

Halfling Rogue.

Name: _____

Attributes:

Agilityd8

Smartsd6

Spiritd6

Strengthd6

Vigord6

Charisma:+2

Pace:6

Parry:5

Toughness:4

Skills:

Climbingd6

Fightingd8

Lockpickingd8

Noticed6

Persuasiond6

Stealthd8

Streetwised6

Hindrances:

- Small (R): Halflings are small and subtract 1 from their Toughness. Furthermore, their maximum Strength is d10.
- Curious (Major): It killed the cat, and it might kill your hero as well. Curious characters are easily dragged into any adventure. They have to check out everything and always want to know what's behind a potential mystery.
- Vengeful (Minor): Your character always attempts to right a wrong he feels was done to him. He usually seeks vengeance legally. The type and immediacy of his vengeance varies by character, of course. Some plot and scheme for months to extract what they see as justice. Others demand immediate results.
- Stubborn (Minor): This stubborn individual always wants his way and never admits he's wrong. Even when it's painfully obvious he's made a mistake he tries to justify it with half-truths and rationalizations.

Edges:

- Low Light Vision (R): Halflings ignore attack penalties for Dim and Dark lighting
- Resistance to Chaos (R): This works the same as Arcane Resistance, except that it works on any force of Chaos, including mutations and insanities caused by Chaos energy as well as any spells from the Realm of Chaos
- Agile (R): Halflings begin play with a d6 in Agility
- Sociable (R): Halflings are happy, well-tempered and easy to like, they gain a +2 to their Charisma. This can stack with Charismatic
- Thief: Requirements: Novice, Agility d8+, Climbing d6+, Lockpicking d6+, Stealth d8+. Thieves specialize in deceit, treachery, and acrobatics. They can be invaluable where traps must be detected, walls must be climbed, and locks must be picked. Thieves add +2 to Climbing, Lockpick, Stealth, as well as Notice or Repair rolls that relate to traps and similar devices. The bonus to Stealth does not apply when the character is in a wilderness environment—only in urban areas.

Dwarf Gunslinger.

Name: _____

Attributes:

Agilityd8

Smartsd6

Spiritd6

Strengthd6

Vigord8

Charisma:-2

Pace:5

Parry:5

Toughness:5

Skills:

Fighting d6

Gambling d6

Intimidation ... d6

Notice d6

Repair d6

Shooting d10

Rules:

Firearms of all kinds (including pistols and Hochland long rifles) are far from perfected and if either die (Trait or Wild) comes up as a 1, the weapon jams and cannot be used until someone with a working knowledge of firearms makes a successful Repair roll. If both dice come up Ones, the weapon explodes and deals 2d6 to its wielder.

Hindrances:

- Slow (R): Dwarfs have a Pace of 5".
- No Nonsense (R): While not "mean" per se, Dwarfs are straightforward and direct, literal-minded, quick to hold grudges, not particularly forgiving (to say the least) and cannot grasp the meaning of allusions and metaphors. While most people in the Empire respect their sturdiness and dependability, it does make them difficult to get along with or hold a decent conversation with, and hence dwarfs have a Charisma -2. The Charismatic edge will offset this, though few dwarfs care enough to learn how to be charismatic.
- Habit (Major) Booze: Your warrior has an annoying and constant habit of some sort. A Major Habit is a physical or mental addiction of some sort that is debilitating or possibly even deadly. This includes drug use, chronic drinking. A character who doesn't get his fix must make a Fatigue check every 24 hours thereafter (see Fatigue on page 86). The first failed roll makes the character Fatigued, then Exhausted. The final result is a bad case of the shakes for alcohol. Medical care may ease the symptoms. Otherwise the victim must live with the penalties for 1d6 days. Afterward, the hero must buy off the Hindrance by sacrificing an opportunity to Advance or he eventually falls back into his dependency.
- Minor:
 - Hard of Hearing (Minor): Characters who have lost some or all of their hearing have this disadvantage. As a Minor Hindrance, it subtracts 2 from all Notice rolls made to hear, including awaking due to loud noises.

Edges:

- Low Light Vision (R): Dwarfs ignore attack penalties for Dim and Dark lighting.
- Magic Resistance (R): Dwarfs are highly resistant to magic acts as if he had 2 points of Armor when hit by damage-causing arcane powers, and adds +2 to his Trait rolls when resisting opposed powers. Even friendly arcane powers must subtract this modifier to affect the resistant hero. If you take the Arcane Resistance edge (or Improved Arcane Resistance), it stacks with this ability.
- Tough (R): Dwarfs begin play with a d6 in Vigor.

- **Sturdy (R):** Dwarfs have a load limit equal to 10x their Strength instead of 5x their Strength.

- **Musketeer Requirements:** Novice, Shooting d8+, may not have the All Thumbs Hindrance. Some heroes have a natural affinity with firearms, or have trained for years to load quickly even while under fire. Characters with this Edge can reload a firearm in a single action. They may walk while reloading, but may not run. The Edge does not apply to cannon, only to personal arms.

~~• **Ambidextrous:** Requirements: Novice, Agility d8+. Your hero is as deft with his left hand as he is with his right. Characters normally suffer a -2 penalty when performing physical tasks with the off-hand (characters are assumed to be right-handed). With this Edge, your warrior ignores the -2 penalty for using his off-hand (see page 75).~~

~~• **Two-Fisted:** Requirements: Novice, Agility d8+. A Two-Fisted hero isn't ambidextrous—he's simply learned to fight with two weapons (or both fists) at once. When attacking with a weapon in each hand, he rolls each attack separately but ignores the multi-action penalty (see page 66).~~

Backwards Woodsman.

Name: _____

Attributes:

Agilityd8

Smartsd6

Spiritd6

Strengthd6

Vigord6

Charisma:-

Pace:6

Parry:5

Toughness:5

Skills:

Climbing d6

Fighting d6

Notice d6

Shooting d8

Stealth d6

Tracking d6

Survival d6

Hindrances:

- **Bad Luck (Major):** Your hero is a little less lucky than most. He gets one less Benny per game session than normal. A character cannot have both Bad Luck and the Luck Edge.
- **All Thumbs (Minor):** Some people just aren't good with mechanical devices. Characters with this drawback suffer a -2 penalty to the Repair skill at all times. In addition, when a hero uses a mechanical or electronic device, a roll of 1 on his skill die (regardless of his Wild Die) means the device is broken. The damage usually requires a Repair roll at -2 and 1d6 hours to fix.
- **Illiterate (Minor):** Your hero cannot read. He can probably sign his name and knows what a STOP sign says, but can do little else. He also doesn't know much about math either. He can probably do $2+2=4$, but multiplication and the like are beyond him. Illiterates can't read or write in any language, by the way, no matter how many they actually speak.

Edges:

- **Alertness: Requirements: Novice.** Not much gets by your hero. He's very observant and perceptive, and adds +2 to his Notice rolls to hear, see, or otherwise sense the world around him.

Estalian Bravo.

Name: _____

Attributes:

Agilityd8

Smartsd4

Spiritd6

Strengthd6

Vigord6

Charisma:-

Pace:6

Parry:8

Toughness:5

Skills:

Fighting d10

Intimidation ... d8

Notice d4

Riding d6

Streetwise d6

Taunt d6

Hindrances:

Arrogant (Major): Your hero doesn't think he's the best—he knows he is. Whatever it is—swordsmanship, kung fu, running—few compare to his skills and he flaunts it every chance he gets. Winning just isn't enough for your hero. He must completely dominate his opponent. Anytime there is even a shadow of a doubt as to who is better, he must humiliate his opponent and prove he can snatch victory any time he wishes. He is the kind of man who disarms an opponent in a duel just so he can pick the sword up and hand it back with a smirk. Arrogant heroes always look for the “boss” in battle, attacking lesser minions only if they get in the way.

- **Doubting Thomas (Minor):** Some people don't believe in the supernatural until they're halfway down some creature's gullet. Doubting Thomases are skeptics who try their best to rationalize supernatural events. Even once a Doubting Thomas realizes the supernatural exists, he still tries to rationalize weird events, following red herrings or ignoring evidence. Doubting Thomases suffer -2 to their Fear checks when confronted with undeniable supernatural horror.

- **Big Mouth (Minor):** Loose lips sink ships, the saying goes. Your hero's mouth could drown an armada. Your character can't keep a secret very well. He reveals plans and gives away things best kept among friends, usually at the worst possible times.

Edges:

- **Strong Willed:** Requirements: Novice, Intimidation d6+, Taunt d6+. Characters with strong willpower use their voice, steely stares, or quick wits to unnerve their opponents. Strong Willed adds +2 to a character's Intimidation and Taunt rolls, as well as his Spirit and Smarts rolls when resisting Test of Wills attacks.

- **First Strike:** Requirements: Novice, Agility d8+. Once per turn the hero (if not Shaken) gets a free Fighting attack against a single foe who moves adjacent to him. This automatically interrupts the opponent's action and does not cost the hero his action if he is on Hold or has not yet acted this round.

Journeyman Wizard

Name: _____

of the Grey Order

Attributes:

Agilityd4

Smartsd10

Spiritd8

Strengthd4

Vigord6

Charisma:-

Pace:6

Parry:4

Toughness:4

Skills:

Fighting d4

Investigation .. d6

Know Arcana d8

Know History ... d6

Know Arcane Languages d6

Magic Sense d6

Notice d6

Spellcasting ... d6+1

Hindrances:

- **Curious (Major):** It killed the cat, and it might kill your hero as well. Curious characters are easily dragged into any adventure. They have to check out everything and always want to know what's behind a potential mystery
- **Delusional (Minor):** Your hero believes something that is considered quite strange by everyone else. You firmly believe that cats are reincarnated elves.
- **Phobia (Minor):** Phobias are overwhelming and irrational fears that stay with a hero for the rest of his life. Whenever a character is in the presence of his phobia, he subtracts 2 from all his Trait tests as a Minor Hindrance. Ichthyophobia (Fish).
- **Orders:** While the character may have his own plans, he ultimately serves another power and is expected to follow orders when they are issued. Such orders should, of course, lead to an exciting adventure.

Edges:

• Arcane Background (Wizard)

Requirements: Novice, Spellcasting skill d4+, Smarts d8+, Human OR Elf

You are an Apprentice Wizard, studying either at the Colleges of Magic or under a tutor somewhere else in the Empire. Alternatively, you may be an Apprentice Hedge Wizard, self taught from forbidden tomes of arcane lore or secretly studying under a hidden Master. At this level of your studies, your Spellcasting skill is limited to a maximum of d6. Choose 5 spells from the *Petty Magic: Arcane* and/or *Petty Magic: Hedge Magic* lists. Collegiate Wizards also gain the *Orders* hindrance while Hedge Wizards gain the *Unstructured Caster* hindrance (for no extra benefit).

• Aetheryic Attunement

Requirements: Novice, Arcane Background OR Elf

Your ability to see the Winds of Magic enables finer control of your spells, all your arcane skill s gain a permanent +1 bonus. If you successfully use your Magic Sense to find a beneficial Wind, it will be only 1d6 squares away from you.

Casting spells and the dangers thereof:

Each spell has a Casting Number.

- If the caster rolls the CN then the spell works as normal.
- If they fail, the spell does not work.
- If the wild die comes up as a 1 (or the Chaos Die for Hedge magicians), the caster has fallen under Tzeentch's Curse.
- If both dice roll a 1, the caster suffers 1 point of Insanity.

Because of the nature of magic, the more power the caster channels, the more dangerous are the possible results. Because of this, a caster can choose to roll any lower die type than the Arcane skill he currently possesses. For example, a character with an Arcane skill of d8 could choose to roll a d6 or a d4 instead. He lessens his chances of casting the spell successfully, but also lessens the chances, and possible severity, of any Backlash. A magic circle laid out with expensive arcane reagents allows the caster to reroll the wild die if it comes up a 1. The reagents are specific to each spell and are used up during the casting.

For formally trained magicians, casting a spell using a d4 can never result in Backlash. The only negative result possible is rolling double One, which always results in an Insanity Point, no matter what die type you use for your Arcane roll. Hedge Magicians risk Tzeentch's Curse / Wrath of the Gods even when rolling a d4.

Making spells easier to cast:

Characters may make an Arcane or Faith roll the round before they cast the spell to increase their chances of casting successfully. If successful, the caster adds +1 to their Casting roll, plus an additional +1 with each Raise.

They may also find special ingredients that they may expend to help with the roll. These ingredients add +1 unless otherwise noted. These bonuses are all cumulative. Ingredients are used up when casting the spell, even if the spell does not work.

Minor Chaos Manifestation:

d10 roll Result

- 1 Within 6" of you, milk curdles, wine goes sour, and food spoils.
- 2 Your nose begins to bleed and does not stop until you make a successful Vigor roll. You can make this once per round.
- 3 A cold and unnatural wind blows through the area.
- 4 Your hair stands on end for 2d10 rounds.
- 5 You glow with an eerie light for 2d10 rounds.
- 6 Animals within 6" of you are terrified. Unless a Persuasion roll can be made to calm them, they bolt.
- 7 Ghostly voices fill the air for a few moments.
- 8 Magical energy courses through you and shocks you for 1d4 damage, ignoring armor.
- 9 You channel too much magical energy, and your Arcane die type is reduced by 1 for 1d10 minutes.
- 10 Roll on Major Chaos Manifestation instead.

Spells

Bolt

Casting Number: 4

Casting Time: Normal

Ingredients: A dart

Range: 12/24/48

Duration: Instant

The damage of the bolt is 2d6.

Magic Flame

Casting Number: 3

Casting Time: Normal

Ingredients: A piece of flint

Range: Self

Duration: Special

A bluish flame bursts forth from your open palm. It provides light like a candle and stays lit until you close your hand or cast another spell.

Skywalk

Casting Number: 5(2/round)

Casting Time: Standard

Ingredients: An eagle's feather

Range: Self

Duration: 1 round

You briefly walk on air, moving 3x your Pace and up to 6 yards high, allowing you to overcome simple obstacles

Petty Spell 4

Petty Spell 5

~~Illusion~~

~~Casting Number: 10~~

~~Casting Time: Standard~~

~~Ingredients: A crystal prism~~

~~Range: Smarts x 4~~

~~Duration: Arcane die level~~

~~The character can create a full illusion with sight, sound, smell, etc. The illusion can be as large as a Large Blast Template. The caster can keep the illusion going by making a Smarts roll each round.~~

Zealous Acolyte

Name: _____

Attributes:

Agilityd6

Smartsd6

Spiritd8

Strengthd6

Vigord6

Charisma:-

Pace:6

Parry:5

Toughness:5

Skills:

Faith d6

Fighting d8

Healing d6

Investigation .. d6

Notice d6

Riding d6

Hindrances:

- One Major
- Minor
- Minor
- Orders: While the character may have his own plans, he ultimately serves another power and is expected to follow orders when they are issued. Such orders should, of course, lead to an exciting adventure.

Edges:

- Arcane Background (Priest)

Requirements: Novice, Faith skill d4+, Spirit d8+

You are an Initiate of one of the Cults of the Empire serving under a Priest at a city temple or at a small shrine somewhere else in the Empire. At this level of your studies, your Faith skill is limited to a maximum of d6. Choose 3 spells from the *Petty Magic: Divine* or *Petty Magic: Hedge Magic* lists. Priests automatically gain the *Orders* hindrance.

- Healer: Requirements: Novice, Spirit d8+. A hero with this Edge adds +2 to all Healing rolls (including natural healing rolls for his own wounds), whether natural or magical in nature. Up to five companions travelling with a Healer add the bonus to their natural healing rolls as well.

Casting spells and the dangers thereof:

Each spell has a Casting Number.

- If the caster rolls the CN then the spell works as normal.
- If they fail, the spell does not work.
- If the wild die comes up as a 1 (or the Chaos Die for Hedge magicians), the caster has suffered the Wrath of the Gods.
- If both dice roll a 1, the caster suffers 1 point of Insanity.

Because of the nature of magic, the more power the caster channels, the more dangerous are the possible results. Because of this, a caster can choose to roll any lower die type than the Arcane skill he currently possesses. For example, a character with an Arcane skill of d8 could choose to roll a d6 or a d4 instead. He lessens his chances of casting the spell successfully, but also lessens the chances, and possible severity, of any Backlash. A magic circle laid out with expensive arcane reagents allows the caster to reroll the wild die if it comes up a 1. The reagents are specific to each spell and are used up during the casting.

For formally trained magicians, casting a spell using a d4 can never result in Backlash. The only negative result possible is rolling double One, which always results in an Insanity Point, no matter what die type you use for your Arcane roll. Hedge Magicians risk Tzeentch's Curse / Wrath of the Gods even when rolling a d4.

Making spells easier to cast:

Characters may make an Arcane or Faith roll the round before they cast the spell to increase their chances of casting successfully. If successful, the caster adds +1 to their Casting roll, plus an additional +1 with each Raise.

They may also find special ingredients that they may expend to help with the roll. These ingredients add +1 unless otherwise noted. These bonuses are all cumulative. Ingredients are used up when casting the spell, even if the spell does not work.

The Wrath of the Gods

d10 roll

- 1 A few more prayers are needed to finish the spell. The spell takes 2 rounds to cast, even if you failed the casting roll.
- 2/3 You cannot cast another spell for 1d10 rounds.
- 4 Automatic spell failure.
- 5 Your spell fails and your Spirit is reduced by 1 die type for 2d6 rounds.
- 6/7 Your god chooses this time to grant you a symbolic but confusing vision that leaves you Shaken.
- 8 You take an automatic 1d10 damage.
- 9 You have angered your god somehow and must kneel and repent 1d10 rounds immediately.
- 10 Your prayer is answered... but not by your god. Roll for a Major Chaos Manifestation.

Spells

Blessing of Courage

Casting Number: 3 (2/minute)

Casting Time: Normal

Ingredients: A tuft of dog hair

Range: Spirit x 2

Duration: Instant

Any character Shaken or otherwise affected by fear immediately recovers.

Blessing of Healing

Casting Number: 3

Casting Time: Normal

Ingredients: A sprig of holly

Range: Touch

Duration: Instant

This spell heals 1 Wound automatically as long as the casting roll is successful and its made within an hour of injury. This spell does not cure poison, disease, etc.

~~Hammer of Sigmar~~

~~Casting Number: 3(2/minute)~~

~~Casting Time: Standard~~

~~Ingredients: A charm engraved with the symbol of Sigmar~~

~~Range: Self~~

~~Duration: 1 minute~~

~~The caster's weapon, which must be a hammer, does extra damage. Roll two dice for the hammer's damage and take the highest.~~

Advancement

Every 5 points accumulated grants a hero an Advance. An Advance lets a character do one of the following:

- Gain a new Edge.
- Increase a skill that is equal to or greater than its linked attribute by one die type.
- Increase two skills that are lower than their linked attributes by one die type each.
- Buy a new skill at d4.
- Increase one attribute by a die type (You may only choose this option once per Rank. No Trait may be raised above a d12 (but see the Professional and Expert Legendary Edges)).

Background Edges

Alertness

Requirements: Novice

Not much gets by your hero. He's very observant and perceptive, and adds +2 to his Notice rolls to hear, see, or otherwise sense the world around him.

Ambidextrous

Requirements: Novice, Agility d8+

Your hero is as deft with his left hand as he is with his right. Characters normally suffer a -2 penalty when performing physical tasks with the off-hand (characters are assumed to be right-handed). With this Edge, your warrior ignores the -2 penalty for using his off-hand (see page 75).

Attractive

Requirements: Novice, Vigor d6+

It's no secret that beautiful people have an easier time getting their way in life. This Edge grants your beautiful or handsome character +2 to Charisma.

Very Attractive

Requirements: Novice, Attractive

Your hero is drop-dead gorgeous. His Charisma is increased to +4.

Berserk

Requirements: Novice

Immediately after suffering a wound (including a Shaken result from physical damage), your hero must make a Smarts roll or go Berserk. While Berserk, his Parry is reduced by 2 but he adds +2 to all Fighting, Strength, melee damage rolls, and Toughness. The warrior ignores all wound modifiers while Berserk, but cannot use any skills, Edges, or maneuvers that require concentration, including Shooting and Taunt, but not Intimidation.

Berserkers attack with reckless abandon. Anytime his Fighting die is a 1 (regardless of his Wild Die), he hits a random adjacent target (not the original target). The attack may hit friend as well as foe. If there are no other adjacent targets, the blow simply misses. The Berserker may end his rage by doing nothing (not even moving) for one full action and making a Smarts roll at -2.

Brave

Requirements: Novice, Spirit d6+

Those with this Edge have learned to master their fear. Or perhaps are so jaded or emotionally distant they've just lost their normal "fight or flight" responses. Either way, your hero adds +2 to Fear tests. If the character is in a setting that uses Guts as a Setting Rule, it adds to that as well.

Brawny

Requirements: Novice, Strength and Vigor d6+

Your bruiser is very large or perhaps just very fit. His bulk resists damage better than most and adds +1 to his Toughness. In addition, the character can carry more than most proportional to his Strength. He can carry 8 times his Strength in pounds without penalty instead of the usual 5 times his Strength.

Fast Healer

Requirements: Novice, Vigor d8+

Some individuals just seem to heal faster than others. Those with this blessing add +2 to Vigor rolls when checking for natural healing. See page 78 for complete rules on Healing.

Fleet-Footed

Requirements: Novice, Agility d6+

The hero's Pace is increased by +2 and he rolls a d10 instead of a d6 when running.

Linguist

Requirements: Novice, Smarts d6+

The character has an ear for languages and a rare talent for recognizing similarities between them. A character with this Edge starts with a number of languages equal to his Smarts die, and can make a Smarts roll at -2 to make herself understood in any language or dialect she has heard spoken for at least a week.

Luck

Requirements: Novice

The adventurer seems to be blessed by fate, karma, the gods, or whatever external forces he believes in (or believe in him!). He draws one extra Benny at the beginning of each game session, allowing him to succeed at important tasks more often than most, and survive incredible dangers.

Great Luck

Requirements: Novice, Luck

The player draws two extra Bennies instead of one at the start of each session.

Quick

Requirements: Novice, Agility d8+

Quick characters have lightning-fast reflexes and a cool head. Whenever you are dealt a 5 or lower in combat, you may discard and draw again until you get a card higher than 5. Characters with both the Level Headed and Quick Edges draw their additional card and take the best as usual. If that card is a Five or less, the Quick Edge may be used to draw a replacement until it's Six or higher.

Combat Edges

Block

Requirements: Seasoned, Fighting d8+

Warriors who engage in frequent hand-to-hand combat are far more skilled in personal defense than most others. They've learned not only how to attack, but how to block their opponent's blows as well. A fighter with this Edge adds +1 to his Parry.

Brawler

Requirements: Novice, Str d8+

Frequent fights with his bare hands have given this thug a powerful punch. When he hits a foe with a successful bare-handed Fighting roll, he adds +2 to his damage.

Bruiser

Requirements: Seasoned, Brawler

When the bruiser gets a raise on his bare-handed Fighting attack, he rolls a d8 instead of a d6.

Combat Reflexes

Requirements: Seasoned

Your adventurer recovers quickly from shock and trauma. He adds +2 to his Spirit roll when attempting to recover from being Shaken.

Counterattack

Requirements: Seasoned, Fighting d8+

Fighters with this Edge know how to respond instantly to an enemy's mistakes. Once per round, the character receives one free Fighting attack against one adjacent foe who failed a Fighting attack against him. This attack is made at -2, and the Counterattack must be a normal attack (no Disarm, Wild Attack, or other maneuvers), and may not be combined with Frenzy or Sweep. It may be used with the Defend maneuver, but not Full Defense.

Dodge

Requirements: Seasoned, Agility d8+

Some crafty types know how to get out of harm's way. This Edge allows them to use cover, movement, and concealment to make them harder to hit. Unless they are the victim of a surprise attack and taken completely unaware, attackers must subtract 1 from their Shooting or Throwing rolls when targeting them. Characters who attempt to evade area effect attacks may add +1 to their Agility roll as well (when allowed).

Elan

Requirements: Novice, Spirit d8+

When this spirited hero puts his heart into something it tends to pay off in big ways. When you spend a Benny on a Trait roll (including Soak rolls), add +2 to the final total.

Extraction

Requirements: Novice, Agility d8+

When a character normally withdraws from a melee, his attacker gets a free attack before he does so—a very dangerous proposition for most. Your hero is adept at retreating from an engagement. Make an Agility roll. If successful, one opponent doesn't get a free attack anytime you disengage (see page 76)

Improved Extraction

Requirements: Novice, Extraction

As above but if you succeed with a raise all opponents currently in melee with the character lose their free attack as your warrior withdraws.

First Strike

Requirements: Novice, Agility d8+

Once per turn the hero (if not Shaken) gets a free Fighting attack against a single foe who moves adjacent to him. This automatically interrupts the opponent's action and does not cost the hero his action if he is on Hold or has not yet acted this round.

Florentine

Requirements: Novice, Agility d8+, Fighting d8+

A character trained to fight "Florentine" is a master at wielding two weapons at once. He adds +1 to his Fighting rolls versus an opponent with a single weapon and no shield. In addition, opponents subtract 1 from any "gang up" bonuses they would normally get against the fighter as his two flashing blades parry their blows.

Frenzy

Requirements: Seasoned, Fighting d10+

Frenzied fighters make fast and furious melee attacks, sacrificing finesse for raw speed. This allows them to make an extra Fighting attack per round at a -2 penalty to all Fighting rolls. This attack must be taken at the same time as another Fighting attack though it

may target any two foes adjacent to the hero (Wild Cards roll two Fighting dice and one Wild Die). The -2 penalty is subtracted from all attacks. A character armed with two weapons still only makes one extra attack.

Giant Killer

Requirements: Veteran

The bigger they are, the harder they are to kill. At least for most. But your hero knows how to find the weak points in massive creatures. Your hero does +1d6 damage when attacking creatures three sizes or more larger than himself. An ogre (Size +3) with this ability, for example, gains the bonus only against creatures of Size +6 or greater. A human Giant Killer (Size 0), can claim the bonus against the ogre, however.

Hard to Kill

Requirements: Wild Card, Novice, Spirit d8+

This adventurer has more lives than a truckload of cats. When forced to make Vigor rolls due to Incapacitation, he may ignore his wound modifiers. This only applies to Vigor rolls called for to resist Incapacitation or death (see page 68). He still suffers from wound modifiers for other Trait rolls normally.

Improvisational Fighter

Requirements: Seasoned, Smarts d6+

Heroes often find themselves fighting with pieces of equipment or furnishings not designed for combat. A character with this Edge has a knack for using such improvised weapons, and does not suffer the usual -1 penalty to attack and Parry when wielding them. See page 73 for details.

Level Headed

Requirements: Seasoned, Smarts d8+

Fighters who can keep their cool when everyone else is running for cover are deadly customers in combat. A hero with this Edge draws an additional Action Card in combat and acts on the best of the draw.

Improved Level Headed

Requirements: Seasoned, Level Headed

As above but the hero draws 3 cards.

Marksman

Requirements: Seasoned

The hero excels at taking controlled, measured shots. If he does not move in a turn, he may fire as if he took the Aim maneuver. Marksman may never be used with a Rate of Fire greater than 1. Marksman works with both Shooting and Throwing.

Martial Artist

Requirements: Novice, Fighting d6+

This character is highly trained in hand-to-hand fighting. He is never considered unarmed in combat and so is never subject to the Unarmed Defender rule (page 76). With a successful unarmed attack, he adds +d4 to his Strength roll (as if he were using a small weapon).

Nerves of Steel

Requirements: Wild Card, Novice, Vigor d8+

Your hero has learned to fight on through the most intense pain. He may ignore 1 point of wound penalties.

Improved Nerves of Steel

Requirements: Novice, Nerves of Steel

The hero ignores 2 points of wound penalties.

No Mercy

Requirements: Seasoned

The character may spend a Benny to reroll any one damage roll, including those made for area effect attacks.

Quick Draw

Requirements: Novice, Agility d8+

This Edge allows a hero to draw a weapon as a free action (and thus ignore the usual -2 multi-action penalty if he chooses to fire as well). If the character must make an Agility roll to draw a weapon (see page 66), he adds +2 to the roll.

Steady Hands

Requirements: Novice, Agility d8+

Your hero ignores the "unstable platform" penalty for firing from the backs of animals or while riding in moving vehicles. In addition, when performing actions while Running (see page 65), his penalty is -1 instead of -2.

Sweep

Sweep allows a character to make a single Fighting attack and apply it against all currently adjacent targets at a -2 penalty (friends and foes alike—be careful). Resolve each damage roll separately. The attack is applied immediately when rolled and only affects targets adjacent at that time. A character may not use Sweep in the same round she uses Frenzy, nor may she Sweep more than once per round, or with a second weapon held in another hand. In effect, the hero may only perform Sweep once per action unless she somehow gets two entire actions (perhaps under the effects of a spell or power, for example).

Trademark Weapon

Requirements: Novice, Fighting or Shooting of d10+

The hero knows one unique weapon (Excalibur, Old Betsy, Sting) like the back of his hand. When using that weapon, he adds +1 to his Fighting, Shooting, or Throwing rolls. A hero can take this Edge multiple times, applying it to a different weapon each time. If a

Trademark Weapon is lost, the hero can replace it, but the benefit of the Edge doesn't kick in for two game weeks.

Two-Fisted

Requirements: Novice, Agility d8+

A Two-Fisted hero isn't ambidextrous—he's simply learned to fight with two weapons (or both fists) at once. When attacking with a weapon in each hand, he rolls each attack separately but ignores the multi-action penalty (see page 66).

Leadership Edges

These Edges apply only to a number of subordinates within 5"

Command

Requirements: Novice, Smarts d6+

Command is the ability to give clear instructions to surrounding allies and enforce your hero's will upon them. This makes your character's compatriots more willing to fight on despite their wounds, and so adds +1 to their Spirit rolls to recover from being Shaken.

Command Presence

Requirements: Novice, Command

A booming voice, effective commands, natural charisma, or simple training results in a much more effective combat element. At the center of that element is the officer in command. A hero with this Edge has a "command radius" of 10" instead of the usual 5".

Hold the Line!

Requirements: Seasoned, Command, Smarts d8+

This Edge strengthens the will of the men under the hero's command. The troops add +1 to their Toughness.

Inspire

Requirements: Seasoned, Command

Leaders with exceptional reputations and experience in battle inspire the soldiers around them. They add +2 to Spirit rolls when recovering from being Shaken (this includes the original +1 bonus for the Command Edge).

Natural Leader

Requirements: Novice, Command, Spirit d8+

This Edge signifies a special link between a leader and his men. With it, he may share his Bennies with any troops under his command.

Tactician

Requirements: Seasoned, Command, Wild Card, Smarts d8+, Knowledge (Battle) d6+

The leader has a natural grasp of small unit tactics and can frequently take advantage of a rapidly changing situation. At the beginning of a fight and before any Action Cards are dealt, the hero makes a Knowledge (Battle) roll. For each success and raise he receives one Action Card. These are kept separate from his regular Action Cards and are not placed back into the deck until used or the combat ends (including Jokers!). At the start of any round, the hero may give one or more of these extra cards to his allies, whether Extras or Wild Cards, who then use it as their Action Card for the round in place of the one dealt them. This allows Extras to operate independently of Wild Card characters for one round if they receive their own card. Only one character per encounter may use this Edge.

Power Edges

Power Edges are for those with Arcane Backgrounds

New Power

Requirements: Novice, Arcane Background

An arcane character may learn a new power by choosing this Edge (which may be taken multiple times). He may choose from any powers normally available to his particular Arcane Background.

Professional Edges

Acrobat

Requirements: Novice, Agility d8+, Strength d6+

Those who have formal training in the acrobatic arts or are naturally agile may take this Edge. It adds +2 to all Agility rolls made to perform acrobatic maneuvers (including Trick maneuvers), and also adds +1 to a character's Parry as long as he has no encumbrance penalty.

Assassin

Requirements: Novice, Agility d8+, Climbing d6+, Fighting d6+, Stealth d8+

Assassins are trained killers who know how to kill with deadly precision — if they can properly approach their prey. Assassins add +2 to any damage roll where they strike a foe unawares (even with ranged attacks).

Champion

Requirements: Novice, Arcane Background (Miracles), Spirit d8+, Strength d6+, Vigor d8+, Faith d6+, Fighting d8+

Champions are holy (or unholy) men and women chosen to fight for a particular deity or religion. Most are pious souls ready and willing to lay down their lives for a greater cause, but some may have been born into the role and follow their path with some reluctance.

Champions fight the forces of darkness (or good). They add +2 damage when attacking supernaturally evil (or good) creatures, and have +2 Toughness when suffering damage from supernaturally evil (or good) sources, including arcane powers and the weapons, claws, teeth, etc., of such creatures.

Investigator

Requirements: Novice, Smarts d8+, Investigation d8+, Streetwise d8+

Investigators have spent a great deal of time researching ancient legends, working the streets, or deducing devilish mysteries. Some of these heroes are actual Private Investigators for hire while others may be sleuthing mages in a fantasy world or perhaps inquisitive college professors stumbling upon Things Man Was Not Meant to Know in the dark of night. Investigators add +2 to Investigation and Streetwise rolls, as well as Notice rolls made to search through evidence.

Jack-of-All-Trades

Requirements: Novice, Smarts d10+

Through advanced schooling, book-learning, computer-enhanced skill programs, or just amazing intuitive perception, your hero has a talent for picking up skills on the fly. There is little he can't figure out given a little time and a dash of luck. Any time he makes an unskilled roll for a Smarts-based skill, he may do so at d4 instead of the usual d4-2.

Scholar

Requirements: Novice, d8+ in affected skill

Learned professors, devoted students, and amateur enthusiasts spend months of their lives studying particular subjects. They become experts in these fields, and rarely fail to answer questions in their particular area of expertise. Pick any two Knowledge skills the Scholar has a d8 or better in. Add +2 to your total whenever these skills are used. Those who study military history have a natural edge when commanding troops in Mass Battles (see page 92)—a +2 to a Knowledge (Battle) roll can mean the difference between a rousing victory and a crushing defeat.

Thief

Requirements: Novice, Agility d8+, Climbing d6+, Lockpicking d6+, Stealth d8+

Thieves specialize in deceit, treachery, and acrobatics. They can be invaluable where traps must be detected, walls must be climbed, and locks must be picked. Thieves add +2 to Climbing, Lockpick, Stealth, as well as Notice or Repair rolls that relate to traps and similar devices. The bonus to Stealth does not apply when the character is in a wilderness environment—only in urban areas.

Woodsman

Requirements: Novice, Spirit d6+, Survival d8+, Tracking d8+

Woodsmen are rangers, scouts, and hunters who are more at home in the wilderness than in urban areas. They are skilled trackers and scouts, and know how to live off the land for months at a time. Woodsmen gain +2 to Tracking, Survival, and Stealth rolls made in the wilderness (not towns, ruins, or underground).

Social Edges

Charismatic

Requirements: Novice, Spirit d8+

Your hero has learned how to work with others, even those who might be somewhat opposed to him or his efforts. This adds +2 to his Charisma.

Strong Willed

Requirements: Novice, Intimidation d6+, Taunt d6+

Characters with strong willpower use their voice, steely stares, or quick wits to unnerve their opponents. Strong Willed adds +2 to a character's Intimidation and Taunt rolls, as well as his Spirit and Smarts rolls when resisting Test of Wills attacks.

Weird Edges

Beast Bond

Requirements: Novice

Some individuals can exert incredible will over their animal companions. These characters may spend their own Bennies for any animals under their control, including mounts, pet dogs, familiars, and so on.

Beast Master

Requirements: Novice, Spirit d8+

Animals like your hero, and won't attack him unless he attacks them first or they are enraged for some reason. His "animal magnetism" is so great he's attracted a loyal animal of some sort as well. This is typically a dog, wolf, or raptor, though the GM may allow other companions if it fits the setting. The beast is an Extra (not a Wild Card). If it should be killed, the hero finds a replacement in 2d6 days.

Danger Sense

Requirements: Novice

Your hero can sense when something bad is about to happen. Anytime he's about to be the victim of a surprise attack, ambush, or other nasty surprise, he gets a Notice roll at -2 just before the attack or event occurs. If successful, the character knows something is about to happen and may take appropriate action against it. This means the hero is on Hold for the first round of a combat. Should

the hero fail his roll, he still follows the normal Surprise rules, if applicable (see page 65).

Healer

Requirements: Novice, Spirit d8+

A hero with this Edge adds +2 to all Healing rolls (including natural healing rolls for his own wounds), whether natural or magical in nature. Up to five companions travelling with a Healer add the bonus to their natural healing rolls as well.

Liquid Courage

Requirements: Novice, Vigor d8+

Your hero processes alcohol far differently than most. The round after consuming a stiff drink (at least 8 ounces of hard liquor or equivalent), the character's Vigor increases by one die type (increasing Toughness as well). The hard drinker can also ignore one level of wound modifiers (which stacks with other abilities that do the same). The effect lasts for one hour after it begins. If the drunkard seeks inebriation he suffers -2 to Smarts and Agility-based rolls for as long as he continues to drink and the next 1d6 hours thereafter.

Wild Card Edges

The following Edges work only when the character is dealt a Joker during combat. The Edge's effects are in addition to the usual effects of being dealt a Joker.

Dead Shot

Requirements: Wild Card, Seasoned, Shooting/

Throwing d10+

The character doubles his total damage when making a successful Shooting or Throwing attack this round.

Mighty Blow

Requirements: Wild Card, Seasoned, Fighting d10+

The character doubles his total damage when making a successful Fighting attack this round.