can Moulinet with a kick using Brawl instead of Melee. You are not considered unarmed so long as you can kick. While Fleet of Foot is active, you can make a charging kick that does +1d3 damage.

Final Secret: Reaping Whirlwind: While under the effect of Lightning Reflex when you successfully use Footwork to disengage or Dodge to evade a Melee or Brawl attack, you may move one adjacent enemy 5' in the direction of your choice. If this causes two enemies to collide, they each must make a Flair +Defense Test against your Spellcaster rank



or fall prone. If the 5′ of movement would cause an enemy to move into some hazard, they may make a Flair +Defense test or spend 1 Fortune to evade it. While under the effects of Lightning Reflex and Fleet of Foot, your Moulinet kicks do 1d6 damage instead of 1d3.

Defender of Faith

Defenders of the faith are a martial order of clerics or paladins who emulate a combination of courage, skill at arms, and devotion to duty.

Weaponry: Shield and broadsword, but some use a mace or axe instead.

Maneuvers + Spells: Beat, Shove/Trip, Hilt Punch, Bolster Defense, Weapon of Energy

Style Benefit: Smite the Wicked: Your Weapon of Energy spell projects the holy light of soulfire that projects light like a torch. It counts as a blessed weapon while under the spell and demons or undead take +1 damage from it can set them aflame even if they are otherwise immune to fire.

Final Secret: Defend the Weak: Your Bolster Defense spell affects yourself and every ally within 10′ of you.



Flowing Water

The way of Flowing Water is evasive… until the enemy had been drawn in too close to escape.

Weaponry: An epee or broadsword and cloak

Maneuvers + Spells: Riposte, Footwork, Cloak Parry, Push/Pull (Spell), Refraction (Spell)

Style Benefit: Formless as Water: You can cast spells while wielding a cloak in one hand even if your other hand is occupied. While your Refraction spell is activated, you may Riposte any Melee or Brawl attack that missed due to the spell. Whenever you could Riposte, you can choose to use Footwork as a Reaction instead.

Final Secret: Crashing Wave: With a flourish of your cloak, your Push/Pull spell sends a wave of water that shoves two adjacent targets back 5′. If you use Footwork to take an advantageous position, you do a Bonus Die to damage rolls and to use Cloak Parry while you remain there.

Greenwood Hunter

Greenwood hunters have grown so aware of their surroundings that they needn't fear the dangers of the dark woods… for they are the danger.

Weaponry: Bow and arrows

Maneuvers + Spells: Quick Draw, Aim Shot, Hilt Punch, Damage Bolt (Spell), Sixth Sense (Spell)

Style Benefits: Energy Arrow: Your Damage Bolt spell manifests as an arrow of green energy that you fire from your weapon (which can be very handy if you run out of real arrows). If you use Aim Shot prior to firing an energy arrow, it gives a Bonus Die to the damage roll instead of the attack roll.

Final Secret: Shot in the Dark: You are so attuned to your surroundings that you know when you will be discovered. While Sixth Sense is active, you get a Bonus Die on rolls made to hide. If you make a Called Shot for extra damage with an arrow or your energy arrow, you do +1 damage.

Lash of Flame

The Lash of Flame teaches how to concentrate fire into a coiling whip far deadlier than the leather variety.

Weaponry: Whip

Maneuvers + Spells: Bind, Disarm, Footwork, Weapon of Energy (Spell), Control Fire (Spell)

Style Benefit: Fiery Whip: When you cast Weapon of Energy, it summons a fiery whip into your hand. For you this is a Minor Action. It will set enemies aflame if you roll a 3 on either damage die (from the spell or the whip itself). While your fiery whip can be broken by an enemy, you can resummon it with a Minor Action without expending additional Arcane Power while under the spell's duration.

Final Secret: Cracking Inferno: While you have Control Fire cast, and you use your fiery whip, it does a Bonus Die to damage rolls (making it more likely to set targets aflame). You can crack your whip as a Minor Action to immediately "tame the flame" snuffing out any fires that were set by your whip instantly. You also get +2 to use whip crack to intimidate an enemy with a flaming whip.

Lightning's Arc

Lightning's Arc teaches the sword-caster to conduct electricity through the steel and their body.

Weaponry: A backsword

Maneuvers + Spells: Quick Cut, Feint, Bind, Cloak of Injury (Spell), Weapon of Energy (Spell)

Style Benefit: Lightning Rod: Your Weapon of Energy spell must be cast on a metal sword and manifests as crackling electricity running up and down the blade that causes enemies to lose Composure when it rolls a 3 for damage. Metal Armor has a Penalty Die on Protection rolls against it. You can also magnetize your blade, treating your Might as if it were 2 higher in a Bind.

Final Secret: Conductive Combatant: While under the effect of Cloak of Injury, your body conducts electricity, shocking enemies that strike you with a metal melee weapon for 1d3 damage. When your blade is in contact with an enemy's, you can spend a Major Action and 2 Arcane Power to zap them for 1d3 damage with no roll needed to hit. You an also Parry electrical-based attacks and spells.

Rooted Oak

The Rooted Oak stands firm, and when it is fixed to hold a piece of ground, none shall pass.

Weaponry: A staff and a sword

Maneuvers + Spells: Stop-Thrust, Dodge, Bind, Bolster Defense (Spell), Lightning Reflex (Spell)

Style Benefit: A Mighty Bough: By using the leverage of your shoulder or the crook of your arm, can wield a staff in one hand. You can also cast spells through your staff while you hold it even if your other hand is occupied. While wielding a staff and sword, the Bolster Defense spell increases your Defense an additional +1. This benefit ends once you Yield Advantage.

Final Secret: Unyielding Roots: While under the effects of Lightning Reflex, you get a Bonus Die to Bladework Attacks, until you Yield Advantage.

Stone Fist

Students of the Stone Fist style harness the power of the earth for defense and offense as well.

Weaponry: Unarmed

Maneuvers + Spells: Stop-Thrust, Barehand Bind, Barehand Parry, Bolster Defense (Spell), Awesome Strength (Spell)



Style Benefit: Fists of Stone: When you cast Bolster Defense, a stony veneer covers your skin. Not only does this protect you from injury but makes your hands hard enough to cause serious injury as well. While under the effect of your Bolster Defense spell, your fists do 1d3 damage and add your full Might bonus. You are not considered unarmed. You can perform an unarmed Stop-Thrust using Brawl instead of Melee.

Final Secret: Crushing Blow: You can execute a devastating uppercut that stops an attacker in their tracks. You do +1d3 damage when performing an unarmed Stop-Thrust. While you are under the effects of your Awesome Strength and Bolster Defense Spells, your Brawling attacks do 1d6 damage instead of 1d3. Further, the protection offered by your stony skin increases to from 1d3 to 1d6 as well.

Torrential Storm

The sword-caster of the Torrential Storm philosophy believes that the best defense is a powerful and relentless offense.

Weaponry: A broadsword, wielded one-handed

Maneuvers + Spells: Bind, Shove/Trip, Blade Throw, Damage Bolt (Spell), Bolster Offense (Spell)

Style Benefit: Hurl Death: When you cast Damage Bolt, rather than conjuring bolts of energy that float nearby, you can instead use the spell to magically hurl your sword at an enemy, after which it flies back into your hand (it does the same damage as the Damage Bolt spell). You do a Bonus Die of damage when you hurl your sword via Damage Bolt or when using the Blade Throw maneuver. If you're disarmed (such as after a Blade Throw), you can cast Damage Bolt to magically hurl your sword into another target before it flies back to your hand. Your Blade Throw maneuver has a 10' Range Increment.

Final Secret: Relentless Assault: While you are under the effect of your Bolster Offense spell, enemies get a Penalty Die to parry your broadsword attacks.

Unseen Force

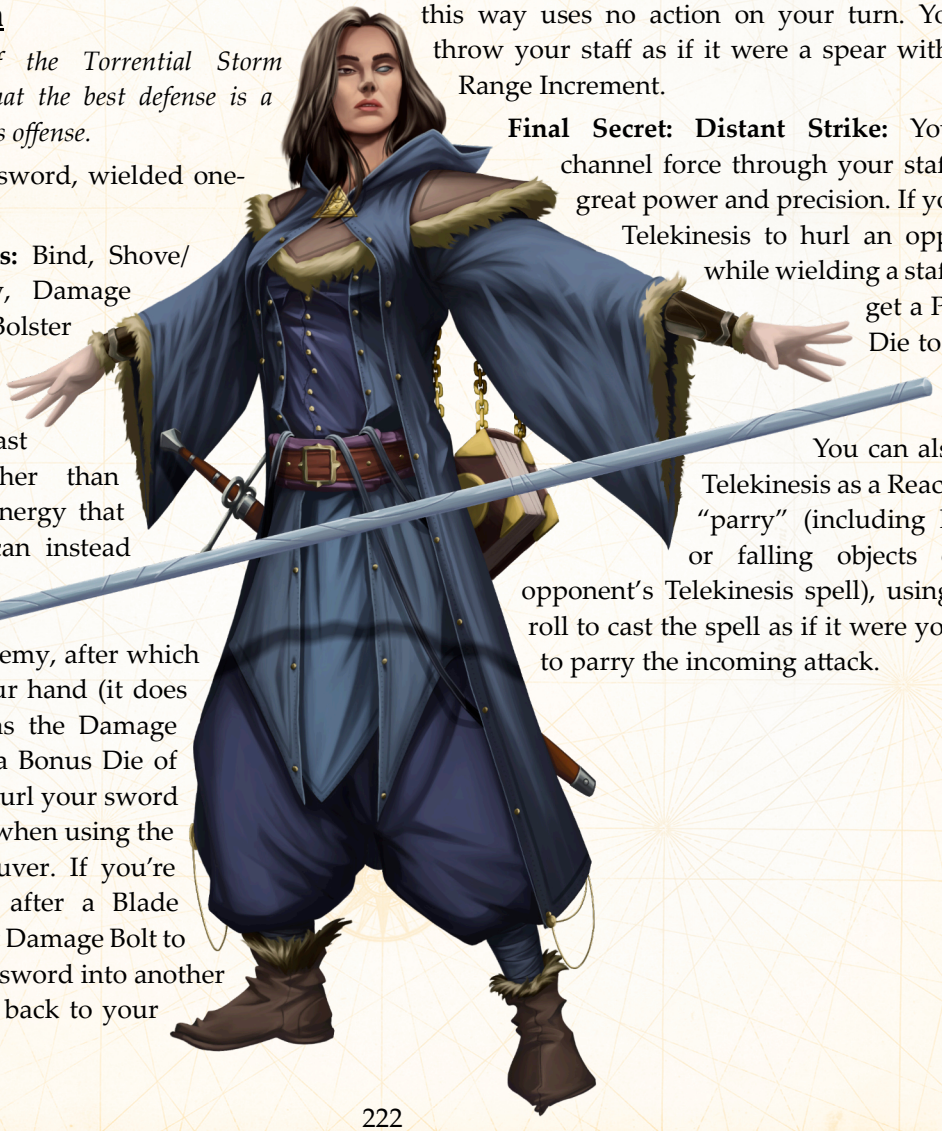
Students of the Unseen Force are adept at controlling their staff with their will as well as their hands.

Weaponry: A Staff

Maneuvers + Spells: Quick-Draw, Hurl Axe/Spear, Riposte, Push/Pull (Spell), Telekinesis (Spell)

Style Benefit: To Me!: You can call your staff directly to your hand when you've been disarmed. When you cast Push/Pull on your staff, it can be pulled directly into your hand. You may make a Quick-Draw test, and if you succeed, pulling your staff into your hand this way uses no action on your turn. You can throw your staff as if it were a spear with a 20' Range Increment.

Final Secret: Distant Strike: You can channel force through your staff with great power and precision. If you cast Telekinesis to hurl an opponent while wielding a staff, they get a Penalty Die to evade the effect. You can also cast Telekinesis as a Reaction to "parry" (including hurled or falling objects or an opponent's Telekinesis spell), using your roll to cast the spell as if it were your roll to parry the incoming attack.



Magic Items

Magic Scrolls

One type of magical aid often employed by high fantasy spellcasters are magical scrolls. A scroll is a Talisman that can be created by someone with both the Magician and Spellcaster Career. It contains one spell that when read from the scroll by a Spellcaster of the same type, allows the user to cast that spell one time. At that point, the writing upon the scroll disappears or the scroll itself is destroyed. Technically a "scroll" does not need to be made of parchment—it could be a clay tablet, runestones, or even tree bark. Alternatively, someone could substitute the Clergy Career for Magician for a Clerical caster. A druidic or shamanistic caster could use the Apothecary Career in which an enchanted carved bone or stick is broken when the spell is cast, rather than reading from a scroll.

The benefits of casting a spell from a scroll is that it does not drain the user of any Arcane Power. While the wielder still must roll to cast the spell, the scroll is not used up unless the spell is cast successfully or the roll was a Calamitous Failure. On a regular failure, the user could attempt to cast the spell again the next round. Another benefit is that the wielder does not need to already know the spell on the scroll to use it (though it does need to be a spell that the Spellcaster could potentially learn), so they can use scavenged scrolls from enemies. Instead of casting a spell from such a scroll, a Spellcaster may choose to learn the spell from the scroll instead.

A spell scroll of the First Circle is treated as an Uncommon Talisman (which the creator must spend 1 Advancement to create). A spell scroll of the Second Circle is a Rare Talisman, and a spell scroll of the Third Circle is a Unique Talisman.

Learning Spells from Scrolls and Books

When a Spellcaster finds a scroll or spell book, they can choose to use the item to learn a new spell, assuming the spell is one that they were capable of learning (GMs might not want Wizards casting Healing Hands or Clerics casting Damage Bolt, for instance). The benefit of learning the spell from an existing scroll or book is a 1-point discount in the amount of Advancement Points needed to learn the spell. If a scroll is used to learn a spell, the scroll is expended as if it had been successfully cast. This does not stack with the Arcane Academy Boon (which is a physical place you must go to with a large array of books).



Potions + Spellcasters

The *Honor + Intrigue* rules already give a wide variety of potions and rules to craft them but it is possible to make many more inspired by the spells that a Spellcaster can cast. When trying to infuse a magical spell into a potion, the Alchemist must either know the spell (with the Spellcaster Career) or use a scroll with the spell inscribed upon it. If the Alchemist is not also a Spellcaster, they cannot infuse a spell into a potion (but they can work with a Spellcaster, combining their skills in the same manner as a Craftsman and Scholar do to make advanced contraptions).

A spell of the First Circle is treated as an Uncommon Potion (which the creator must spend 1 Advancement to create it). A spell of the Second Circle is a Rare Potion, and a spell of the Third Circle is a Unique Potion.



Enchanted Items

Magical equipment is a mainstay of high fantasy games. While *Honor + Intrigue* does have Talismans, and those can still be crafted and remain useful, they were designed to fit into a world of Hermetic magic, rather than a world with wizards slinging fireballs. Enchanted items are created by casting "Enchant Item" on a Talisman prepared to receive the spell (see spell description for more information). Enchanted items fall into three categories: Lesser Enchantment, Greater Enchantment, and Cursed. Below are some sample pieces of enchanted equipment, but the GM should feel free to use these as a guideline to create their own enchanted and cursed items.

The GM may decide to let a PC begin with the "Enchanted Equipment" Boon to begin play with an enchanted item. If so, they may either have two Items of Lesser Enchantment or one Item of Greater Enchantment.

Items of Lesser Enchantment

Amulet of Poison Resistance

The wearer of this amulet gets a Bonus Die to avoid the effects of any poison and any poison damage against them is rolled with a Penalty Die.

Armor of Dwarven Craft

This enchantment is mostly found on a sturdy suit of heavy armor. The wearer is much more firmly fixed to the ground, imposing a Penalty Die on attempts to knock them over (such as with Shove/Trip) or giving a Bonus Die to avoid being knocked over or shoved backward.

Armor of Elven Craft

The armor bearing this enchantment counts as if it were one category lighter. Light Armor of Elven Craft feels like no armor at all (treat it simply as clothing), and Heavy Armor gives only the penalties of Light Armor. Armor of Elven Craft also never imposes a Flair penalty for wearing it.

Armor of Energy Resistance

This armor or shield gives the wearer +1d6 Protection against a specific type of energy chosen when this item is enchanted.

Armory Weapon

The Armory enchantment allows any weapon it is placed upon to transform into another type of weapon. All weapons retain the same enchantment bonuses should the weapon have any additional bonuses. By pressing a button on the haft and saying the command word, an Armory weapon can transform into a sword, hammer, or axe (both one or two-handed varieties) as well as a spear or heavy lance. When transformed into a spear, and the spearhead is placed into the ground, another command can be given to transform the Armory weapon into a scaling ladder, which extends upward as high as fifty feet (along with hand-grips that pop from each side of the haft). Another command can be issued transforming the blade into a grappling hook, and up to fifty feet of rope can extend from the haft of the weapon. Once thrown, the grappler can be reeled in, able to pull up to 400 pounds of weight.

Arrows of Healing

These unusual arrows or crossbow bolts do not end in a lethally sharp tip, but instead, have a syringe that is filled with a healing potion. A target shot with one of these arrows is healed 1d3+1 damage and is not injured by the arrow (but it does sting). A dozen such arrows can be crafted at a time. Each arrow can only be used once, then breaks.



Arrows of Lethargy

These unusual arrows or crossbow bolts do not end in a lethally sharp tip, but instead, have a syringe that is filled with a sleeping potion. A target shot with one of these is not injured by the arrow (but it does sting). They must instead roll a Hard (-2) Might check to resist the potion. If they fail, they feel extremely lethargic for the next 1d3 hours, increasing the difficulty of all Task rolls and Combat rolls by 2, and reducing movement speed to half. A dozen such arrows can be crafted at a time. Each arrow can only be used once, then breaks.

Backpack of Adventuring

This otherwise normal-looking backpack magically holds triple the space (and weight) of an ordinary backpack. Any item that can fit through the opening can be placed inside, even if it is longer than the overall length of the backpack. Living creatures attempting to fit inside the backpack will find it functions as a normal backpack; it only has extra-dimensional properties for inanimate objects.

Boots of Quiet

These boots make the wearer able to move without making any noise (though they can still speak and make noise deliberately). While attempting to avoid making sound, the wielder receives a Bonus Die. If the wearer spends a Fortune Point to automatically avoid being heard, roll 1d6. On a 4-6, they get to keep the Fortune Point.

Boots of Speed

These boots greatly enhance the wearer's running speed, increasing their base movement by 10 feet.

Bracers of Deflecting

These sturdy metal arm guards allow you to use the Barehand Parry Reaction without taking any damage and can even be used against black powder weapons. In addition, you get one free use of Barehand Parry per round.



Cloak of Stealth

This cloak makes its wearer much more adept at hiding. While attempting to hide, the wearer receives a Bonus Die, which stacks with the Sneaky Boon. If the wearer spends a Fortune Point to automatically hide, roll 1d6. On a 4-6, they get to keep the Fortune Point.

Coral Weapon

This weapon is enchanted to have no penalties when used underwater.

Crystal Ball of Seeing

This crystal ball gives the user a Bonus Die when using the Magician Career for Soothsaying or Fortune Telling,

Conjurer's Trick

The Conjurer's Trick enchantment is found on belt-pouches, robes, and hats (especially the pointy variety). By fishing one's arm inside the pouch, pockets, sleeve, or hat, and saying the command word, the user activates the item's magic to get something they need in the moment. But instead of spending a Fortune Point to get the item, the user must make a Flair check to see if they manage to pull out what they are trying to conjure. The difficulty is set by the GM based on how rare or unlikely the item might be. On a failed roll, the user pulls out something other than what they wanted (usually something hilarious). On a Calamitous Failure, it is instead something dangerous. It is possible to pull items out that are too big to fit inside the space of the item, like pulling a sword out of a hat. The item may be used up to three times per day.

Doppelganger's Hat

This hat allows you to magically don a disguise to make yourself resemble another person in a matter of seconds. It confers a Bonus Die to your attempt to disguise yourself, and this effect stacks with the Master of Disguise Boon. If you have Distinctive Appearance, this is expressed in any disguise.

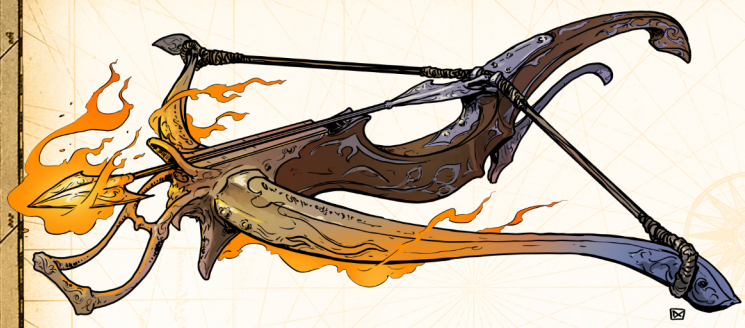
Drunkard's Flask

This item is extremely prized both by heavy drinkers and those traveling through deserts and upon the sea. Despite its name, the Drunkard's Flask can fill itself with any beverage the owner wishes, including water, juice, and any sort of liquor desired. Each time the cap is opened, the liquid inside is determined by the owner's desire. It produces drink of average quality of the type desired (no specific vintages). Any drink taken from it must be direct from the flask itself. It cannot be poured out into another container.

Enchanted Grappler

This rope and grappler hook automatically can affix itself to any directed surface up to 50 feet from the wielder as long as there is something to grab. When the wielder is ready, they can say the command word and reel the rope in, allowing them to automatically pull closer to the grappler (or pull the grappler closer to them). If it is resisted, treat the grappler as if it had a Might of 6 when reeling itself in (though the wielder may not be so well braced).





Flamebrand Weapon

This weapon has a portion that lights on fire when the command word is spoken. Flamebrand weapons do +1d3 fire damage and set enemies aflame when a 3 is rolled. Flamebrand weapons shed light like a torch when alight, and also radiate warmth equivalent to a campfire, making them useful for cooking or keeping warm in cold conditions.

Gems of Communication

These twin gems are usually set into matching earrings but are sometimes worn on a ring or necklace. When the wearer touches the gem and speaks, the wearer of the matching gem will hear them and some of the ambient noise around them. This will work so long as the two gems are on the same world. In this way, the wearers of the gems can easily communicate with each other.

Helm of Telepathy

This helmet allows the wearer to use the spell Lesser Telepathy at will.

Icebrand Weapon

This weapon has a portion that becomes covered in a rime of frost when the command word is spoken. Icebrand weapons do +1d3 cold damage and the numbing chill makes the victim loses a point of Composure the first time a 3 is rolled. Icebrand weapons cast a blue glow that radiates light like a torch. In addition, they radiate cold and can be used for refrigeration or to keep comfortable in warm conditions.

Insect Boots

The wearer of these boots can walk on horizontal surfaces or even upside-down as if they were standing on ordinary ground making climbing effortless.

Item of Lesser Spellcasting

This item is capable of casting a spell of the First Circle once per day, recharging every day at dawn. Unlike a wand, it is not a casting focus and can be used by anybody, even characters without the Spellcaster Career, so long as the wielder knows the trigger word to activate the item. The spell is cast as if by a Spellcaster of rank 3 and requires no Arcane Power. The name of the item changes to fit the type of item it is as well as the spell it allows the user to cast. For instance, "Flute of Charm" or "Paintbrush of Minor Glamour".

Item of Energy Resistance

This is always a worn item, though it could be a ring, amulet, clothes, or a suit of armor. The wearer gets a Bonus Die to avoid the effects of one type of energy (specified when the item is made) and when they are damaged by that energy type, the damage is rolled with a Penalty Die.

Javelins of Thunderbolts

When these javelins are hurled at an enemy, the attacker receives a Bonus Die to hit. It turns into pure energy and zaps through the target for 1d6+1 electrical damage. It ignores 2 points of Protection offered by metal armor as it conducts through it. A dozen such javelins can be crafted at a time. Each javelin is destroyed when it is used.

Pole of Trap Detection

This item appears to be an ordinary ten-foot pole. However, this particular pole gives its wielder a Bonus Die to notice traps along any surface the pole is pushed along. It gives no bonuses to disarm traps.

Robe of Perception

This robe has a pattern woven into it that appear to be a myriad of staring eyes. The wearer can see through these eyes and gains much greater perception as a result. While attempting to notice something, the wearer receives a Bonus Die. If the wearer spends a Fortune Point to automatically notice, roll 1d6. On a 4-6, they get to keep the Fortune Point.

Shield of Ramming

This shield is decorated with a design depicting the horns of a butting ram. The bearer gets a Bonus Die to Shove/Trip when using this shield to do it, and the victim is also sent flying backward by 10 feet. When used as a weapon, this shield does 1d6 damage.

Shield of Reflection

This shield is polished to a mirror finish. Its reflective properties also extend to the magical spectrum. Against any creature that has an attack based on its gaze, such as a medusa or basilisk, the bearer of this shield has a Bonus Die to all Defense rolls as the creature dare not look directly at the shield. In addition, whenever the bearer is attacked by such a gaze, and rolls a Mighty Success, the gaze is reflected back at the attacker.

Skeleton's Key

This appears to be a large iron key, crafted to resemble a skull. It shrinks to fit any lock and can even be tapped upon a surface to unlock locks with no apparent keyhole or magically locked openings. When used, make a Career Test as if you had Thief 3 against the lock's Difficulty. If the Test succeeds, the lock opens. If it fails, the Skeleton's Key will not work again until the next day.



Thunderbrand Weapon

This weapon has a portion that becomes ensconced in a crackling aura of electricity when the command word is spoken. Thunderbrand weapons do +1d3 electrical damage and the shock causes the victim to lose 1 Composure the first time that a 3 is rolled. Thunderbrand weapons cast a golden glow that radiates light like a torch. In addition, they can be used as a compass to find magnetic north.

Venom-kissed Weapon

Most Venom-kissed weapons are daggers. The weapon's blade is constantly slick with a green poisonous slime that does +1d3 poison damage to the victim. On a 3, the poison continues to affect the victim the next round, doing 1 point of damage unless they succeed on a Tricky (-1) Might test. If they fail, they must continue to retry the Might test at the start of their turn each round until they succeed or the poison kills them.

Wand of Lesser Spellcasting

This wand can be used as a casting focus by a Spellcaster. In addition, it can also cast one spell of the First Circle three times per day, recharging every day at dawn. The spell is chosen by the enchanter and replaces "Lesser Spellcasting" in the item's name. The wielder must have the Spellcaster Career, and any effects of the spell based on that Career use the wielder's for that purpose. The main benefit of this wand is it costs the wielder no Arcane Power to cast that spell when using it and the wielder need not have learned this spell already to use it.

Weapon of Blinding

This enchantment is usually placed on a staff. On a Mighty Success, an enemy hit with this weapon is stricken blind unless they succeed at a Tough (-4) Might +Defense test. At the start of their turn, they can reattempt the Might test to regain their vision each round. The blindness will wear off after a minute, otherwise.

Weapon of Charging

This enchantment is often placed on spears, lances, or axes. Whenever the wielder attacks with a running start of at least 30 feet, they do +1d6 damage. This replaces the +1d3 normally done by a spear when charging.

Weapon of Crushing or Sharpness

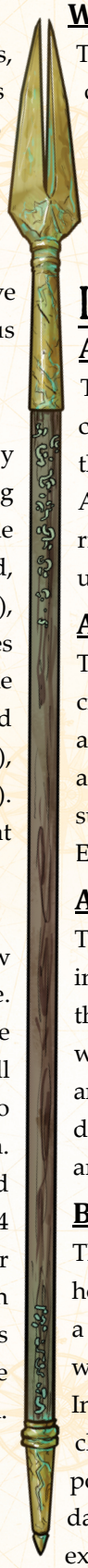
This weapon is enchanted to be more effective than most of its type. It always receives a Bonus Die to damage and does +1 extra damage.

Weapon of Foe Bane

This weapon is enchanted to be especially deadly against a certain type of creature, always doing +1d6 damage against creatures of that type. Some possible creature types include: Undead, Lycanthropes (various "were" creatures), Abominations (hideous unnatural creatures created by dark sorcery), Beasts (animal-like creatures), Demons, Dragons, Fey, Humanoid (by specific ancestry, so Elf, Dwarf, Goblin, etc.), or Automatons (animated statues, robots, etc.). The type of creature is a permanent choice that replaces "Foe" in the item's name.

Weapon of Reloading

This weapon is an enchanted firearm or crossbow with a matching etched ammunition case. Whenever the command word is spoken by the wielder, there is a chance that ammunition will automatically be transported from the case into the weapon, which also resets itself to fire again. As a Minor Action, the wielder may command the weapon to reload. The weapon makes a +4 Task Roll with a Difficulty equal to one higher than the number of reload actions the weapon normally requires. On a success, the weapon is reloaded and ready to fire again. On a failure, the weapon only completes 1 standard reload action.



Weapon of Throwing

This weapon is enchanted to be thrown. It has double the usual throwing range for a weapon of its type and it will return to the wielder's hand at the start of their next turn. If it is a weapon that normally is not meant to be thrown, it has a 10' Range Increment for throwing.

Items of Greater Enchantment

Armorer's Ring

This enchantment is placed on a suit of armor, causing it to instantly transform into a ring upon the wearer's hand when the wearer spends a Minor Action and says the command word. Likewise, the ring can be commanded to transform into armor upon the wearer's body with a Minor Action.

Ammunition of Seeking

This enchantment can be placed on arrows, crossbow bolts, or even bullets. When used to make a Called Shot or shoot around cover, this ammunition receives a Bonus Die to hit. A dozen such pieces of ammunition can be crafted at a time. Each can only be used once, then breaks.

Arrows of Healing, Greater

These unusual arrows or crossbow bolts do not end in a lethally sharp tip, but instead, have a syringe that is filled with a healing potion. A target shot with one of these arrows is healed 1d6+1 damage and is not injured by the arrow (but it does sting). A dozen such arrows can be crafted at a time. Each arrow can only be used once, then breaks.

Bat's Mantle

This black leather hooded cape has "ears" on the hood. When the hood is pulled down over the eyes, a command will perk up the ears, allowing the wearer to use the Echolocation Boon (see page 166). In addition, the wearer can unfurl the wing-like cloak to fly with a base speed of 20 feet + 10 feet per point of Daring. The Bat's Mantle has 3 charges per day. Each hour or fraction thereof it is activated expends a charge. It recharges at dusk each day

Boots of Air-Walking

The wearer of these boots gains the Air-Walking Ancestral Boon (see page 165) while they are worn.

Cape of Escape

When the wearer of this cape spends a Major Action and says the command word, they disappear in a puff of smoke and reappear within 50 feet. They may choose to draw the cape around an ally and bring the ally with them. This item may be used up to twice per day, recharging the next dawn.

Cloak of Flames

The wearer of this cloak gains the Aura of Flames Ancestral Boon (see page 165) while it is worn.

Cloak of Gaseous Form

The wearer of this cloak gains the Mist Form Ancestral Boon (see page 169) while it is worn.

Elemental Vessel

This item is either a basin, jar, pot, or brazier. When filled with the appropriate element, the user can cast Bind/Summon Creature on an elemental creature of the corresponding element as if they had Spellcaster 5, requiring no Arcane Power. Sometimes, a found vessel already contains an elemental.

Fey Splendor

This enchantment is usually placed on clothing or cloaks. The wearer gains the effects of the Beguiling and Attractive Boons while the item is worn. These effects do not stack with the Boons if the wearer already has them.

Flying Broom

This broom allows anybody flying it to fly at a speed of 20 feet +10 feet per point of Daring so long as they hold onto the broom. Operating a Flying Broom often requires a Moderate (0) Might tests to hang on whenever it suddenly turns or the rider is struck. Riding the Flying Broom usually requires both hands. The difficulty of a check riding with one hand is Hard (-2), and hands-free it is Tough (-4). Failing causes the rider to lose their grip and begin to fall (but spending a Fortune Point will enable the broom to swoop down and catch the rider in time). The rider can fly themself and one passenger (though carrying a passenger gives a Penalty Die to any rolls to maneuver the Flying Broom).

Flying Carpet

This item is treated as a flying vehicle with Size 0, Sails 5, Guns X, Crew 0, Hull 0, Timber 5. It can move without wind, though unfavorable winds can still impede it. The carpet's controller makes all Tests to maneuver it. Unlike a ship, the controller uses the Quality the GM declares (not a Career) along with the carpet's Quality. The flying carpet can carry up to seven passengers or one ton of cargo. When rolled up, two people can carry it at half speed.

Giant's Strength

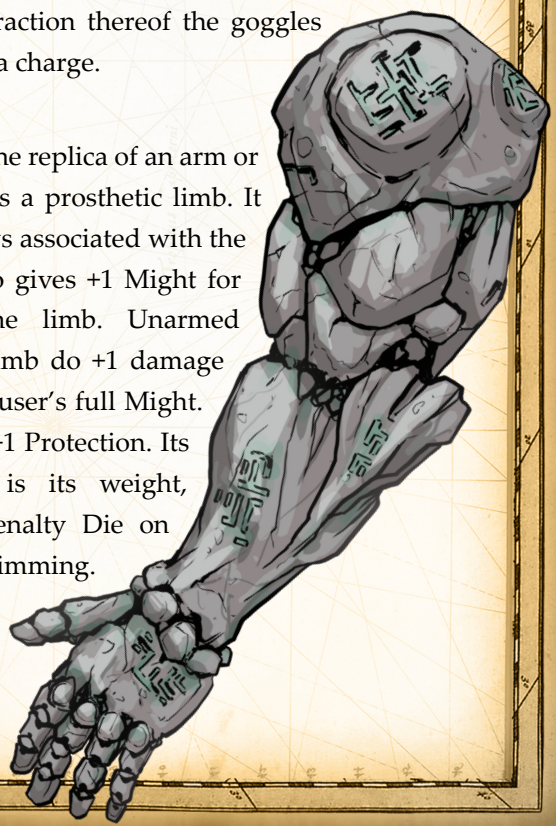
This enchantment is usually placed on belts, bracers, or gauntlets. The wearer gains the effects of the Herculean Strength and Strength Feat Boons while the item is worn. These effects do not stack with the Boons if the wearer already has them.

Goggles of Glass-Stone

While wearing these goggles, you can see through wood, earth, and stone as if it were transparent glass, up to a maximum of ten feet of thickness. You may use the goggles for up to ten charges per day. Each minute or fraction thereof the goggles are used expends a charge.

Golem's Limb

This animated stone replica of an arm or leg can be used as a prosthetic limb. It ignores most Flaws associated with the lost limb and also gives +1 Might for actions using the limb. Unarmed strikes with the limb do +1 damage and may add the user's full Might. The limb has 1d6+1 Protection. Its main drawback is its weight, which gives a Penalty Die on rolls involving swimming.



Hero's Courage

This enchantment is usually placed on a cloak, breastplate, or helmet. The wearer gains the effects of the Daredevil and Laugh in the Face of Danger Boons while the item is worn. These effects do not stack with the Boons if the wearer already has them.

Holy Weapon

Any weapon that bears this enchantment glows like full daylight in a 50 foot radius whenever it is unsheathed. Any undead or demons standing in the light at any portion of their panel are At a Loss (the condition ends once they spend a full round outside the light). In addition, a Holy weapon counts as a casting focus and holy symbol for clergy of the deity for whom it was dedicated. Evil creatures suffer 1d6 damage per round if they try to hold a Holy weapon. When wielded by a Clergy of the deity the weapon is dedicated to, the weapon does +1d6 damage to demons, undead, and servants of evil deities.

Horn of the Horde

This item appears to be an animal horn, decorated with runes. When blown, the horn summons a group of five rampaging berserkers within 20 feet of the user. Each berserker has Might 2 Daring 2 Savvy -1 Flair -1, Brawl 1 Melee 3 Ranged -1 Defense -1, Warrior 2 Woodsman or Sailor 2, and 10 Lifeblood. They are armed with their preferred weapon (and a shield if the weapon is one-handed), and wear no armor, nor carry any other equipment. The warriors summoned will fight on the side of the wielder of the horn and cannot be reasoned with or magically controlled by any other means. They do not seem to understand any language other than the wielder's commands. The summoned berserkers will remain for a single scene, during which they will fight anybody the wielder commands or defend a person or location the wielder indicates. They cannot be used for chores or any other non-battle related task. At the end of the scene, they walk off into a mist and are gone. Any equipment they were carrying dissolves into mist, as does any berserker's body if it is slain. The horn has one charge per week.

Item of Greater Spellcasting

This item is capable of casting a spell of the Second Circle once per day, recharging every day at dawn. Unlike a wand, it is not a casting focus and can be used by anybody, even characters without the Spellcaster Career, so long as the wielder knows the trigger word to activate the item. The spell is cast as if by a Spellcaster of rank 5 and requires no Arcane Power. The name of the item changes to fit the type of item it is as well as the spell it allows the user to cast. For instance "Sword of Bolstering Offense" or "Boots of Levitating".



Item of Evasion

This item (usually a piece of jewelry like ring or amulet) gives the bearer a Bonus Die to any roll using Defense (such as avoiding a trap, spell, or other hazard).

Item of Greater Energy Resistance

This is always a worn item, though it could be a ring, amulet, clothes, or a suit of armor. The wearer gets a Bonus Die to avoid the effects of one type of energy (specified when the item is made) and they have 1d6+1 Protection against that type as well.

Mulligan's Stewpot

This item appears to be a cast-iron stewpot, large enough to make four portions. Three times per day, when the command word is spoken and a stone thrown inside, the pot will fill itself with a hot brown and nourishing stew that is also pretty tasty. The stew seems to be concocted from a variety of meats and vegetables and is rarely the same twice.

Philosopher's Genius

This enchantment is usually placed on a robe or circlet. The wearer gains the effects of the Savant and Learned Boons while the item is worn. These effects do not stack with the Boons if the wearer already has them.

Pocket-Sized Boat

This item appears to be a toy boat. But when placed in water and the command word is spoken, it grows to the size of a river boat large enough for over a dozen of people. The boat is equipped with a mast as well as oars.

Ring of Regenerating

The wearer of this ring heals 1 Lifeblood per hour. It will also allow the wearer to buy off Flaws caused by otherwise permanent injuries for 20 Advancement Points (this process takes over a week's worth of continuous wear).



Ring of Resistance

Whenever rolling a Defense test to save against a magical spell, the wearer of this ring rolls with a Bonus Die.

Robe of Greater Perception

This functions as the Robe of Perception, but in addition lets the wearer always see through illusions and perceive things that have been magically rendered invisible.

Sea Lord's

This enchantment is usually placed on a piece of armor or article of clothing or jewelry (such as a circlet). While worn, the wearer is under the effect of the Aquatic Adaptation spell.

Shield of Dragon's Breath

Stylized in the shape of a dragon's head and crafted from dragon scales, the Dragon's Breath Shield can be commanded to breathe a gout of its deadly breath. This fires a blast in either a 30' cone or a 10' by 40' line of either flames, cold, acid, or electricity (chosen when the shield is crafted). The blast does 1d6+1 damage. Once expended, this ability will recharge when the wielder rolls a 1 on Initiative (if using an alternate Initiative system, just roll 1d6 at the start of your turn to see if it has recharged).

Shield of the Faithful Squire

This plain-looking shield has a powerful enchantment. When tossed into the air and a command word is spoken, it will hover by the bearer's side and protect them. It gives +1 to their Defense and up to twice per round, the shield parries with a +4 to the roll on the bearer's behalf. Instead, the shield can be commanded to protect another person within ten feet of the bearer.

Spacious Bag

This enchantment appears on a backpack, belt pouch, or even a simple sack. This item has a seemingly limitless carrying capacity. No matter the size, its opening can expand up to five feet in diameter. Anything that can fit in its mouth can be put into the Spacious Bag, regardless of the object's height. The bag will shrink back to its normal proportions once it is closed. No matter what is inside the bag, it seems to weigh only a few pounds. Whenever the wearer wants to get something out of the bag, the desired object will always be on top. If a living creature is put in the bag, they have enough air to last up to one hour.

Spacious Quiver

This enchantment always appears on a quiver for arrows and is impeccably inlaid with a hunting motif. The quiver has room for a seemingly endless supply of arrows. No matter how many arrows are inside, the Spacious Quiver never weighs more than

a few pounds and never grows larger. Arrows that are drawn are immediately replaced by the reserve left inside. If the wearer wants a specific arrow, it comes to their hand as soon as they reach for it. Besides arrows, the Spacious Quiver can hold any other type of ammunition, such as sling stones, crossbow bolts, and also one-handed throwing weapons such as javelins, knives, and spears (which always fit regardless of length).

Sphinx's Acumen

This enchantment appears on circlets, amulets, or bracelets. Whenever the wearer must solve a puzzle or riddle, they may make two additional guesses which do not count as wrong answers. They can also ask three yes or no questions to help narrow down the answer. The guesses and questions take place in the wearer's own mind, in an imaginary conversation with a sphinx.

Staff of Greater Spellcasting

This staff can be used as a casting focus by a Spellcaster. In addition, it can also cast one spell of the Second Circle three times per day or a Third Circle spell once a day, recharging daily at dawn. The spell is chosen by the enchanter and replaces "Greater Spellcasting" in the item's name. The wielder must have the Spellcaster Career, and any effects of the spell based on rank use the wielder's. The main benefit of this staff is it costs the wielder no Arcane Power to cast that spell when using it and the wielder need not have learned this spell already to use it. If the spell requires Advancement Points, Composure, or other resources to use, those costs must be paid by the user.

Tome of Understanding

This item appears to be a large book. Inside, each page is inscribed with the words "the quick brown fox jumped over the lazy dog" and various other expressions in a different language. Just about any language has its own page in the tome. Studying the tome for one hour will allow the reader to understand any one written or spoken language for three hours thereafter. The user can also choose to write down anything translated by use of the tome for further study later on in a language of their choosing. The tome does not aid the user in breaking codes, nor explain the meaning of idioms, only literal understanding of a language.

Vorpal Blade

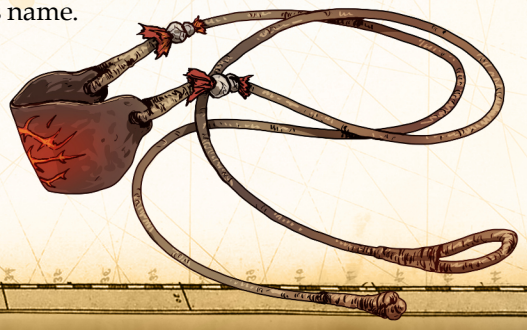
This enchantment can be placed upon any cutting weapon like a sword or axe, though it is most commonly found on sabers and scimitars. A vorpal blade is the keenest edge of any weapon known, doing +1d3 damage. In addition, whenever a vorpal blade rolls a Mighty Success with Bladework, the blade severs a limb. If the target loses more than half its maximum Lifeblood from this single blow, the severed limb is the head, which will kill most creatures instantly.

Water Walking

This enchantment is found on rings, amulets, or footwear. It allows the wearer to walk on the surface of water or similar liquid as if it were solid ground.

Weapon of Foe Slaying

This weapon is enchanted to kill a certain type of creature, always doing +1d6 damage against creatures of that type and giving the wielder a Bonus Die to hit. In addition, the weapon will glow when a creature of that type is within 50 feet. Some possible creature types include: Undead, Lycanthropes (various "were" creatures), Abominations (hideous unnatural creatures created by dark sorcery), Beasts (animal-like creatures), Demons, Dragons, Fey, Humanoid (by specific ancestry, so Elf, Dwarf, Giant, etc.), or Automatons (animated statues, robots, etc.). The type of creature is a permanent choice that replaces "Foe" in the item's name.

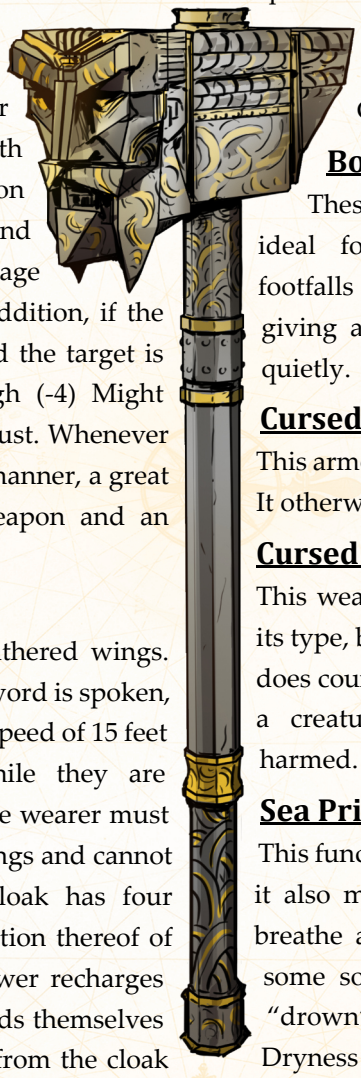


Weapon of Shattering

This enchantment is usually placed on bludgeons like hammers or maces. It does +1d6 damage against any stone, metal, or wooden creature it strikes. Golems, earth elementals, automatons and similar creatures are affected by it. In addition to the extra damage, if the attack roll is a Mighty Success, and the target is constructed of stone, glass, crystal, metal, or wood, they must make a Tough (-4) Might Test or immediately shatter into pieces.

Weapon of Undead Smiting

This sacred weapon is renowned for its ability to destroy the undead with a vengeance. It is usually found on maces, but occasionally it is also found on swords. It does +1d6 damage against any undead it strikes. In addition, if the attack roll is a Mighty Success, and the target is undead, they must make a Tough (-4) Might check or immediately crumble to dust. Whenever an undead creature is slain in this manner, a great corona of light surrounds the weapon and an unearthly chorus is heard to sing.



Winged Cloak

This cloak resembles a pair of feathered wings. When unfurled and the command word is spoken, they allow the wearer to fly with a speed of 15 feet +5 feet per point of Might while they are unarmored and unencumbered. The wearer must engage their arms to control the wings and cannot use them for other tasks. The cloak has four charges per day. Each hour or fraction thereof of use uses a charge. The cloak's power recharges each day at dawn. If the wearer finds themselves falling they may expend a charge from the cloak instead of a Fortune Point to save themselves.

Wizard's Wand of Specialty

This wand can be used as a casting focus by a Wizard or Mage and gives a Bonus Die to cast spells of one Magical Specialty (see page 183). Replace "Specialty" in the name with the specific Specialty associated.

Cursed Items

Cursed items are also a mainstay of high fantasy campaigns. When a character uses a cursed item, they find themselves unable to discard it and will normally use it when appropriate. A cursed sword will be used whenever the character fights in melee, a cursed wand will be used whenever a caster is casting spells, etc. It is possible to resist the compulsion to use a cursed item by paying a Fortune Point instead. A victim can be rid of a cursed item by receiving the Break Curse spell (see page 210).

Boots of Echo

These boots are extremely stylish, and seem ideal for sneaking. However, the wearer's footfalls will be extra loud and reverberate, giving a Penalty Die on any attempt to move quietly.

Cursed Armor

This armor gives a Penalty Die on Protection rolls. It otherwise functions as armor of its type.

Cursed Weapon

This weapon behaves as an ordinary weapon of its type, but gets a Penalty Die on damage rolls. It does count as a magical weapon, however in case a creature requires magical weapons to be harmed.

Sea Prisoner's

This functions as the Sea Lord's enchantment, but it also mutates the wearer so that they cannot breathe air on the surface (they would require some source of water to breathe or else they "drown") and they also gain the Vulnerability to Dryness Ancestral Flaw.

Wand of Spell Fatigue

This wand can be used as a casting focus by a Spellcaster, but instead of reducing the Arcane Power cost, it is increased by 1.

Sample Caster Heroes & Villains

Bard

Motivation: Fame; M-1 D1 S2 F2 ; Br0 Me1 Ra1 De2; Scoundrel 0 Performer 1 Magician 1 Mage 2; Boons & Flaws: Spellcaster (Mage, Voice & Utility Specialties), Silver Tongue, Enchanted Equipment, Delusions of Grandeur, Hopeless Romantic; (Lute of Charm, Light Armor of Elven Craft, Lockpicks, Rapier, Crossbow, Stationary) Spells: Calm, Charm, Slumber Trance, Healing Hands, Minor Glamour; 9 LB, 12 AP, 5 Fortune

Cleric

Motivation: Devotion; M0 D1 S2 F1; Br0 Me2 Ra0 De2 ; Scholar 0, Clergy 2 Cleric 2 Warrior 0; Boons & Flaws: Spellcaster (Cleric), Military Order (Temple Guardian), Extra Spells, Obligation, Spendthrift; (Books, Kite Shield, Mace, Light Armor, Crossbow) Spells: Healing Hands, Bolster Defense, Calm, Focus, Repel Undead, Urgent Warning, Light Bearer; 10 LB, 12 AP, 4 Fortune

Illusionist Trickster

Motivation: Wealth; M-1 D0 S3 F2; Br0 Me2 Ra1 De1; Thief 1 Magician 1 Mage 2 Charlatan 0; Boons & Flaws: Spellcaster (Mage, Illusion Magic Specialty), Sneaky, Attractive, Greed, Double Life; (Lockpicks, Ward of Dog Repulsion, Dagger, Rapier, Forged Letter of Introduction) Spells: Minor Glamour, Concealing Shadows, Lock/Unlock, Mark/Retrieve Object, Scale Sheer Surface; 9 LB, 12 AP, 5 Fortune

Psi-Knight

Motivation: Altruism or Power; M0 D1 S2 F1; Br1 Me2 Ra-1 De2; Pilot 0 Scout 0 Mystic 2 Psionicist 2; Boons & Flaws: Spellcaster (Psionicist), Maneuver Mastery (Parry, Riposte), Seeking, Obligation, Tragic Fate; (Energy Broadsword) Spells: Charm, Sixth Sense, Bolster Defense, Fleet of Foot, Push/Pull; 10 LB, 12 AP, 4 Fortune

Pyromancer

Motivation: Revenge; M0 D1 S3 F0; Br0 Me2 Ra1 De1; Scholar 0 Magician 2 Mage 2 Duelist 0; Boons & Flaws: Spellcaster (Mage, Fire Magic Specialty), Dueling Style (Lash of Flame), Obsession (Books, Spell Book, Wand, Rapier, Pistol) Spells: Control Fire, Heat Object, Energy Resistance (Fire), Weapon of Energy (Fiery Whip), Minor Terrain Hazard (painful, hot); 10 LB, 12 AP, 3 Fortune

Ranger

Motivation: Preserve Nature; M1 D1 S2 F0; Br0 Me1 Ra2 De1; Woodsman 2 Druid 1 Apothecary 1 Warrior 0; Boons & Flaws: Spellcaster (Druid), Dueling Style (Greenwood Hunter), Beast Friend, Obligation (Nature), Taciturn; (Bow, Quiver of Arrows, Medicine Pouch, Scimitar, Rope) Spells: Damage Bolt, Sixth Sense, Beast Speech, Healing Hands; 11 LB, 11 AP, 3 Fortune

Sea-Chaplin

Motivation: Faith; M0 D1 S2 F1 ; Br0 Me2 Ra0 De2; Sailor 1 Hunter 0 Clergy 1 Cleric 2; Boons & Flaws: Spellcaster (Cleric, Water & Life Magic Specialties), Arcane Academy (Temple of Neptune), Blessed, Obligation, Spendthrift; (Net, Trident, Holy Book, Rope, Holy Water) Spells: Purify Rations, Unbreathing, Walk on Water, Healing Hands, Repel Undead; 10 LB, 12 AP, 4 Fortune

Shaman

Motivation: Tradition; M0 D1 S2 F1; Br2 Me0 Ra1 De1; Hunter 0 Warrior 0 Apothecary 2 Shaman 2; Boons & Flaws: Spellcaster (Shaman), Beast Friend, Visions/Voices, Distinctive Appearance, Country Bumpkin; (Bow, Quiver of Arrows, Herbalist's Bag, Venom Antidote, Crystal Necklace) Spells: Beast Speech, Healing Hands, Heat Object, Teeth & Claws, Minor Terrain Hazard (hornet swarm); 10 LB, 12 AP, 4 Fortune

Sword-Caster

Motivation: Honor; M1 D2 S1 F0; Br0 Me3 Ra0 De1; Courtier 0 Scholar 1 Mage 2 Duelist 1; Boons & Flaws: Spellcaster (Mage, Protection and Self-Mastery Magic Specialties), Dueling Style (Agile Blade), Maneuver Mastery, Hunted, Hopeless Romantic; (Spell Book, Books, Noble Clothing, Broadsword, Pistol) Spells: Bolster Defense, Fleet of Foot, Focus, Urgent Warning, Gentle Fall; 11 LB, 12 AP, 3 Fortune

Telepath

Motivation: Freedom; M0 D0 S3 F1; Br0 Me0 Ra1 De1; Spy 3 Telepath 4 Fugitive 0 Detective 0; Boons & Flaws: Spellcaster (Telepath, Mental Awareness and Power Specialties), Extra Spells, Gifted (Telepath), Non-Combatant, Hunted; (False Identification, Datapad, Lockpicks, Blaster Pistol) Spells: Empathy, Sense Truth, Sixth Sense, Charm, Mind Shield, Slumber Trance, Object Reading; 10 LB, 14 AP, 4 Fortune

Paladin

Motivation: Altruism; M2 D1 S0 F1; Br1 Me3 Ra-1 De1; Noble 0 Healer 1 Paladin 2 Knight 1; Boons & Flaws: Spellcaster (Paladin, Light & Life Magic Specialties), Military Order (Knight of Light), Dueling Style (Defender of Faith), Obligation, Can't Lie (Heavy Armor, Healer's Bag, Broadsword, Kite Shield, Warhorse) Spells: Bolster Defense, Light Bearer, Weapon of Energy (Radiance), Healing Hands, Repel Undead; 12 LB, 12 AP, 4 Fortune

Wizard

Motivation: Knowledge; M0 D0 S3 F1; Br0 Me0 Ra0 De2; Courtier 0 Scholar 0 Magician 3 Wizard 4; Boons & Flaws: Spellcaster (Wizard), Gifted (Spellcaster), Arcane Academy (Wizard's College), Non-Combatant, Tragic Fate; (Rapier, Stationary, Wand, Spell Book, Compass) Spells: Damage Bolt, Slumber Trance, Translate Language, Light Bearer, Channel Power, Mark/Retrieve Object, Sense Magic; 10 LB, 14 AP, 4 Fortune



Sample Fantasy Bestiary

These sample creatures have been included to give you ideas for certain spells, like Animate or Bind/Summon Creature.

Carriage, Animated

Huge Automaton

An animated carriage is either the product of an enchanter who wanted to travel in style or a haunting. Either way, it is able to travel without horses and requires no food, water, or rest. While not designed for combat, an animated carriage can be dangerous to stand in front of when it is moving at speed.

Might 8 Daring 0 Savvy -1 Terror 1; Defense -1; 40 LB

Sturdy Construction: 1d6 Protection. This cannot be bypassed in any way.

Wheels: The animated carriage has a movement speed of 50 feet. When moving at high speed, it gets +2 to its Defense and can attack anybody in its path with +2 to hit for 1d6+2 damage.

Slow to Turn: Turning requires the carriage to slow down, which lowers its Defense and prevents it from using its Run Down attack.

Run Down: The animated carriage can make an attack with its wheels and continue moving. Anyone in the path of the carriage can be run down.

Knock Down: A creature that takes at least 6 damage from the carriage's wheels will be knocked to the ground and At a Loss until they spend a Minor Action to get back up.

Doors & Windows: The carriage can be commanded to open or shut its doors and windows to protect (or imprison) its passengers more effectively. While they are open, targets inside can be attacked from outside with a -2 Called Shot. If they are shut, opening them requires a Tough (-4) Might Test as a Major Action.

Elemental Imp

Very Small Elemental Fey

Elemental imps vaguely resemble tiny gargoyles with very long pointed noses and ears. They have different properties depending on their type. While not individually very powerful, Elemental Imps can be dangerous in groups and often serve as subordinates to a stronger elemental creature. In addition to a myriad of elemental talents, each type of imp have tendencies towards certain personality traits that lend themselves very well to repartee.

Air Imp

Air Imps are known to be flighty and air-headed. But they are also lightning-quick and shockingly competent when necessary. Their bodies seem to be made of clouds, with eyes that crackle with energy.

Might -1 Daring 2 Savvy -1 Terror 0; Defense 1 (3 in Flight); 2LB

Wispy Body: Whenever an Air Imp takes damage or is grappled, roll 1d6. On a 4-6, it passes through them harmlessly.

Feint: +4 vs. Savvy. If successful, they make a free attack with Claws with a Bonus Die.

Claws: +3 Hit, 1d3 Dmg.

Little Wings: Air Imps can fly with a 40' move speed and are difficult to hit while flying.

Lightning Blast: Air Imps can breathe a cone of lightning in a 10' cone in front of them for 1d6 damage. Targets can roll a Tricky (-1) Defense + Flair check for none.

Thunderous Death: When an Air Imp dies, it produces a powerful peel of thunder that will deafen anybody within 10 feet unless they succeed on a Hard (-2) Might + Defense test.

Dodge: An Air Imp can take the Dodge Reaction once per round.

Tag: Two or more Air Imps may team up to do the Tag Maneuver. The bonus to hit is +1 per Air Imp attacking.

Taunt: In lieu of attacking, the Air Imp taunts their foe, rolling +5 vs. their Flair + Career chosen by the GM. If the imp succeeds, the foe loses 1 Composure, but the penalty does not apply to their rolls. Instead, the penalty applies to their Defense, as their flustered state leads them to make mistakes.

Earth Imp

Earth Imps are generally mellow and slow to anger, but persistent once roused and much stronger than their size would suggest. They appear to have been sculpted from stone or clay.

Might 2 Daring 1 Savvy -1 Terror 0; Defense 0; 2 LB

Stony Body: 1d6 Protection. This cannot be bypassed in any way. They also get a Bonus Die to resist any poison or illness.

Beat: +4 vs. Might. If successful, they make a free attack with Claws with a Bonus Die.

Claws: +2 Hit, 1d3+1 Dmg

Little Wings: Earth Imps can fly with a 20' move speed.

Burrowing: Earth Imps can burrow through solid stone with a 5' move speed, and through earth with a 10' move speed.

Sand Blast: Earth Imps can breathe a jet of sand in a 10' cone in front of them for 1d6 dmg. Targets can roll a Moderate (0) Defense + Flair check to take none.

Statue in Death: When an Earth Imp dies, it immediately becomes a statue of solid stone at the instant of its death. If they were struck by a weapon, they make a free Break Sword maneuver rolling 1d6 against the weapon that struck them.

Stone Sleep: While lying still (usually asleep), an Earth Imp looks indistinguishable from a lump of rock. Noticing them requires a Demanding (-6) Savvy test.

Goad: In lieu of attacking, an Earth Imp may attempt to goad an enemy into attacking them by rolling +5 vs. Daring + Career chosen by the GM. If the imp succeeds, the enemy will have a Penalty Die to attack anybody but the imp. If the imp fails, the enemy gets a Bonus Die to attack the imp.

Fire Imp

Fire Imps are hot-headed, both literally and figuratively, often setting things aflame both accidentally and on purpose! They appear to be made of red glowing embers.

Might -1 Daring 3 Savvy 0 Terror 0; Defense 1; 2 LB

Feint: +4 vs. Savvy. If successful, they make a free attack with Claws with a Bonus Die.

Claws: +3 Hit, 1d3 Dmg. Lights target aflame on a 3.

Little Wings: Fire Imps can fly with a 30' move speed.

Explosive Death: When a Fire Imp dies, it bursts into flames. Every adjacent creature must roll a Moderate (0) Defense + Flair check or take 1d6 fire damage.

Gout of Flame: Breathes fire in a 10' cone in front of it for 1d6 dmg. Targets can roll a Moderate (0) Defense + Flair check to take none.

Dirty Fighting: Two or more Fire Imps may team up to do the Dirty Fighting Maneuver. The bonus to hit is +1 per Fire Imp attacking.

Intimidate: In lieu of attacking, a Fire Imp can attempt to intimidate an enemy by rolling +5 vs. the opponent's Daring + Career the GM deems appropriate. If the imp succeeds, the opponent loses 1 Composure (but this does not apply to attempts to escape the Fire Imp).

Water Imp

Water Imps are cunning and slick, often trying to avoid trouble even while getting into it. They appear to be made of liquid water.

Might 1 Daring 1 Savvy 2 Terror 0; Defense 1; 2 LB

Watery Body: Whenever a Water Imp takes damage or is grappled, roll 1d6. On a 4-6, it passes through them harmlessly.

Aquatic: Water Imps can swim with a 30' move speed and can breathe underwater.

Translucent: Noticing a hidden Water Imp is a Tough (-4) Savvy Test. If the Water Imp is underwater, there is a Penalty Die to this check.

Little Wings: Water Imps can fly with a 20' move speed.

Steam Breath: Water Imps can breathe a jet of scalding steam in a 10' cone in front of them for 1d6 dmg. Targets can roll a Moderate (0) Defense + Flair check to take none.

Claws: +2 Hit, 1d3+1 Dmg

Dirty Fighting: Two or more Water Imps may team up to do the Dirty Fighting Maneuver. The bonus to hit is +1 per Water Imp attacking.

Trick: Instead of attacking, a Water Imp may attempt to trick their opponent rolling +5 vs. the opponent's Savvy + Career the GM deems appropriate. If the Imp succeeds, the opponent has a Penalty Die on their next roll, including Initiative.

Scalding Death: When a Water Imp dies, it turns into a burst of steam. Every adjacent creature must roll a Moderate (0) Defense + Flair check or take 1d6 damage.

Golem (Iron)

Very Large Automaton

An iron statue of a warrior that comes to life when the area it is guarding is intruded upon. It has a tablet inside its mouth containing the charm which gave it animation. In addition to deadly arcing swipes of its sword, it can defend itself with a shield and infectious breath.

Might 7 Daring 3 Savvy 0 Terror 2; Defense 1; 30 LB

Iron Body: 1d6+2 Protection. This cannot be bypassed in any way.

Parry: Once per round, it can parry with +5 with its shield or +4 with its sword

Sword Swipe: +4 Attack with Sword 1d6+2 Dmg, It can hit every adjacent enemy like a Moulinet.

Rust Breath: The Iron Golem spews a cloud of rusty iron filings in a 20' Cone for 1d6+2 Dmg allowing a -4 Flair +Defense test for half damage. Any target that fails the defense develops an infection that causes their muscles to seize and loses a point of Composure for a day. If the victim loses all their Composure to this, they become paralyzed for the day. The breath attack recharges when it rolls 1 on Initiative.

Fearless & Lifeless: As an automaton, the Golem has no pity or fear. It is immune to intimidation, taunts, poison, starvation, asphyxiation, etc.

Great Magic Resistance: Roll 1d6 whenever targeted with magic. On a 5-6 the spell fails. Also roll a Bonus Die whenever a contested roll is allowed if the spell did not fail.

Obedience: A Golem will always follow its creator's instructions. If the creator dies, it will follow its last instruction forever. The creator can deactivate the golem by ordering it to open its mouth, and then removing the tablet giving it animation.

Golem (Bone)

Large Automaton

Crafted from dozens of skeletons, bone golems are often crafted in mass graves, ancient catacombs, or battlefields where they are animated to serve as guardians.

Might 5 Daring 1 Savvy 0 Terror 1; Defense 0-4*; 20 LB

Defense*: 4 to 0, depending on number of attacks taken at the start of the Bone Golem's turn. This decides what its Defense will be until its next turn.

Four Arms: The Bone Golem can attack as many as four times. For each attack it makes, reduce its Defense by 1, to a minimum of 0.

Fist: +4 Attack for 1d6+2 Dmg (It uses the same bonus to hit and damage no matter how many attacks it takes; instead extra attacks lower Defense).

Bone Body : 1d3+1 Protection. This cannot be bypassed in any way. Against piercing weapons and firearms this is increased to 2d6.

Shed Skeletons: Whenever the Bone Golem takes 4 damage in a single blow, the bones that sheer off it animate themselves into a distorted Skeleton which attacks on the Bone Golem's turn each round.

Stealth: A Bone Golem laying upon the ground will be confused with a pile of bones. It is Tough (-4) to notice.

Fearless & Lifeless: As an automaton, the Golem has no pity or fear. It is immune to intimidation, taunts, poison, starvation, asphyxiation, etc.

Great Magic Resistance: Roll 1d6 whenever targeted with magic. On a 5-6 the spell fails. Also roll a Bonus Die whenever a contested roll is allowed if the spell did not fail.

Obedience: A Golem will always follow its creator's instructions. If the creator dies, it will follow its last instruction forever. The creator can deactivate the golem by ordering it to open its mouth, and then removing the tablet giving it animation.

Golem (Gold)

Large Automaton

Gold golems are created from animated piles of treasure, that seem to suddenly congeal into a humanoid shape and attack would-be robbers.

Might 7 Daring 3 Savvy 0 Terror 2; Defense 1, 20 LB

Body of Coins: 1d6+1 Protection. This cannot be bypassed in any way. It is immune to piercing damage, such as arrows and bullets.

Fists: +4 Attack twice for 1d6+1 Dmg each

Agony of Gold: The gold golem spins about, hurtling coins at tremendous speed. Everybody within a 20' radius must make a -4 Flair +Defense test or take 1d6+1 damage. This damage ignores 2 points of protection, as if the coin was fired from a pistol. It can be avoided by spending 1 Fortune for a Close Call. This ability recharges when it rolls a 1 on Initiative and when it is destroyed.

Revenge: When it is destroyed, the gold golem explodes, using its Agony of Gold ability immediately.

Fearless & Lifeless: As an automaton, the Golem has no pity or fear. It is immune to intimidation, taunts, poison, starvation, asphyxiation, etc.

Great Magic Resistance: Roll 1d6 whenever targeted with magic. On a 5-6 the spell fails. Also roll a Bonus Die whenever a contested roll is allowed if the spell did not fail.

Lie in Wait: A gold golem is undetectable while laying on the floor in a mound or inside a large treasure chest. Only when it moves and attacks is it noticeable. When it bursts to the surface to attack, PCs must make a -4 Savvy check or be surprised and At a Loss during that first round.



Griffin

Very Large Beast

Nesting high atop mountain crags, a griffin is a legendary beast with the body of a lion and the wings, head, and talons of a great eagle. Griffins are territorial predators and are particularly fond of horse flesh. It is said that long ago, some griffins were tamed and tasked with guarding the treasures of a mysterious island ruled by an Amazon queen. The egg of a griffin would surely be of extreme value… and extreme risk to acquire.

Might 5 Daring 3 Savvy 0 Terror 3; Defense 1; 30 LB

Flight: Griffins are known for their very fast flying. They have a base flight speed of 60 feet.

Eagle Eyes: Griffins have +5 to notice things visually and can see objects at a distance like a telescope.

Beak: +4 Attack for 1d6+1 Dmg

Claws: +2 Attack twice for 1d3+1 Dmg each +Rake

Rake: If a Griffin manages to hit a victim with both claw attacks, it has its opponent grappled. Each round, it can rake that opponent with its back claws (for 2d3+2 Dmg) by rolling +5 vs. the opponent's Might. If the attack fails, or the griffin is injured, it releases its hold.

Hedge Monster

Medium to Massive Plant

Hedge mazes are a common feature on noble estates. The grandest of these often boast topiaries masterfully sculpted to resemble a menagerie of beasts. On some estates, these animals can come to life, either by magic or haunting. Damage figures are listed for Medium/Very Large/Massive Hedge Monsters respectively.

Med: Might 2 Daring 2 Savvy -1 Terror 1; 0 Def.; 10 LB

V Lg: Might 4 Daring 3 Savvy -1 Terror 2; -1 Def.; 30 LB

Mass: Might 6 Daring 4 Savvy -1 Terror 3; -1 Def, 50 LB

Stealth: Hedge Monsters are indistinguishable from ordinary topiaries at first sight (unless they are moving). It is a -4 Savvy check to notice them. Usually there are a number of ordinary topiaries mixed in with a group of Hedge Monsters, making it difficult to initially tell which is which even when they start to attack. The GM might number different topiaries (some Hedge Monsters and some not) and ask PCs to call out which one they are attacking.

Hedge Maze: Hedge Monsters are mostly found in hedge mazes, making it difficult to escape. PCs in a hedge maze must make a -3 Savvy check to navigate their way out. If they fail, they will lose an hour of time and may encounter another set of Hedge Monsters.

Thorny Swipe: +3 Attack for 1d3/1d6/1d6+3 Dmg (by size) +Grapple

Grapple: +3 vs. target's Might or target is grappled. It is a Minor Action to make a Might test to escape with a Difficulty equal to the creature's Might. On its next turn, a Hedge Monster will begin to asphyxiate a grappled target. Hedge Monsters will release their Grapple if they take damage from fire (but not from any other source). Very Large Hedge Monsters can grapple two targets simultaneously. Massive Hedge Monsters can grapple four targets simultaneously.

Asphyxiate: +3 vs. target's Might. A grappled target loses 3 Lifeblood as vines clench them. Failure causes the Hedge Monster to lose its grapple on the target. Very Large Hedge Monsters can asphyxiate two targets per round. Massive Hedge Monsters can asphyxiate four targets per round.

Flammable: Hedge Monsters are quite vulnerable to fire and take an extra 1d3 damage from it. Maximum damage on any die from fire sets it aflame. While on fire, a Hedge Monster also does +1d3 damage to anything it touches.

Phoenix

Medium Elemental Beast

A phoenix is a bird made from the fire of life. Fire can burn and destroy, but it also can create and heal. This is the phoenix's legacy. When a phoenix is old and about to die, it builds itself a nest of tinder. It then lights the nest and allows itself to be consumed by the flames. Amid the ashes is the phoenix's egg, which hatches into a new, young phoenix, symbolizing that with death comes rebirth. Phoenixes are noble and good creatures who help the righteous in times of great peril. They can heal those who are injured, carry messages, or even light the way for heroes doing a selfless act. Phoenixes will not aid the selfish or evil, however, and may well attack them instead!

Might 1 Daring 3 Savvy 2 Flair 3; Defense 2; 10 LB

Flight: A phoenix has a flight speed of 70 feet and is so fast in midair its Defense is raised to 4 while flying.

Beak: +5 Attack, 1d3+1 Dmg +Burn

Burn: A victim of a phoenix's beak or flames may be set aflame (on a roll of 1-2 on 1d6).

Talons: +4 Attack twice for 1d3 Dmg each +Blinding

Blinding: If it makes two Called Shots to the face (-3 or greater difficulty) with its talons, the victim is also temporarily blinded by blood getting in their eyes. A visored helmet will protect against this. A blinded victim is At a Loss and has a Penalty Die for all rolls until they spend a Major Action to wipe the blood out of their eyes. For each Mighty Success the bird got on its attacks, it manages to scratch out one of the victim's eyes permanently (they gain the Poor Vision Flaw)!

Eagle Eyes: A phoenix has +6 to notice things visually and can see objects at a distance like a telescope.
Fiery Gust: With a great whoosh of its wings, a phoenix can buffet a fan of flames in a 20' cone in front of it for 1d6+2 damage +Burn. A Tough -4 Flair +Defense test can be made for half damage. A phoenix recharges its fiery gust when it rolls a 1 on Initiative.
Blaze of Glory: When a phoenix dies, it erupts into flames like that of a bonfire. The initial burst does 1d6 damage +Burn to anyone within 10' (a Tricky -1 Flair +Defense roll can be made to avoid the damage). The carcass burns for 1d6 damage per round for several minutes afterward. An egg will hatch from these flames, and a new phoenix will fly up from it.
Healing Powers: A phoenix can forgo all other actions to give some of its life-force to an ally. Doing so will heal a target of 1d6 damage. When it does this, the phoenix takes the same amount of damage.

Skeleton, Bestial

Bestial skeletons are mindless sets of bones of animals or monsters animated by spellcasters to serve them. There are some places so touched by evil that the dead there rise to do evil again. Bestial Skeleton is a template that can be applied to nearly any monster or animal you desire.
Qualities & Defense: Are the same as that of the living creature, with Terror set to a minimum of 1.
Unlife: It is the same as the creature's Lifeblood in life.
Combat: Attacks and protection are the same as that of the living creature except that venom, breath weapons, and similar defenses that may have been used in life no longer function (skeletons are dried up and no longer have working glands). Special resistances against flame possessed by the living creature are also lost in skeletal form (the dry bones are more susceptible).
Movement and other special abilities remain the same as in life. Fins or wings will have enough flesh clinging to them to continue to function properly (or the magic that animates them has done so). Likewise, the magic that animates the creature ensures its senses are as sharp as they were in life.
Undying: Each round, roll 1d6 per defeated skeletal beast. On a 5-6, it will rise again with 1d6 Unlife restored per 10 Lifeblood it had at full strength (a minimum of 1d6). Skeletons that have been destroyed with fire or with blessed or silver weapons do not rise.

Example: Griffin Skeleton

Very Large Undead
Might 5 Daring 3 Savvy 0 Terror 3; Defense 1; 30 Unlife
Flight: Griffins are known for their very fast flying. They have a base flight speed of 60 feet.
Eagle Eyes: Griffins have +5 to notice things visually.
Beak: +4 Attack, 1d6+1 Dmg
2 Claws: +2 Attack, 1d3+1 Dmg + Rake
Rake: If a Griffin manages to hit a victim with both claw attacks, it has its opponent grappled. Each round, it can rake that opponent with its back claws (for 2d3+2 Dmg) by rolling +5 vs. the opponent's Might. If the attack fails, or the griffin is injured, it releases its hold.
Undying: Each round, roll 1d6 per defeated skeletal beast. On a 5-6, it will rise again with 3d6 Unlife restored. Skeletons that have been destroyed with fire or with blessed or silver weapons do not rise.

Tree, Animated

Enormous Plant
Animated trees are created as a result of a magical spell or ritual, usually as guardians of an important area in the wilderness. Trees may also be animated by evil spirits in a haunted forest. Animated trees are not sentient beings.
Might 10 Daring 4 Savvy -2 Terror 2; Defense -1; 60 LB
Punches: +3 to hit twice for 1d6+4 Dmg each.
Grab: +5 to hit and victim is grappled. They must make a -6 Difficulty Might check to Escape, requiring a Minor Action. A grabbed victim can be punched with a Bonus Die to hit.
Throw: +5 Hit with a 30' Range Increment for 2d6+2 Dmg with a rock or log. A grabbed target can be thrown automatically, taking the damage unless they land on something soft.
Tough Bark: 1d3 Protection
Arboreal Resilience: Trees are immune to poisons (with the exception of herbicides).
One With the Forest: Animated trees are aware of nearly everything happening in the forest within 100' of themselves. They can sense the animals, the plants, the wind, the land, and the water within their area. In a natural environment, an animated tree is nearly impossible to discern from a normal tree unless it reveals itself. It takes a Demanding (-6) Savvy test to notice one.
Weaknesses: Animated trees take 1 additional damage from fire.
Slow Running: Animated trees move speed is only 20'.

Appendices

New Equipment Table

Armor	Protection	Notes
Chainmail	1d6-1	Considered Heavy Armor if untrained. Trained treats as Heavy Armor but only a -2 penalty on attempts to be stealthy, acrobatic, etc., and also to Initiative rolls (no Penalty Die). Swimming is possible with a Penalty Die and -2 to the roll. Quick removal requires two successful Moderate (-0) Savvy + Soldier checks.
Dueling Glove	N/A	1d3+1 Protection to attacks on the hand, but a Penalty Die to any action taken by that hand (except Barehand Parry or Barehand Bind).
Weapon	Damage	Notes
Axe, Throwing	1d3+1	15' Range Increment when thrown. Usable in Close Quarters. -1 Parry, +1 Bind
Carbine	2d6-1	30' Range Increment, 4 Minor Actions to load. +2 to Quick Load. Misfire 2-3
Cestus	1d3	Used with Brawling, allows full Might Bonus to damage.
Hammer	As Axe	Damage, range, etc. is same as an axe of the same size. Axe-based fighting styles can be adapted to use hammers instead.
Javelin	1d6-1	30' Range Increment when thrown.
Kris	1d3+1	5' Range Increment when thrown. +1 damage with Called Shots, -1 to hit with Ranged Attack.
Kukri	1d6-1	5' Range Increment when thrown. +1 Quick Cut damage. -1 Ranged.
Mace	1d6	+1 Beat, +1 Sword Break
Mace, Heavy	1d6+2	2-handed, +1 Beat, +1 Sword Break
Mace, Chain	1d6+1	+1 Bind, +1 Moulinet. Penalty Die to Parry.
Pistol, Light Wheel-Lock	1d6	5' Range Increment, 2 Minor Actions to load, Misfire 2, Bonus Die to Conceal, +1 Quick Draw
Pistol, Light Flintlock	1d6	5' Range Increment, 3 Minor Actions to load, Misfire 2-3, Bonus Die to Conceal, +1 Quick Draw
Pistol, Horse Flintlock	1d6+2	15' Range Increment, 3 Minor Actions to load, Misfire 2-3, Penalty Die to Conceal, -1 Quick Draw.
Pistol, Horse Matchlock	1d6+2	15' Range Increment, 4 Minor Actions to load, Misfire 2-4, Penalty Die to Conceal, -1 Quick Draw.
Scimitar, Heavy	1d6+1	+1 Quick Cut Damage. If wielded 1-handed does 1d6 Dmg, -1 Parry.
Sling	1d6	40' Range Increment. 1 Minor Action to load, 1 Minor Action to spin
Sword, Gladius	1d6	+1 Parry, +1 Beat, +1 Sword Break, -1 Quick Cut, -1 Lunge
Sword, Katana	1d6+1	Requires 2 hands if Might is 0 or lower, +1 Damage with Quick Cut (after halving)
Sword, Nodachi	1d6+2	Two-handed, +1 Damage with Quick Cut (after halving)
Sword, Wakizashi	1d6-1	+1 Damage with Quick-Cut (after halving)
Trident	1d6+1	Requires 2 hands if Might is 0 or lower, 10' Range Increment thrown, +1 Bind, +1d3 Damage in a charge, or receiving a charge
Net	1d3	+1 Bind in Melee. Can be used for Stunts against Pawns. 5' Range Increment thrown (causing no damage, but can use Dirty Fighting or Bind at range).
Modern Firearm	**Damage**	**Notes**
Machine Gun, Lt.	2d6+1	60' Range Increment (80' bipod), Jam 3. Reload 4 Minor Actions, Set Bipod 1.
Pistol	1d6+1	20' Range Increment, 8 Shots or Automatic: Jam 3. Reload 2 Minor Actions
Pistol, Light	1d6	10' Range Increment, 2 or 6 Shots. Reload 2. BD to conceal, +1 Quick-Draw.
Pistol, Heavy	1d6+2	25' Range Inc., 6 Shots or Auto: Jam 4, Reload 3. PD to conceal, -1 Quick-Draw
Rifle, Repeating	2d6	60' Range Increment, 10 Shots or Auto: Jam 3. Reload 3 Minor Actions.
Rifle, Bolt Action	2d6+1	70' Range Inc (90' bipod), 5 Shots. Reload 4 Minor Actions. PD to Quick-Draw.
Submachine Gun	2d6-1	40' Range Inc, Jam 4, Reload 3. +1 Quick-Draw, Penalty vs. additional Pawns 1 less
Shotgun	1d6+6	10' Range Increment, Reload 3 Minor Actions, range penalties apply to damage instead of attack roll, Hits 1d6 tightly grouped targets. Ammo 2 or 7. Reload 3

High-Tech Weapons Tables

Weapon	Damage	Notes
Energy Blade	By Type+2	Has same properties as weapon it is based on, plus it can be activated while drawing. Free Sword Break whenever it is parried by any weapon other than an energy blade, energy shield, or shock weapon. +1d6 damage against structures. Against vehicles, treat as a Size 1 vehicle weapon. Telepaths can parry and riposte blaster bolts.
Vibro Blade	By Type	Has same properties as weapon it is based on, plus it can be activated while drawing. Vibration emits noise (PD to stealth rolls). Ignores 2 Protection given by armor when activated.
Chain Blade	By Type +1d3	Has same properties as weapon it is based on, plus it can be activated while drawing. Noise makes stealth impossible. When not activated, does damage by Type +PD instead of +1d3 Dmg.
Mono Blade	By Type +BD	Has same properties as weapon it is based on, plus ignores half the Protection of enemy armor (round down).
Shock Weapon	By Type+1	Has same properties as weapon it is based on, plus a hit target must make a Tricky (-1) Might test or be At a Loss until they spend a Minor Action to recover. Can be set to stun.
Energy Shield	1d6-1	+1 Parry, +1 Defense. Can Parry ranged attacks.
Scope	---	Increases Aim Shot range bonus by +10’
Laser Musket	2d6	50’ Range Increment, Recharge 4 Minor Actions
Laser Pistol	1d6+1	10’ Range Increment, Recharge 3 Minor Actions
Blaster Pistol	1d6+1	20’ Range Increment, Overheat 3
“”, Light	1d6	10’ Range Increment, Overheat 4, BD to conceal, +1 Quick-Draw
“”, Heavy	1d6+2	25’ Range Increment, Overheat 4, PD to conceal, -1 Quick-Draw
Blaster Carbine	2d6	60’ Range Increment, Overheat 3
“”, Light	2d6-1	40’ Range Inc, Overheat 4, +1 Quick-Draw, Penalty vs. additional Pawns is 1 less
“”, Heavy	2d6+1	60’ Range Increment, Overheat 3, PD to Quick-Draw. Can set a Bipod/Tripod with 1 Minor Action to extend range 20’
Blast Cannon	1d6+6	10’ Range Increment, Overheat 5, range penalties apply to damage instead of attack roll, Hits 1d6 tightly grouped targets
Bolt Caster	1d6+BD+2	60’ Range Increment, Charge 1 Minor Action, Knocks target prone unless they make a Might Test (difficulty = half the damage roll)
Grenade Launcher	By type	40’ Range Increment. Holds 4 grenades. 3 Minor Actions reload.
Missile Launcher	2d6+4*	50’ Range Increment, Counts as Size 2 Guns 0 ship volley vs. vehicles. 3 Minor Actions reload. *PD to target individual person. Targets within 10’ take 2d6 dmg. Targets within 20’ take 1d6 dmg (discard highest d6). Hits 1d6+1 tightly grouped targets.
Flamethrower	2d6*	10’ Range Increment, Overheat 5, range penalties apply to damage instead of attack roll, Hits 1d6+1 tightly grouped targets. *Targets taking 3 or more damage are lit on fire. Fuel tank is vulnerable to Called Shots (-2). 10 damage makes it explode like a 4d6 grenade.
“”, Mini	2d3*	5’ Range Increment, Overheat 5, range penalties apply to damage instead of attack roll. Hits 1d3 tightly grouped targets. *Targets taking 3 damage or more are lit on fire. Fuel tank is vulnerable to Called Shots (-4). 5 damage makes it explode like a 2d6 grenade.
Gas-Thrower	By Type	Sprays gas (see Gas Grenade) in a cone instead of a radius. Hits 1d3+1 targets in a tight group. Gas tank is vulnerable to Called Shots (-2). 10 damage makes it explode like a 2d6 grenade + effects of the same type of gas grenade.

Weapon	Damage	Notes
Disruptor Rifle	2d6+BD+1*	70’ Range Increment. 1 Shot, 2 Minor Actions to reload. Misfire 2. *Anything killed by a disruptor rifle is disintegrated
Rocket Gun	1d6+1	40’ Range Increment. 10 shots, 2 Minor Actions reload. No penalties in low or zero-g.
Needle Gun (Pistol)	1d6+BD*	10’ Range Increment. 5 shots, 2 Minor Actions reload. *PD to Protection. No penalties in low or zero-g, or underwater.
Needle Gun (Shotgun)	1d6+BD+4*	10’ Range Increment. 1 Shot, 2 Minor Actions reload. Range penalties apply to damage instead of attack roll, Hits 1d6 tightly grouped targets. *PD to Protection. No penalties in low or zero-g, or underwater.
Dart Gun (Pistol)	1d2+Poison	Nonlethal damage. 5’ Range Increment. 5 Shots, 2 Minor Actions to reload. Targets damaged are affected by loaded poison or sedative.
Dart Gun (Rifle)	1d3+Poison	Nonlethal damage. 30’ Range Increment. 5 Shots, 2 Minor Actions to reload. Targets damaged are affected by loaded poison or sedative.
Energy Grenade	4d6	-1d6 Damage (highest remaining) per 5’ from the blast origin, 1 Minor Action to activate, 1 Major Action to throw, 10’ Range inc. Detonates on impact. Explosives allow a roll to evade. See Evading Explosions, page 73.
Timebomb	6d6 to 20d6	-1d6 Damage (highest remaining) per 5’ from the blast origin. Major Action to set, Minor Action to arm. Major Action to Disarm + Savvy + Career test. Failure locks countermeasures.
Remote Detonator	6d6 to 20d6	-1d6 Damage (highest remaining) per 5’ from the blast origin. Major Action to set, Minor Action to arm, Major Action to detonate via remote. Countermeasures may prevent tampering or automatically detonate.
Trip Mine	4d6 to 6d6	-1d6 Damage (highest remaining) per 5’ from the blast origin. Major Action to set, Minor Action to arm. Automatically explodes when anything weight over 50lbs gets within 5’. Difficulty to notice based on Career of user. Difficulty to disarm is -2 (4d6 Dmg), -4 (5d6 Dmg), or -6 (6d6 Dmg).
Flash Grenade	None	1 Minor Action to activate, 1 Major Action to throw, 10’ Range inc. Targets must make a Savvy test or be At a Loss for 1d3 rounds. Difficulty is -4 within 5’, -3 within 10’, -2 within 15’, and -1 within 20’. Calamitous Failure completely blinds for 1d3 rounds, At a Loss for 1d3 more rounds.
Smoke Bomb	None	20’ radius fills with opaque smoke for 1d3+1 rounds. Anyone inside is effectively blind. It is impossible to see past the smoke.
Gas Grenade	By Type	
“”, Poison	4d3	Treat as Energy Grenade, but damage cannot be reduced by Protection. Damage is negated by rebreather or containment.
“”, Knock-Out	None	Roll 4d6. Everyone within 20’ makes a Might Test. Within 5’, Difficulty = highest die. Within 10’, Difficulty = next highest die. Within 15’, Difficulty = second lowest die. Within 20’, Difficulty = lowest die. Failure = sleep for 1d6 x10 minutes.
“”, Teargas	None	Creates a 20’ radius cloud for 4 rounds. Targets roll Tough (-4) Might Test or lose 1 Composure. Difficulty decreases by 1 each round. Test repeats when target begin their turn inside the gas. Rebreather or containment negates effects. Lost Composure requires 1 hour or thorough eye-washing to restore.
“”, Paralyzing	None	Anybody inside the 20’ radius cannot move unless they spend a Major Action to succeed on a Tough (-4) Might Test. Failure causes character to also lose their Minor Action. Failing twice causes victim to be completely paralyzed for 2 minutes.

Magnificent Technology Listed By Rarity

Common (1pt)	Uncommon (2pts)	Rare (4pts)
Advanced HUD	Aquatic Weapon	Auto-Doc
Armored Spacesuit	Combo Weapon	Auto-Immunity Implant
Computer Interface Implant	Computer Interface Implant, Wireless	Cybernetic Eye
Cybernetic Eye	Durotanium Weapon	Cybernetic Eye, Espionage
Cybernetic Limb	EMP Weapon	Cybernetic Limb, Superior
EMP Shielding	Lucky Weapon	EMP Weapon, Improved
Grappler Bracer	Perfectly Balanced Weapon	Extra Cybernetic Arms
Grav-Belt	Holographic Disguise Device	Med-Pack, Emergency
Heat Shielding	Hover-Belt	Mini-Doc
Helmet Rebreather	Jetpack	Personal Cloaking Device
Hidden Weapon Gauntlet	Med-Pack, Advanced	Personal Forcefield
Infrared Goggles	Remote Viewer	Psi-Wall
Jump-Pack	Telescopic Lenses	Sea Tempered, Advanced
Mag-Boots	Thieves' Tools, Advanced	Translator Implant
Med-Pack, Basic	Deflecting Gauntlet	Unobtanium Armor
Radiation Shielding	Durotanium Heavy Armor	Unobtanium Weapon
Sea Tempered	Durotanium Light Armor	**Unique**
Translator Module	Power Armor	Holographic Disguise Device, Superior
	Protective Mesh Clothing	
	Sensory Shielded Helmet	Jet Boots
	Cybernetic Limb, Improved	
	Dermal Armor	
	Translator Module	Personal Forcefield, Superior
	Concealed Weapon Implant	
	Cybernetic Eye	

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Science Fiction Vehicles

Starships

Escape Pod: Size 0, Engines 2, Guns 0, Crew 0, Hull 0; 10 Integrity; Ship Boons: Fast to About, Extra Complement (you can pack in up to 10 people); Ship Flaws: Unarmed, Cramped Quarters

Light Starfighter: Size 1, Engines 3, Guns 1, Crew 0, Hull 0; 20 Integrity; Ship Boons: Narrow Profile, Ship Flaws: Cramped Quarters

Heavy Starfighter: Size 1, Engines 1, Guns 3, Crew 0, Hull 0; 20 Integrity; Ship Boons: Extra Gunports, Ship Flaws: Cramped Quarters

Elite Starfighter: Size 1, Engines 2, Guns 3, Crew 0, Hull 1; 25 Integrity; Ship Boons: Extra Gunports, Swift Engines, Ship Flaws: Temperamental, Cramped Quarters

Boarding Ship: Size 2, Engines 1, Guns 2, Crew 1, Hull 1; 35 Integrity; Ship Boons: Extra Complement, Extra Swivel Guns; Ship Flaws: Popular Target, Slow to About

Bomber: Size 2, Engines 2, Guns 2, Crew 0, Hull 0; 30 Integrity; Ship Boons: Long Guns, Flaws: Cramped Quarters

Light Freighter: Size 2, Engines 2, Guns 1, Crew 0, Hull 2; 40 Integrity; Ship Boons: Large Hold, Swift Engines; Flaws: Lightly Armed, Popular Target

Blockade Runner: Size 2, Engines 3, Guns 2, Crew 0, Hull 0; 30 Integrity; Ship Boons: Stealth Mode, Swift Engines; Flaws: Temperamental, Cramped Quarters

Corvette: Size 3, Engines 1, Guns 3, Crew 1, Hull 0; 40 Integrity; Ship Boons: Fast to About, Flaws: Small Hold

Frigate: Size 3, Engines 2, Guns 2, Crew 0, Hull 1; 45 Integrity; Ship Boons: Swift Engines, Ship Flaws: Bad Food

Freighter: Size 3, Engines 2, Guns 1, Crew 1, Hull 1; 45 Integrity; Ship Boons: Large Hold, Smuggler's Hold, Swift Engines; Ship Flaws: Wide Profile, Slow to About, Popular Target

Privateer: Size 3, Engines 2, Guns 3, Crew 1, Hull 0; 40 Integrity; Ship Boons: Stealth Mode, Cloaking Device; Ship Flaws: Jinxed, Popular Target

Battlecruiser: Size 4, Engines 2, Guns 4, Crew 0, Hull 2; 60 Integrity; Ship Boons: Extra Gunports, Swift Engines; Ship Flaws: Wide Profile, Cursed Reputation

Destroyer: Size 5, Engines 3, Guns 5, Crew 1, Hull 1; 75 Integrity; Ship Boons: Reinforced Hull, Engineer; Ship Flaws: Wide Profile, Slow to About

Starliner: Size 3, Engines 2, Guns X, Crew 2, Hull 1; 45 Integrity; Ship Boons: Extra Complement, Chief Engineer; Ship Flaws: Slow to About, Unarmed

Other Vehicles

Hovercycle: (Land or Sea Vehicle): Size 0, Engines 3, Guns X, Crew 0, Hull 0; 5 Integrity; Vehicle Boons: Fast to About, Narrow Profile; Vehicle Flaws: Unarmed, Fragile

Groundspeeder: (Land or Sea Vehicle): Size 1, Engines 2, Guns X, Crew 2, Hull 1; 25 Integrity; Vehicle Boons: Swift Engines; Vehicle Flaws: Unarmed

Rumbler Assault Vehicle: (Land Vehicle): Size 1, Engines 1, Guns 2, Crew 1, Hull 1; 25 Integrity; Boons: Extra Gunports; Flaws: Short Guns

Cargospeeder: (Land or Sea Vehicle): Size 2, Engines 1, Guns X, Crew 1, Hull 2; 40 Integrity; Vehicle Boons: Smuggler's Hold, Large Hold; Vehicle Flaws: Unarmed, Slow to About

Light Tank/Mech: (Land or Sea Vehicle): Size 2, Engines 2, Guns 2, Crew 0, Hull 1; 35 Integrity

Heavy Tank/Mech: (Land or Sea Vehicle): Size 2, Engines 0, Guns 3, Crew 0, Hull 2; 50 Integrity; Vehicle Boons: Reinforced Hull, Extra Gunports; Vehicle Flaws: Slow to About, Temperamental

Transport Crawler: (Land Vehicle): Size 3, Engines 0, Guns 3, Crew 2, Hull 2; 60 Integrity; Vehicle Boons: Reinforced Hull, Extra Complement; Vehicle Flaws: Slow to About, Wide Profile

Junk Crawler: (Land Vehicle): Size 3, Engines 0, Guns 1, Crew 2, Hull 2; 50 Integrity; Vehicle Boons: Extra Swivel Guns, Large Hold, Smuggler's Hold; Vehicle Flaws: Slow to About, Wide Profile, Lightly Armed

Hovercopter: (Air Vehicle): Size 1, Engines 3 Guns 2, Crew 0, Hull 0; 10 Integrity; Vehicle Boons: Fast to About; Vehicle Flaws: Fragile

Skyspeeder: (Air Vehicle): Size 1, Engines 3, Guns X, Crew 1, Hull 1; 25 Integrity; Vehicle Boons: Fast to About; Vehicle Flaws: Unarmed

Sci-Fi Vehicles Boons + Flaws Reference

Sci-Fi Vehicle Boons	
Chief Engineer	Most ships have to go into port or hire a repair team to maintain their engines. Your ship has an engineer aboard who can make the repairs necessary even while in space.
Cloaking Device	This device is an enhancement to the Stealth Mode Boon (which you must also have to have a Cloaking Device). While you have Stealth Mode engaged, your vehicle also becomes physically invisible (light bends around or goes through it). While a Cloaking Device is engaged, enemies have -4 to hit your vehicle. Once you open fire, the Cloaking Device turns off for a minute until after your last volley. Cloaking Devices do not exist in some space opera campaigns, while in many others their use is severely restricted and may be a violation of interstellar treaties.
Extra Complement	The vehicle carries a redundancy of crewmen. This allows it to start with 150% instead of 100% Complement, making the toll of crew loss less severe. However, the extra crew require extra food, depleting an extra 50% of Supplies.
Extra Docking Bays	This vehicle can accommodate double the normal amount of space in its docking bays for its size.
Extra Gunports	The vehicle has more than the usual number of gunports. The vehicle's Guns rating is not limited by its Size. In addition, when figuring the damage caused by a volley and penalties for maneuvering, treat the vehicle as if its Size were 1 greater. Lastly, the vehicle's guns use up a number of Tons equal to the Guns rating squared. So a ship with Size 2, Guns 3 would take up 9 Tons with its guns, not 6 Tons.
Extra Swivel Guns	Your vehicle is equipped with extra autocannons or tripod-mounted turboblasters. You do an extra 1d6% damage to the enemy Complement when making or repelling a Boarding Action.
Fast to About	The vehicle is great at turning. The Helmsman gets +1 to all Engines rolls that involve turning.
Fearsome Reputation	Your vehicle is legendary (whether by actual deeds or gossip), and inspires fear in those who see it. You get a Bonus Die when trying to convince enemies to surrender to you.
Hated Foe	There is someone out there your crew hates, whether it is a rival nation, Pirates, etc. Whenever facing this foe, you get a Bonus Die to all rolls using the Crew Quality.
Large Hold	Your vehicle can hold extra Tons of Cargo or Supplies equal to its Size.
Long Guns	Your vehicle's weaponry has especially long reach. Treat any target as if they were one range increment closer.
Narrow Profile	When you've got a light load aboard (no more than 20 Tons) you get a Bonus Die to rolls to avoid obstacles such as canyon walls or asteroid fields, which can prove invaluable in a chase.
Ramming Prow	A vehicle with a ramming prow has +1 to attack and does an extra +1d6 Integrity damage to an enemy vehicle when it rams them.
Reinforced Hull	Your vehicle is as sturdy as they come. It has +10 to its maximum Integrity.
Smuggler's Hold	Your vehicle has hidden compartments to help get by nosy customs officials. Up to 1 Ton of cargo can be totally hidden per point of Size. Anyone searching for it would literally have to tear the vehicle apart to find it.
Stealth Mode	This device prevents the vehicle from showing up on enemy sensors. It does not render it invisible to the eye, but it cannot be scanned. If the vehicle opens fire, it loses its stealth ability until a minute after its last volley.
Swift Engines	The vehicle is built for speed. The Helmsman gets +1 to all Engines rolls that involve pure speed without turning, such as in a chase.

Sci-Fi Vehicle Flaws	
No Docking Bays	Only a Size 3 or larger vehicle can take this Flaw. It cannot hold any smaller vehicles inside even if it has the room, as it is not equipped to receive them.
Unhappy Crew	The crew hates the captain and will betray them at the first opportunity. They are unlikely to fight very well if boarded, and may even join the other side after the battle. You get a Penalty Die when rolling to make or repel boarding actions.
Bad Food	Whether it is spoilage, vermin, or a terrible cook, the vehicle wastes 1 Ton of Supplies per month without resupply.
Small Complement	You have difficulty recruiting and supplying a full Complement of crew. You begin with only 75% Complement, meaning that the vehicle has -1 to all rolls and your Crew rating of the vehicle is 1 lower as well.
Cursed Reputation	Whether the vehicle is really cursed or not, you have great difficulty recruiting new crew to sign on. You get a Penalty Die when rolling to recruit new crew Complement.
Jinxed	The vehicle seems to attract trouble. When the GM rolls for random Hazards, they roll twice and take the result that is most "interesting".
Cramped Quarters	For a Size 0-1 vehicle, only the pilot can fit aboard. At Size 2, it can fit a pilot and co-pilot. At Size 3 and above, whenever the vehicle loses some of its Complement, it loses an extra 1d6%.
Small Hold	Your vehicle can carry a maximum of 8 Tons per point of Size, or be overburdened by carrying as much as 10 Tons per point of Size.
Lightly Armed	The vehicle carries much lighter guns than typical for its class. Treat the vehicle as if its Size were 1 less for purposes of damage when it fires a volley and also when determining how many Tons the weaponry is taking up. So a Size 3, Guns 3 vehicle would use only 6 Tons for its guns instead of 9.
Unarmed	Your vehicle carries no weaponry at all. Your vehicle's Guns Quality is non-existent (just put an "X" for the value), and it cannot fire any volleys. This does leave more room for cargo, at least.
Fragile	Your vehicle cannot withstand a direct attack very well. It has -10 Integrity from its maximum, or half the maximum, whichever would be more. So a Size 0 vehicle would have 5 Integrity instead of 10, while a Size 4 vehicle would have 40 Integrity instead of 50.
Wide Profile	Your vehicle's shape makes it difficult to maneuver through tight spots like canyons, asteroid fields, etc. Your helmsman gets a Penalty Die whenever rolling to avoid such obstacles.
Slow to About	Your vehicle does not turn very quickly. The Helmsman gets -1 to Engines rolls to maneuver the vehicle by turning.
Temperamental	Your vehicle is beset by problems. It requires twice as much maintenance as a standard vehicle of its class. If it goes without this, it begins to fall apart, losing 1 point from one of its Qualities each month that the extra maintenance is put off.
Popular Target	Whether it is for a rich cargo, or a bounty on the captain, this vehicle is frequently targeted by hostiles. Randomly encountered vehicles will often be hostile on site.
Short Guns	Your vehicle's weapons have a short range. Treat any target as if they were 1 range increment further away when firing upon them (except at Point-Blank).

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SHAKE (Pursuer loses by 1)
SHAKE (Pursuer loses by 2)
SHAKE (Pursuer loses by 3)
SHAKE (Pursuer loses by 4)
SHAKE (Pursuer loses by 5)
SHAKE (Pursuer loses by 6)

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1	2	3	4	5	6	7	8	9	10
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