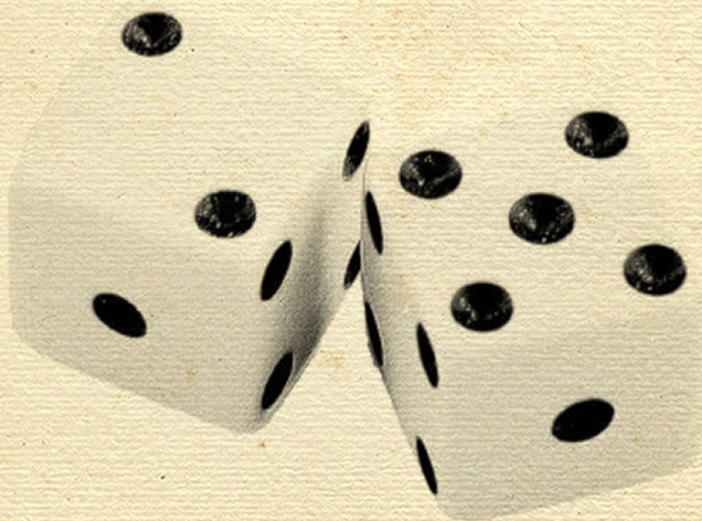


DAEMORNIA

ADVANCED CHARACTERS



A DAEMORNIA SUPPLEMENT
Written and Designed by
Michael Lirko and Barry Clementson

Daemornia Studios
Presents

A Daemornia RPG Supplement

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ADVANCED CHARACTERS

What is an Advanced Character?

There are already many races to choose from when playing Daemornia, such as Felidites, Night Stalkers, Shucklar and so on. However, what about the other races of the known worlds and systems?

Presented here are 15 additional races from the Core Book and two of the supplements: Invasion of the Gaeo System and The Fey Isles. These all have their own strengths and characteristics that require a new level of thinking when playing Daemornia: how about a drunken Satyr, a carnivorous Mantidae, or even a feared daemon?

The attributes of each Advanced Character are determined using 2D6 in the same way as any other characters (HP are multiplied by five). There are four steps in creating an Advanced Character.

STEP 1: Choosing Your Race

Level-2 Characters

Bipedal Horse	Page 3
Eldora	Page 3
Faun	Page 4
Nominod	Page 4
Hobgoblin	Page 5
Rumaddi	Page 5
Satyr	Page 5

Level-3 Characters

Kakamora	Page 6
Kaeno	Page 6
Ogre	Page 7
Rat-Man	Page 7
Mantidae	Page 8

Level-4 Characters

Oni	Page 9
Troll	Page 10
Laestrygonian	Page 10

STEP 2: Career Path

Page 11

STEP 3: Skills

Basic Skills	Page 12
Weapons Skills	Page 13
Language Skills	Page 13

STEP 4: Traits

Positive Traits	Page 14
Negative Traits	Page 15

Character Levels

Whenever a normal character is created they begin on Character Level-1 as explained in the Daemornia Core Book. However, Advanced Characters are separated into three levels as benefits their nature. They are races available for Level-2, Level-3 and Level-4 Advanced Characters.

Remember that as these characters start on a higher Character Level, the amount of EXP required for attribute increases, skills and powers are also higher. For convenience we have duplicated the EXP chart here.

Build Points

The process of creating an Advanced Character is different to that of a normal character. Here we use a system known as Build Points.

Each race provides a set number of Build Points (BP) and these are exchanged during the creation of the character to modify their career path, purchase skills and acquire traits. Any unspent BP is lost once a character is finished.

LEVEL-2 CHARACTERS

Bipedal Horse

Core Book

Common Language: Earthen (primitive)

Height: 4D10+170cm

Diet: Herbivore

Age: 1D6+3 years (Lifespan up to 20 years)

Nightvision: none

Rate of Recovery: normal

Encumbrance: ×2

Natural Weapons: none

IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP	BP
-	+2	+6	+6	+2	+9	+8	+1	-3	-2	+1	1500

Cloven Hands: A Bipedal Horse does not have hands like other races and nor do they have fingers. However, unlike a typical horse that would have single hoof, a Bipedal Horse has developed hooves split into two toes, or cloven.

They are limited by this deficiency in that any skill that requires the use of fingers is impossible to perform successfully. Weapons can be used, but only those that hand a hilt or pole, such as an axe or spear. Bows and guns are impossible to use.

Galloping Charge: The combined speed, muscle and sheer size of a Bipedal Horse can give them a furious charge. Any damage from a successful ram is increased by +2D6. This applies to both stationary objects and against opponents in combat.

Rear Kick: Bipedal Horses can strike at their opponents with a powerful kick. In close combat this inflicts 4D6 points of damage, but incurs a -2 Att and Def penalty in the melee it is used. A Rear Kick can be used against an opponent who fails an attempt to surprise or sneak attack the character. In this situation the overall damage from the kick is doubled.

Wealth & Trappings: 1D6×50 Denzon (or 5D6+10 Silver Shillings)

Eldora

The Fey Isles

Common Language: Gaeon

Height: 4D10+190cm

Diet: Omnivore

Age: 3D100+50 years (Lifespan up to 800 years)

Nightvision: 200 metres

Rate of Recovery: normal

Encumbrance: normal

Natural Weapons: none

IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP	BP
+5	+5	+1	+2	+10	+10	+6	+7	+7	+7	+1	1300

Sixth Sense: The few remaining Eldora are believed to be blessed, maybe by Gaeokerena himself, and display an uncanny ability to avoid danger. Eldora have a Sixth Sense and cannot be attacked by surprise. They will always know of any potential danger within 20 metres and can alert others in their party.

Wealth & Trappings: 2D6×50 Denzon (or 5D6+25 Silver Shillings)

LEVEL-2 CHARACTERS Bipedal Horse, Eldora

LEVEL-2 CHARACTERS

Faun, Nominod

Faun

Invasion of the Gao System

Common Language: Gaeon

Height: 4D10+100cm

Diet: Omnivore

Age: 4D10+10 years (Lifespan up to 160 years)

Nightvision: none

Rate of Recovery: normal

Encumbrance: normal

Natural Weapons: none

IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP	BP
+3	+3	+1	+3	+4	+3	+5	+3	+3	+3	+3	1500

Anti-Evil Aura: Fauns cannot be affected or injured by the following spells: Age, Cause Fear, Cause Frenzy, Cause Hatred, Cause Panic, Curse, Plague, Embracing Death, Flesh Rot, Miasma, Paralyse, Puppet or Weaken.

Immortality: Fauns have an Immortality rating of 10 as explained in the Invasion of the Gao System supplement.

Natural Skills: Recognise Odour and Track Scent

Psychology: Fauns cannot be subjected to Frenzy or Hatred, regardless how it is caused.

Wealth & Trappings: 1D6×50 Denzon (or 5D6+10 Silver Shillings)

Nominod

Core Book

Common Language: Daemonic

Height: 4D10+120cm

Diet: Carnivore

Age: 4D100 (Lifespan up to 1,000 years)

Nightvision: 300 metres

Rate of Recovery: ×3

Encumbrance: normal

Natural Weapons: none

IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP	BP
+1	+13	+3	+7	+3	+28	+3	+3	+3	+3	+3	1300

Impervious to Fire: Lesser Daemons cannot be harmed by fire or heat, including fire damage caused by many magical spells.

Natural Skills: Ambidextrous and Spelunking.

Psychology: Lesser Daemons are unaffected by psychology, including Will Power Tests induced by magic spells and psionic powers

Trauma: Lesser Daemons are unaffected by Trauma, regardless how it is caused.

Winged: The player may choose a winged Nominod and in doing so will gain a FS of 2D6+9 and +2 Def. However, their ST and TS attributes are both reduced by -1.

Wealth & Trappings: Daemonic Attack Spear

Hobgoblin

The Fey Isles

Common Language: Gaeon and Daemonic

Height: 3D10 + 140cm

Diet: Omnivore

Age: 3D6+5 (Lifespan up to 60 years)

Nightvision: 100 metres

Rate of Recovery: normal

Encumbrance: normal

Natural Weapons: none

IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP	BP
+3	+3	+4	+3	+2	+4	+2	+4	+3	-	+3	1300

Stubborn: Hobgoblins are notoriously stubborn. Even when outnumbered or gravely injured they will refuse to flee or surrender. Hobgoblins may re-roll all Fear Tests and Saves against Trauma, but must accept the result of the second roll.

Wealth & Trappings: 1D6×50 Denzon (or 5D6+10 Silver Shillings)

Rumaddi

Invasion of the Gaeo System

Common Language: Drugaen

Height: 4D10+170cm

Diet: Carnivore

Age: 1D100+50 (Lifespan up to 450 years)

Nightvision: 100 metres

Rate of Recovery: normal

Encumbrance: normal

Natural Weapons: none

IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP	BP
+4	+3	+4	+4	+5	+8	+3	+4	+3	+3	+3	1300

Wealth & Trappings: 3D6×50 Denzon (or 5D6+40 Silver Shillings)

Satyr

The Fey Isles

Common Language: Gaeon and Daemonic

Height: 4D10 + 100cm

Diet: Omnivore

Age: 2D10+20 years (Lifespan up to 120 years)

Nightvision: 200 metres

Rate of Recovery: normal

Encumbrance: normal

Natural Weapons: none

IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP	BP
+2	+3	+3	+3	+3	+3	+5	+3	+1	+4	+3	1300

Drunkennes: Satyrs tend to regularly over drink and are often drunk before a battle. While intoxicated a Satyr suffers penalties of -2 to Att, -2 to Def, -5 to Aim, -3 to IQ and -2 to DX. However, while under the influence of alcohol a Satyr receives a bonus of +5 ST, +3 for all Saves against Trauma and is subject to the rules of Frenzy. Please note that Satyrs can consume more than three times as much alcohol as a human before they are even slightly drunk.

Natural Skills: Recognise Odours and Track Scent.

Wealth & Trappings: 1D6×50 Denzon (or 5D6+10 Silver Shillings)

LEVEL-3 CHARACTERS

Kakamora, Kaeno

LEVEL-3 CHARACTERS

Kakamora

Invasion of the Gao System

Common Language: Gaeon

Height: 4D10+100cm

Diet: Carnivore

Age: 4D10+10 years (Lifespan up to 160 years)

Nightvision: 250 metres

Rate of Recovery: normal

Encumbrance: normal

Natural Weapons: Retractable Prongs, 2D6

IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP	BP
+3	+6	+5	+7	+1	+5	+1	+2	+3	+1	+6	900

Fearless: The Kakamora are completely unaffected by fear and panic

Natural Skills: Spelunking and Stone Masonry

Wealth & Trappings: 1D6×50 Denzon (or 5D6+10 Silver Shillings)

Kaeno

Core Book

Common Language: Daemonic

Height: 4D10+170cm

Diet: Carnivore

Age: 2D100+100 years (Lifespan up to 600 years)

Nightvision: 400 metres

Rate of Recovery: normal

Encumbrance: normal

Natural Weapons: none

IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP	BP
+3	+13	+5	+8	+3	+28	+3	+7	+5	-1	+3	900

Impervious to Fire: Lesser Daemons cannot be harmed by fire or heat, including fire damage caused by many magical spells.

Limited Vision: The Kaeno's field of vision is limited to directly ahead. Therefore, any creature prowling upon or shadowing a Kaeno receives a bonus of +1 to their attribute before the test is undertaken.

Natural Skills: Ambidextrous and Spelunking.

Psychology: Lesser Daemons are unaffected by psychology, including Will Power Tests induced by magic spells and psionic powers

Trauma: Lesser Daemons are unaffected by Trauma, regardless how it is caused.

Wealth & Trappings: Kaeno Warfork

Ogre

Invasion of the Gaeo System

Common Language: Earthen

Height: 4D10+230cm

Diet: Carnivore

Age: 2D10+15 years (Lifespan up to 80 years)

Nightvision: none

Rate of Recovery: normal

Encumbrance: normal

Natural Weapons: none

IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP	BP
+3	+5	+7	+8	+5	+7	+3	+4	+2	+3	+7	900

Fearless: Ogres are unaffected by Fear and Panic.

Hatred: Ogres are very easily annoyed and angered. They will become subjected to the rules of Hatred towards any creature that provokes or insults them. However, this hatred only has effect for 1D6 melee rounds.

Natural Skills: Ambidextrous, Hunt, Trapper and Wilderness Survival.

Ogre Psychosis: The more opponents an Ogre is confronted with, the more furious they will fight. For each opponent beyond the first, in the same melee round, an Ogre will receive a bonus of +2 to Att, up to a maximum value of +10. This bonus lasts for the entire melee, even if an opponent leaves combat before the Ogre has their turn.

Wealth & Trappings: Battle Axe and Bastard Sword

Rat-Man

Core Book

Common Language: Earthen (primitive)

Height: 4D10+160cm

Diet: Omnivore

Age: 2D10+15 years (Lifespan up to 50 years)

Nightvision: 40 metres

Rate of Recovery: normal

Encumbrance: normal

Natural Weapons: Claws, 2D6

IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP	BP
-2	+3	+7	+5	+3	+6	+4	+3	+2	-7	+4	1100

Fearless: Rat-Men are immune to the effects of Fear and Panic

Infectious: Any character wounded by a Rat-Man must undergo a Save against Toxins at the beginning of each hour thereafter. If this is failed, they suffer one point of attribute damage. This damage is accumulative and can only be recovered once a save is successfully passed, or the poison has been purified.

Wealth & Trappings: 1D6×50 Denzon (or 5D6+10 Silver Shillings)

LEVEL-3 CHARACTERS

Mantidae

Mantidae

Core Book

Common Language: High Frequency Clicking and Daemonic (primitive)

Height: 4D10+190cm

Diet: Carnivore

Age: 1D6+1 years (Lifespan up to 15 years)

Nightvision: 40 metres

Rate of Recovery: normal

Encumbrance: ×2

Natural Weapons: Claws, 3D6 AP+3

IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP	BP
-1	+1	+3	+5	+5	+5	+5	+4	+2	-3	+1	1100

Entangle: A Mantidae's four legs can be used to entangle an opponent in close combat and will automatically do so to any creature that is grasped and overpowered. Once entangled the victim is prone and may be struck by the Mantidae's claws. The Mantidae may only attempt to entangle once per melee in place of using its claws.

Fearless: Mantidae are immune to the effects of Fear and Panic.

Natural Skills: Hide (forest environment only), Hunt, Shadow and Stealth.

Claws: A Mantidae does not have hands like other races and nor do they have fingers. Their long clawed arms have limited functionality and any skill that requires the use of fingers is impossible to perform successfully. They may use any weapon that has a hilt or pole, such as an axe or spear, but this incurs a -3 Att and Def penalty. Bows and guns are impossible to use.

Wealth & Trappings: 1D6×50 Denzon (or 5D6+10 Silver Shillings)



LEVEL 4 CHARACTERS

Oni LEVEL-4 CHARACTERS

Oni

Invasion of the Gaeo System

Common Language: Daemonic

Height: 4D10+110cm

Diet: Carnivore

Age: 2D100+100 years (Lifespan up to 600 years)

Nightvision: 400 metres

Rate of Recovery: ×5

Encumbrance: normal

Natural Weapons: none

IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP	BP
+5	+11	+5	+8	+5	+28	+2	+4	+3	+9	+5	700

Diseased Blood: Any creature that ingests the blood of an Oni suffers one point of attribute damage and a further point each day thereafter. To withstand the poison the victim must perform a Save against Toxins. Once a save has been successful, the disease is overcome and the victim will begin to recover their attributes. The attribute loss cannot be recovered until the disease is overcome or purified. The same effect also occurs if an open wound is exposed to the blood of an Oni.

When an Oni is injured it is possible that their diseased blood will infect their opponent. In close combat situations this occurs whenever the Oni is injured by a critical attack. All opponents must perform an immediate Dexterity Test. If this is unsuccessful, they are infected as described above.

Impervious to Fire: Lesser Daemons cannot be harmed by fire or heat, including fire damage caused by many magical spells.

Magic: The character is a spell-caster. They have 2D6+18 Magic Points and are able to cast the following spells: Dehydration, Drought, Miasma, Plague, Poison Water and Wither Plants. Up to five more common spells may be purchased through Experience.

Natural Skills: Ambidextrous and Spelunking.

Plague Weapons: Weapons used by the Oni are typically corroded and dripping in their own poison. Any opponent wounded by a Plague Weapon must undergo a Save against Toxins. If this is failed they suffer an additional point of attribute damage.

The Character can infect any close combat weapon with plague by vomiting highly poisonous bile over the entire weapon. The plague weapon is corroded by the bile and permanently loses 25% of their initial DP, but will now inflict damage as above. However, to create a plague weapon the character must permanently surrender one point from their EN attribute. The maximum attribute limit as provided by a career, if any, will also be affected accordingly.

Any character using a plague weapon must undergo a Save Against Toxins once per day. If failed, they will suffer 1D3 points of attribute damage that cannot be recovered whilst the weapon is carried.

Psychology: Lesser Daemons are unaffected by psychology, including Will Power Tests induced by magic spells and psionic powers

Trauma: Lesser Daemons are unaffected by Trauma, regardless how it is caused.

Wealth & Trappings: Dagger (Plague Weapon)

LEVEL-4 CHARACTERS

Troll, Laestrygonian

Troll

Invasion of the Gaeo System

Common Language: Gaeon (primitive)
Height: 4D10+260cm
Diet: Carnivore
Age: 2D10+5 years (Lifespan up to 50 years)

Nightvision: 70 metres
Rate of Recovery: Regeneration ×5
Encumbrance: ×2
Natural Weapons: none

IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP	BP
-1	+7	+11	+11	+1	+9	+4	+5	+2	+1	+13	500

Fear: Trolls are subjected to the rules of Fear towards sunlight and fire.

Natural Skills: Climbing, Fish, Hide, Recognise Odour, Shadow, Stealth and Track Scent.

Wealth & Trappings: 1D6×50 Denzon (or 5D6+10 Silver Shillings)

Laestrygonian

Core Book

Common Language: Earthen (primitive)
Height: 4D10+290cm
Diet: Carnivore
Age: 2D10+15 years (Lifespan up to 100 years)

Nightvision: 30 metres
Rate of Recovery: ×2
Encumbrance: ×2
Natural Weapons: none

IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP	BP
-1	+6	+11	+9	+2	+9	+5	+1	+1	+3	+13	700

Giant Blow: Whenever a Laestrygonian uses a blunt weapon they may opt to also use Giant Blow. The damage from the weapon is increased by +1D6 and the roll required for a knockout blow is decreased by one point. For example, a Hercules Club will inflict 5D6 damage (4D6 normal) and cause a knockout blow on 17+ (18+ normal). However, if using Giant Blow any damage suffered by the weapon in combat is doubled (i.e. rolling a '1' on the D20 roll to attack). Giant Blow does not apply to unarmed attacks

Natural Skills: Arctic Survival, Hunt, Trapper, and Wilderness Survival.

Wealth & Trappings: Large Wooden Club (Maul), 1D6×25 Denzon (or 4D6 Silver Shillings)

ADVANCED CAREER PATH

All Advanced Characters begin on an Advanced Career Oath, but as with any character, when they complete this path they may freely choose their next path from any source-book, under the normal character race limitation. i.e. Ogres can't become Fighters of Khan!

	IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Level 1:	6+	6+	6+	6+	6+	6+	6+	6+	6+	6+	+10
Level 2:	5+	5+	5+	5+	5+	5+	5+	5+	5+	5+	+10
Level 3:	4+	4+	4+	4+	4+	4+	4+	4+	4+	4+	+10
Level 4:	3+	3+	3+	3+	3+	3+	3+	3+	3+	3+	+10

Unlike other career paths the maximum attribute limits provided by each level are randomly generated. The career path table gives the minimum number required on a D6 roll to provide a +1 attribute limit. If successful, the player may roll again, but with the minimum result required increased by one point. Each successful roll provides an additional +1 attribute limit.

For example, for level four attributes the player would need to roll a 3+, followed by a 4+, 5+ and then a 6. Only if a roll is successful may a further roll be undertaken.

With this in mind, the maximum limit for any attribute is equal to the level of the career path as shown below. i.e. Level 1 = +1, Level 2 = +2, Level 3 = +3, Level 4 = +4

Hit Points: No roll is required for determining the attribute limit of the character's HP. All advanced characters receive the given limit.

*The character may increase any attribute limit on **Level-1** by +1 (or +5 HP) for **100 BP**, up to a maximum attribute limit of +1 (or 15 HP)*

•

*The character may increase any attribute limit on **Level-2** by +1 (or +5 HP) for **75 BP**, up to a maximum attribute limit of +2 (or 20 HP)*

•

*The character may increase any attribute limit on **Level-3** by +1 (or +5 HP) for **50 BP**, up to a maximum attribute limit of +3 (or 25 HP)*

•

*The character may increase any attribute limit on **Level-4** by +1 (or +5 HP) for **25 BP**, up to a maximum attribute limit of +4 (or 30 HP)*

Maximum Possible Career Path

	IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Level 1:	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+15
Level 2:	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+20
Level 3:	+3	+3	+3	+3	+3	+3	+3	+3	+3	+3	+25
Level 4:	+4	+4	+4	+4	+4	+4	+4	+4	+4	+4	+30

SKILLS

Random skills are determined using a D100 against the relevant list. Those skills marked with as asterisk (*) can be found in the Invasion of the Gaeo System supplement

Basic Skills

*The character may purchase one random Basic Skill for **50 BP***

•

*The character may choose one Basic Skill for **100 BP***

•

*The character may increase the bonus provided by any Basic Skill to up to +4 for **50 BP** per +1 increase. Remember that each skill, with the exception of Ambidextrous, Read & Write and Read Lips, will provide a +1 bonus automatically*

01-02	Air Navigation (IQ)	50	Impersonate (IQ)
03-04	Ambidextrous	51-52	Land Navigation (IQ)
05	Animal Care (IQ)	53	Leatherworking* (IQ)
06	Animal Training (CR)	54-55	Numerate (IQ)
07-08	Arctic Survival (IQ)	56	Palm Object (DX)
09-10	Art (IQ)	57	Physics (IQ)
11-12	Basic Carpentry (IQ)	58	Pick Locks (IQ)
13-14	Basic Mechanics (IQ)	59	Pick Pockets (DX)
15	Begging* (CR)	60	Pilot Boat (IQ)
16-17	Biology (IQ)	61	Pilot Ship (IQ)
18	Blather* (CR)	62	Play Instrument (IQ)
19-20	Botany (IQ)	63	Prayer* (WP)
21-22	Chemistry / Alchemy* (IQ)	64-65	Read & Write
23-24	Climbing (DX)	66	Read Lips*
25	Concealment (IQ)	67	Ride Fel-Sharg (DX)
26-27	Cook (IQ)	68	Ride Giant Wolf (DX)
28	Cryptography (IQ)	69-70	Ride Horse (DX)
29	Dance (DX)	71	Ride Kangar (DX)
30	Decipher* (IQ)	72	Ride Korg (DX)
31	Demolitions (IQ)	73	Sea Navigation (IQ)
32-33	Desert Survival (IQ)	74	Shadow (DX)
34	Disguise (IQ)	75	Sing (CR)
35-36	Drive Cart (IQ)	76	Smithing (IQ)
37	Drive Chariot (DX)	77-78	Spelunking (IQ)
38	Escapology* (DX)	79-80	Stealth (DX)
39-40	First Aid (IQ)	81	Stone Masonry (IQ)
41-42	Fish (IQ)	82-83	Swim (DX)
43	Forgery (IQ)	84	Theology* (IQ)
44	Free-Falling* (DX)	85-86	Trapper (IQ)
45-46	Hide (IQ)	87	Weapon Mechanics (IQ)
47	History (IQ)	88-89	Wilderness Survival (IQ)
48-49	Hunt (IQ)	90-100	Choose any skill from this list

Weapon Skills

With each weapon skill the character receives a bonus when using that particular weapon. The player may choose between Att+1, Def+1 or Aim+1. Once this bonus is chosen it may not be changed.

Each time the character rolls a critical attack (natural '20') while using a weapon, the relevant skill receives an EXP point. At every 10 EXP points gained by that skill the player may choose an additional bonus of Att+1, Def+1, Aim+1 or Damage+1D6

*The character may purchase one random Weapon Skill for **50 BP***

•

*The character may choose one Weapon Skill for **100 BP***

•

*The character may purchase a +1 Att bonus for a Weapon Skill for **100 BP**, up to a maximum of +2 (not including initial bonus)*

•

*The character may purchase a +1 Def bonus for a Weapon Skill for **100 BP**, up to a maximum of +2 (not including initial bonus)*

•

*The character may purchase a +1 Aim bonus for a Weapon Skill for **100 BP**, up to a maximum of +2 (not including initial bonus)*

•

*The character may purchase a +1D6 damage bonus for a Weapon Skill for **150 BP**, up to a maximum of +2D6*

01-07	Axe	50-56	Mace
08-14	Ball & Chain	57-63	Phasers
15-21	Bolters	64-70	Pole-Arm
22-28	Bow	71-77	Spear
29-35	Crossbow	78-84	Staff
36-42	Dagger	85-91	Sword
43-49	Hammer	92-100	Choose any skill from this list

Language Skills

*The character may purchase one random Language Skill for **50 BP***

•

*The character may choose one Language Skill for **100 BP***

01-08	Avian*	57-64	Heskian
09-16	Daemonic	65-72	Hytan
17-24	Draggatti	73-80	Kebbin
25-32	Drugaen*	81-88	Lupin*
33-40	Earthen	89-96	Slaveisk
41-48	Gaeon*	97-100	Choose any skill from this list
49-56	Grash		

TRAITS

Positive

CHARACTER TRAITS

Positive Traits

Assertiveness (100 BP): The character can assert their will with a little aggressive personality. Charisma Tests are undertaken against the targets WP rather than IQ. If the target has a higher attribute value then no modifier is applied. This can be useful for gathering information but it can also lead to resentment towards the character.

Courageous (100 BP): The character is immune to the effects of Fear and Panic

Double Jointed (100 BP): Whenever the character attempts to escape any form of bond the required test is undertaken with a +1D3 attribute bonus

Empathic (100 BP): The character has limited psionic ability and can use the Empathy power. They receive 1D3 PSI and have an equivalent Power Level of 1. If the character later becomes a Psyker the PSI and power are added to their abilities. More PSI and powers cannot be brought through EXP for this trait.

Fast Healer (150 BP): The rate of recovery for this character is taken to the next modifier. i.e. Rate of Recovery $\times 2$ becomes $\times 3$ and so on.

Fortitude (150 BP): The character receives a +1D3 attribute bonus for any Save against Trauma

Frenzy (100 BP): The character is subject to the rules of Frenzy as explained the Daemornia Core Book.

Hatred (100 BP): The character is subject to the rules of Hatred towards any single chosen race or creature as explained in the Daemornia Core Book.

Inspiring (150 BP): The character can transfer their CR to the WP any other person within 10 metres on a point for point basis and even across multiple targets. For example, one target may be given a +2 WP bonus, while another may be given a +3 bonus, costing -5 CR in total. CR will recover as normal, reducing WP accordingly from a chosen target.

Keen Eyesight (150 BP): Anyone using the skills of Palm Object, Pick Pockets, Hide or Shadow against this character is subject to a -1D3 penalty to their attribute before the test is undertaken.

Keen Hearing (150 BP): Anyone using the skills of Shadow or Stealth against this character is subject to a -1D3 penalty to their attribute before the test is undertaken.

Leadership (100 BP): The character can exchange their WP for CR on a one for one point basis. For example, the character may reduce their WP by -4 for a +4 CR bonus. WP will recover as normal, reducing CR accordingly.

Light Sleeper (100 BP): Anyone using the skill of Stealth within 10 metres of this character whilst asleep is subject to a -1D6 penalty to their attribute before the test is undertaken.

Mutant (200 BP): In exchange for losing half of their CR attribute, rounding fractions down, the character may swap the values of their ST, TS and DX attributes around. These changes are permanent once they are made.

Resilience (100 BP): The character receives a +1D3 attribute bonus for any Save against Toxins

Telekinetic (100 BP): The character has limited psionic ability and can use the Telekinesis power. They receive 1D3 PSI and have an equivalent Power Level of 1. If the character later becomes a Psyker the PSI and power are added to their abilities. More PSI and powers cannot be brought through EXP for this trait.

Telepathic (100 BP): The character has limited psionic ability and can use the Telepathy power. They receive 1D3 PSI and have an equivalent Power Level of 1. If the character later becomes a Psyker the PSI and power are added to their abilities. More PSI and powers cannot be brought through EXP for this trait.

Negative Traits

Negative Traits provide additional Build Points for a character if taken. However, they are not available to Daemon characters (Nominods, Kaeno and Oni)

TRAITS

Negative

Alcoholic (-100 BP): Whenever an opportunity to consume alcohol arises the character must pass a Will Power Test or succumb to their urge. The character will drink until intoxicated (one mug per EN point) and at this stage they are required to undergo a further Will Power Test. If this is failed they will continue to drink with a 10% chance of passing unconscious each mug thereafter. This is accumulative and after four mugs the chance is increased to 40% and so on.

Bad Body Odour (-100 BP): The character has a particularly bad body odour and suffers a -1D3 CR penalty when confronted by their race. Those with the Recognise Odour or Track Scent skill receive a +1 bonus against the character. If the character bathes their odour is subdued for five hours.

Clumsy (-150 BP): All DX based tests undertaken by the character suffer a -1D3 penalty.

Dishonest (-100 BP): The character cannot tell the truth, in whole or part, and will receive a +1 CR bonus when doing so. In order to tell the truth, even the smallest part, they must pass a Will Power Test.

Forgetful (-150 BP): All IQ based tests undertaken by the character suffer a -1D3 penalty.

Gambler (-100 BP): Whenever an opportunity to gamble or bet arises the character will wager 1D10*10% of their wealth, and will continue to do so, until they have nothing left to bet with or the opportunity has gone. At every opportunity and before each wager the character may attempt a Will Power Test to overcome the temptation. If successful they must walk away from the situation.

Generosity (-150 BP): Whenever the character gains any wealth they will automatically give away 25% to anyone nearby. A successful Will Power Test is required to overcome this trait for this instance. The Begging skill provides a +1D3 bonus against this character.

Honest (-100 BP): The character will always tell the truth and will receive a +1 CR bonus when doing so. In order to tell a lie the character must pass a Will Power Test.

Insomniac (-200 BP): A character with insomnia has an inability to sleep for continuous periods. Whenever the character wakes from sleep they must undergo a Will Power Test. If this is failed they suffer one point of attribute damage until their next sleep. This can only be recovered through sleep and cannot be aided by healing, magic spells or psionic powers. If the character has less than five hours complete rest they automatically suffer this penalty.

Phobia (-150 BP): Randomly determine the exact phobia using a D100 on the list below. The character will typically avoid the cause of their phobia at all costs, but a Fear Test is required if it is encountered.

01-10	Confining Enclosures
11-20	Fire
21-30	Flying
31-40	Heights
41-50	Insects
51-60	Graveyards / Burial Grounds
61-70	Snakes
71-80	Spiders
81-90	Total Darkness
91-100	Water

Selfish (-100 BP): The character absolutely refuses to surrender any of their wealth or items, regardless of the circumstances or even temporarily. A successful Will Power Test is required to overcome this trait for this instance.