

***DUNGEONS: THE DRAGONING
40,000
7TH EDITION
BOOK 3.whatever FINAL
YOU WILL (NOT) STOP USING THE BBOB***

An updated version of everything that was in the Big Book O' Brew so that you can stop using the
Big Book O' Brew and start using the forum so that we can get feedback on stuff
Compiled by some asshole with Word



Important Information

Unofficial Dungeons: The Dragoning Google Drive

<https://drive.google.com/drive/folders/0B8z4Cy1zaGU1bnJMaDE4WDZZUlk>

DtD's 1d4chan page

https://1d4chan.org/wiki/Dungeons:_the_Dragoning_40,000_7th_Edition

Link to the homebrew forum

<http://s4.zetaboards.com/LawfulNice/index/>

The handy dandy Homebrew Directory

<http://s4.zetaboards.com/LawfulNice/topic/30044748/1/>

All the sections below link to their respective threads on the homebrew forum through a link in the heading. **If you have any questions, concerns, or comments about a certain homebrew, send them there.**

If you can't find something that was in Book 3, it was either given a new name or replaced by something like it because the other person stopped updating it. Some of these homebrews are two different versions of the same thing because I don't want to deal with any shitfits caused by me not picking the "right" one.

As a reminder, this is only everything that was in Book 3. The homebrew forum has a crap load of content that never got into an "official" PDF, so take life by the balls and go on there. I don't plan on updating this (as it's meant to incentivize you to use the forum), but I'll add or fix things related to Book 3 as needed. **PM any issues with this document to Weredrago2.** He can be contacted on the DtD Zetaboard.

This file won't have any weapons or vehicles because there's a metric fuckton of them on the forum and I'm not going to spoon-feed you that much. Want a chair made of Warpstone? How about an Iron Man suit? You can do that shit. Hell, someone already statted out a Gundam. It's all there.

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Homebrew Races



Arachne

By Eisenritter

Long ago, before the Fall, when Lolth was first staking her claim to the Webway, she came across a girl-child lost there. The girl was young, but full of hubris; the Spider Daemon demanded her fealty, but the girl refused. Lolth demonstrated her power, swarming the girl with hordes of arachnids, filling the air with webs, and still the girl would not kneel. Finally, she asked what skills the girl had, that made her so infuriatingly convinced that Lolth would spare her insolent soul... and the girl complied. Gathering the silk that Lolth's spiders had created, the girl wove quickly, dying some with her blood and more with ichor from the crushed arachnids, until she had woven a scene fit to display to the Spider Daemon.

And it was so galling that Lolth was fit to be tied, and gave her the rope. She cursed the girl, and all of her descendants, forcing her and hers into the likeness of the animal she had refused the fear of. That girl's name was Arachne, now borne proudly by her descendants as they pour out of the Webway to weave a bridge across the Wheel.

Physical Characteristics

Average Height: 1.8-2.1m

Average Weight: 75-120kg

Languages: Trade, Arachne

Common Personality Traits: Focused, decisive, predatory, blunt, patient

Common Physical Traits: Nimble, twitchy, chitinous body, dark colors, multiple eyes

Example Names: Achidna, Anansi, Chakravartin, Iktomi, Rachnera, Silitha

Racial Statistics

Characteristic Bonus: +1 to Wisdom or Dexterity

Skill Bonus: +1 to Crafts and Deceive

Power: Spider Butt: Your lower half is a giant spider, giving you Armor 2 on your Legs and allowing you to scale walls and ceilings as easily as walking on the ground. A result of 3 or 4 when determining Hit Location hits your Left or Right Back Leg Pair, respectively, instead of your Body.

Size: 4

Racial Feats

Fighting Spider [Arachne]

You're particularly adept at hand-to-hand, having developed some nice little claws in a throwback to your ancestors. Gain Armor 2 on both Arms, as well as a pair of Claws (1k1 R; Melee; Brawling, Toxic).

Hunter in the Dark [Arachne]

You are a great nocturnal hunter, stalking prey in the abysmal darkness of the Webway. Gain the Dark Sight trait, and +2k0 to Stealth tests when in total darkness or at least that of an exceptionally cloudy night.

Kenku Eater [Arachne, Paragon]

The largest spiders are not just the hairiest, they also use that hair as a weapon. Gain +1 Size. Once per session, you can flick the hairs lining your abdomen, producing an attack that uses the same profile as a scatterspiker.

Master Weaver [Arachne]

Your diet and practice have resulted in strong, plentiful webbing. You can ignore most material requirements when making cloth items, as you spin the silk yourself. With the use of objects in your environment, you can cobble together simple (no moving parts) weapons using your silk as a Full Action, or spend a Scene to make some large otherwise-environmental feature that might be useful, such as a simple bridge over a gap for others to cross.

My Own Web [Arachne]

It is a very embarrassed spider that gets itself stuck in its own web. Your nimble feet can always find the best toeholds, allowing you to ignore movement-related penalties based on terrain, and reduce the TN for escaping any restraints (including the Snare property) by 5. If you have the Master Weaver feat, you can make an attack using the profile of a web pistol once per scene.

Physical Qualities

Arachne are, despite appearances, large spiders with the upper bodies of humans. Their abdomens are covered in a fairly durable chitin that sloughs regularly, some covered further in a fine sort of fur. This fur is usually the same color or within a shade or two of the Arachne's hair, which is typically white (or at least very fair) or black (or extremely dark), and generally complements the shell underneath, which is most commonly black, white, or brown in color. Any unarmored flesh is comparable to a human's in range.

An Arachne's torso is built so that it could pass for a human or Elf at a glance. The face, however, is where similarities end; Arachne have between two and seven additional eyes adorning their foreheads, much like their arachnid ancestors. Arachne eyes are monochrome in color, commonly red or black.

Arachne are oviparous, and grow quickly after hatching, reaching maturity after about seven years. Females tend to be taller and heavier on average than males.

Playing an Arachne

Arachne communities tend to be quiet and something rather less than lively, with inhabitants coexisting to the extent that they rarely have need to interact with each other. Each family fabricates what they can and can forage or hunt for the rest, eliminating the need for trade among themselves. In fact, most people are shocked when they arrive in an apparently empty area, only for a horde of Arachne to come swarming out to see the intruders.

A race of predators, Arachne are the ideal that most others look to when they think of gender equality. Every individual, from the smallest male to the largest queen, is expected to hunt for itself and defend itself, and none expects demands to be made of others, let alone heeded. Children are a very minor exception for their first year, taken along when hunting in order to teach them the necessary skills, while still supported by the parents.

Among other, more "diplomatic" races, Arachne often find themselves annoyed by the inability to say what one means, and so they tend to develop an almost hypocritical demand for honesty, while acting the ferocious tease themselves. An Arachne will very rarely volunteer unimportant information, preferring to help others along to it themselves. But they will always give a perfectly honest opinion when asked.

Arachne Heroes

On her homeworld, Carmine was a fierce and solitary hunter whose red-streaked abdomen struck fear into the hearts of her kin. She was faster and more deadly than most. A visiting spelljammer captain challenged her to a duel in the depths of a cave, revealing himself as a Vampire... and Embracing her when he won. She followed her father in darkness off-world, to hunt more prey in the Great Wheel at large.

At a young age, Nathra was sucked into an Acerath-worshiping cult that traded information in secret for their god, and was prized for her stealth and ability to negotiate through fear. Her thirst for knowledge and secrets led her to open a package she was delivering, to find a luminous golden fruit inside and, ever curious, she soon found herself tasting the Fruit of Life. Her days as a courier for Acerath are long over, but Nathra continues to be thrilled by the cosmic insights brought on by her monadic nature.

Achidna was a fearsome fighter who used a long-handled axe to cripple his prey, never knowing defeat. A roving

band of Orks fought him to a draw, and were impressed enough to declare him one of Da Boyz. He now travels with them across the Wheel in a quest for strength and for moar choppa!

Dullahan

By Eisenritter

Dullahans are an ancient race, one whose origins have been lost to time. They claim to be precursors, of which race varies depending on how much the dullahan in question is playing up the angst, cursed by the gods for the folly of siding willingly with the C'tan. The sad reality is that their forebears bore witness to the War in Heaven, as one of the few uplifted races who weren't terribly involved with either side.

Regardless of their origins, Dullahans belong to the Raven Queen, in body and soul. Few openly worship other deities, primarily rebellious sorts living away from their thanes around the Ghouls Stars. Most such Dullahans are known to be doomsayers, popping up every so often in the public eye just to spout some inane prophecy of doom and gloom before disappearing again. Dullahans very rarely ply the Astral Sea, showing a notable tendency toward discomfort in most spelljammers; they vastly prefer open-topped vehicles, preferably with a basket for their heads so that they can feel the wind on their necks.

Physical Characteristics

Average Height: 1.7-2.1m

Average Weight: 85-100kg

Languages: Trade, Spirit-tongue

Common Personality Traits: Eighth-grader syndrome, fatalistic, patient, poetic, quiet

Common Physical Traits: Detachable head, sinewy build, gold allergy, quiet footfalls, monotone voice

Example Names: Celty, Rigor Mortex, Ashes of the Ivory Forge, Soul Who Cries Crimson for the Yet to Fall, Lala

Racial Statistics

Characteristic Bonus: +1 to Willpower or Composure

Skill Bonus: +1 to Stealth and Drive

Power: Don't Lose Your Head: Your head can be removed as easily as simply picking it up off your shoulders as a Ready action. Berks trying to hit your severed head take a -2k0 penalty (as if they were making a Called Shot), but do not roll a Hit Location. You take no penalties for missing whatever's on your head unless it's actually missing or no longer present in the scene.

Size: 4

Racial Feats

Demanding Locksmith [Dullahan]

Closed doors and gates simply *know better* than to remain such in the presence of Death's chosen people. You can use Intimidation + Composure instead of the normal skill test to break a lock, be it Crafts, Larceny, Tech-Use or any other. By spending a Hero Point, you can open any mundane lock automatically.

Doomspeaker [Dullahan]

You've got a particular knack for the art of crowing, something that borders on the mystical. Gain a free specialty (Doomsayer) in both Intimidation and Performer, and use Composure in social attacks or skill Tests that involve crushing people under your fatalistic ennui.

Drop the Pretense [Dullahan, Paragon]

Once per scene, you can curse a creature within Excellence meters of you as a Half Action. The cursed creature suffers from the effect of an Unluck spell on all tests to defend itself (such as dodging or parrying), but not to make attacks. This curse lasts until the end of the scene... or the end of *yourself*.

Head Case [Dullahan]

You're a sodding idiot when it comes to taking care of your head. Once per scene, you can use your head as a thrown weapon using the profile of a Frag Grenade, after which it returns intact to your hands on your next turn.

You suffer all penalties associated with lacking eyes, ears, and a mouth in the interim, you sodding mephit.

Wyld Huntsman [Dullahan]

The Wyld Hunt was originally founded to track down all of those who had sold the Dullahans' forebears to the C'tan and consign them to the Raven Queen in return for her mercy. You gain Dark Sight and a free skill specialty (Manhunter) that applies to all skill tests made in the pursuit of a specific target.

Physical Qualities

Dullahans are pale, sinewy humanoids almost indistinguishable from Humans at a glance. They have nigh on universally pale complexions, with a general range between milk-white and cyanotic, and hair similarly falling along a spectrum between black and white. A Dullahan's eyes are most commonly yellow or amber in the iris, and rarely an ominous shade of red or red/green heterochromia can be seen. Black sclerae are relatively common among Dullahans.

The most telling difference, though, is that a Dullahan's head separates cleanly from the body at a point just below the voice box. There's clearly some form of magic involved; the bodiless head continues to live and even speak, and feels whatever the body does, while the headless body still acts according to whatever's going on in its displaced brain-box. Most Dullahans are rather cavalier about the state of their heads, since they're pretty much vestigial at this point, while others make a point of wearing stiff-collared clothing to keep their heads in place on their shoulders. A Dullahan's head weighs about 5kg on its own, not accounting for hair.

This has a rather interesting effect on the Dullahan's metabolism. Living so close to death, head always separated from the body, a Dullahan needs very little to eat, able to stretch rations almost three times as far as other humanoids do. They don't, however, have much of a sense of taste... or smell, rather. Dullahans have an exceptional ability to detect base flavors (which would help to determine which of the few things they eat has necessary nutrients), but lack the nuanced olfactory sense that allows other humanoids to taste things other than "salty," "sweet" and the like.

Of particular note is that Dullahans tend to react poorly in the presence of gold. It can cause them various allergic reactions, from breaking out in hives to sneezes violent enough to launch their heads off their shoulders to just turning their skin green. Since this kinda ruins the mystique, most Dullahans try to play off as just finding the idea of collecting material wealth (of which the vast majority of people on the Wheel find gold symbolic) that can't be brought into the next life reprehensible. Or sometimes just that they consider touching gold to be bad luck, which isn't *entirely* untrue.

Playing a Dullahan

Dullahans have a reputation for taking themselves entirely too seriously. They have a culture revolving around death and the inevitable tides of fate, that lends all too well to a grim nature and morbid sense of humor. Dullahans are taught from a very young age to compose themselves properly, as conspicuous attire and behavior is seen as the height of bad taste among their own clans.

Dullahan society is clan-based, and clans may seem repressed and insular to outsiders. This is because Dullahans as a rule cling to the idea that acting aloof and uncaring will impress the younger races and give them greater standing. Exhibition duels and poetry form the backbone of Dullahan entertainment... and among friends only, so too does the practice of "crowing," a sort of verbal joust in which two Dullahans compete to see who can spin the most grim and depressing prophecy on the spot. Sort of like a rap battle, but with doom metal.

Dullahans are generally very hands-off with their own offspring once they reach independence. They do what they feel like doing, and if that doesn't work out, clearly they weren't fated for that career, and simply move on to the next one. Very rarely does a Dullahan stick to something he enjoys if he's bad at it; their minds simply aren't wired for that. Conversely, a Dullahan who *is* good at something will tend to "help" coworkers who aren't... by crowing,

with the intent of pushing them out and into a more fulfilling task. Dullahans are often surprised by how common it is for other races to grit their teeth and prove them wrong instead of giving up.

Dullahan vehicles and wargear often have a foreboding, almost Gothic design to them, favoring dark colors and spikes. Armor and vehicles in particular have specially designed hooks for a specific purpose: carrying the Dullahan's head. Once skilled and fearsome horsemen, the headless folk still prefer small, open-topped ground vehicles as a whole, the thrill of wind whistling between head and neck. About the only time Dullahans really open up to outsiders is when they're driving... to the outsider's dismay.

Dullahan Heroes

For Corvus, the idea that he is the Raven Queen's envoy in the Materium is more than mere crowing. Born with a raven-shaped birthmark in the palm of his hand, he has trained and studied the goddess's scripture almost from the time he could walk, and devoted head and heart to the Raven Queen's ideals. Heretics, tyrants, and rebels alike have all lain low before his grimscythe, and those witnesses to his performance of the Raven Queen's duty all dread his whispered command: "Tremble. Kneel down before me in fear."

Princess Magnificent with Lips of Red Coral is the daughter of athane, or so she claims. No one knows her true pedigree, only that when she first stepped off that spelljammer onto Dis under the light of an actual sun, all were amazed to witness the odd arrow-shaped scarring between her collarbones glow with silver radiance. Now, the name of Princess Magnificent begets more raw fear from the populace than does Lord Dispater's thought police, as her brutal mastery of martial arts has been put to the test in the name of justice.

Secret didn't adopt her new name because she wanted to sing the truth from the rooftops. No... she changed her name to keep a very important person safe. She claims to have borne witness to the murder of Khaine, the god's dying curse as his killers supped from his blood in an attempt to attain godhood themselves. As she recounts her tale, one of the conspirators turned on the others, killing them in an attempt to claim the power for himself alone... and that there have been others asking after one of them as if she were still alive. Secret insists that this is not the case, but remains on the prowl for those who would threaten her mother in darkness.

Dusklings

By Eisenritter

Also known as boggarts or night imps, Dusklings are a quirky race hailing from a perpetually dark crystal sphere that have an almost natural affinity for "jumping" in and out of the Umbra through shadows. Gregarious by nature, but with an appearance that lends itself to scaring the poor sods they encounter in the Materium, Dusklings make themselves worthy of alliance by dint of their small builds and nimble fingers, allowing them to slip into small spaces and easily repair ship parts.

Dusklings tend to regard the ability to have fun as more important than sticking to commitments, favoring emotion over logic in most cases. They form personal attachments rather quickly, despite a marked tendency to respond to differing opinions with biting sarcasm.

Physical Characteristics

Average Height: 1.4-1.7m

Average Weight: 45-60kg

Languages: Trade, Infernal

Common Personality Traits: Photophobic, jumpy, curious, reckless, sneaky.

Common Physical Traits: Lean build, pitch-black skin, slitted pupils, razormouf, barbed tail.

Example Names: Nightshade, Daybreak, Shadow, Darko, Gloomtail

Racial Statistics

Characteristic Bonus: +1 to Dexterity or Composure

Skill Bonus: +1 to Stealth and Intimidation

Power: Creature of Darkness: Gain Dark Sight and a free Stealth specialty (Hide In Darkness).

Size: 3

Racial Feats

Gloaming Dancer [Dusklings]

Dusklings have a natural affinity for the Umbra, able to disappear into the Materium's shadow almost at a whim. Once per Scene, you can Move without provoking an opportunity attack by darting into and back out of the Umbra through your own shadow. This ability can be used twice per Scene at level 3, and three times per Scene at level 5.

In Plain Sight [Dusklings]

With their light-sensitive eyes, Dusklings tend to develop a notable tendency to hide in any shadow that presents itself... and quickly. As long as there is a sufficiently large shadow within two meters, you can sacrifice the reroll(s) granted by your Hide In Darkness specialty to treat that shadow as cover to hide in.

Night Terror [Dusklings]

With their glowing eyes, sharp nails and mouths full of even sharper teeth, Dusklings are very likely the bogeymen that other races tell stories of to scare their children into line. Gain a free Intimidation specialty (Threatening Grin), and you can Feint in combat using Intimidation instead of Weaponry.

Shade Walker [Dusklings, Paragon]

The legends say that in the past, Dusklings migrated freely between the Materium and Umbra without need for the Ghoul Stars. You, at the very least, still do. You may open a momentary rip in the twilight veil with little but a shadow large enough to accommodate you and the expenditure of an Action Point, exerting the ancient right your people won from the Warp. Such a rift lasts only a moment, but this is easily enough time for you to pass through, anything and anyone you were carrying in tow.

Physical Qualities

Duskings are possessed of slim, small frames, adapted to dart and hide rather than stand and fight. They tend toward wiry sinew rather than bulky muscle, never building much in the way of mass. They're almost reptilian in appearance, with fingers and toes tipped by small, sharp nails, a face that pinches forward into a small muzzle, and a long tail with a barbed tip like a devil's. Dusking eyes are large and most commonly a jaundiced amber color, with vertical slits for pupils, but can also appear in shades of red or green, or very rarely an odd shade of lavender. Their skin generally ranges darker shades, with pitch-black being the most common, set off by vivid hair, most commonly a fiery shade of orange.

In terms of posture, Duskings tend to stand and walk on their toes exclusively, occasionally scrabbling on all fours like an atavistic cat when hiding. They generally wear simple, dark hooded robes, that can easily hide their brightly-colored hair. A Dusking's eyes and teeth shine brightly in the dark, having an eerie effect on mortals native to the Materium.

Duskings can live for centuries, assuming they don't run afoul of a particularly nasty Wraith or spook someone with an itchy trigger finger. They mature around the same age as Humans do.

Playing a Dusking

Duskings are, to be blunt, spastic little trolls that treat scaring the living daylight out of cutters like friendly handshakes. They prefer to creep about in shadows like little perverts, no doubt stealing whatever they can get their grubby little paws on. Some Gnomes have theorized that Dusking kleptomania is why socks go missing "in the wash."

Dusking society, however, is structured around loose-knit clans in a state of perfect anarchy, which at least explains why they think they can just do as they please whenever they crawl into the Materium. Duskings generally have a hard time grasping the concept of authority, what with generally governing themselves and helping others simply because they want to... in a Dusking territory, nobody has any real power over anybody else, except for pregnant women or the elderly, who actually need the assistance.

Duskings, then, tend to be communally minded, with a strong tendency to share what they have with someone lacking it, and generally assuming that others will do the same. While they will tend to pilfer ammo or weapons from fallen enemies or just lying around (and a weapons locker counts) to share with allies, they *won't* just take something from someone who's still breathing, because of that golden rule.

Notoriously contrarian by almost anyone else's standards, Duskings tend to show affection with a snarky mouth and coquettish body language. What the Humans call "Lima Syndrome" is very common; the Dusking who spends her childhood playing the bogeyman to someone often grows very attached to him by the time they reach maturity, eventually coming out of the closet (often literally) to help the target of her affections more overtly. Duskings suffering from this strange affliction make for incredibly loyal friends.

Dusking Heroes

Midna is a jaded soul, ejected from her home at a young age by a psychotic uncle. She grew up at Luna's knee, learning what she needed to return to avenge her home. Never one to do things halfway, she accepted the silver tattoos as well, transforming as she did into the great black barghest... all the more appropriate for tearing her uncle's throat out.

Nadir is a painful paradox... a Dusking whose eyes burn in the light, cursed to be empowered by it. The bright golden N burned across his chest is to him the mark of some god's ire, and as much as he wishes his seeking will turn up a way to remove it, he isn't averse to using the power it grants him to make the taller folk kneel before him.

Moonshadow is an oddity among oddities, and living proof that Syrneth breeding plans transcend Umbral boundaries. Born with a strange pattern of platinum scales on her forehead, she soon developed the claws of a dragon as well, all shining like white gold in the darkness of Nostramo. She's long since left, seeking out the source of the dragon's blood in her clan.

Fairy

By Judanas

Fairies are a tiny race, often spoken of but rarely seen. They were formed by nature herself, their blood flows with magic itself and they can fly with but at thought...unfortunately it also means that, in such a small race, there isn't much room for a brain. They are found in deep forests or near the ocean or...anywhere really. Fairies can appear anywhere that nature resides. It is even rumored that some have been sighted in the Umbra, playing happily among the dead.

Fairies normally care little for gods, falling under the purview of Luna more often than not but worshiping whoever won't bother them much and is easygoing. Fairies of Khorne are more than a little terrifying.

Physical Characteristics

Average Height: 30cm-1.0m

Average Weight: 5-10kg

Languages: Trade, Spirit-tongue

Common Personality Traits: Mischievous, Vengeful, Playful, Emotional

Common Physical Traits: Strangely colored hair and eyes, Slight Figures, Constant Cheerful Expressions.

Example Names: Alyssa, Rossetta, Iridessa, Daiyousei, Fawn, Ada

Racial Statistics

Characteristic Bonus: +1 to Dexterity or +1 to Charisma.

Skill Bonus: +1 to Arcana and Deceive.

Power: Happy Thoughts-While conscious, Fairies have Flyer equal to their normal speed.

Size: 2

Racial Feats:

Fairy Dust-You may spend a half action to grant all adjacent allies flier equal to their normal speed until the end of your next turn.

Strongest-Fairies have a resilience that belies their physical size. They gain armour and aura equal to their level +3. If you have another source of Armour or Aura it stacks with the other source but only at half rate, rounded up.

Hey! Listen!- Flighty as fairies are, they can sometimes make everyone else see what is only obvious to an empty mind. You may spend a hero point to automatically pass any perception check and allow all allies within earshot to use your perception result.

Reconstitution [Fairy, Paragon]

Fairies are notoriously fast healers. Unless a ritual is performed to prevent it (and a Fairy can burn Hero Points to foil this ritual), a "dead" Fairy simply reforms later, spending about a week in some strange fairy limbo before its body reassembles perfectly in a safe place. Doing this, however, does cost what little mind a Fairy has... the process eats away at its memory, costing a dot of Wisdom each time the Fairy dies and restores itself. You can buy back the lost Wisdom normally.

Physical Qualities:

Fairies are as varied as nature itself; this is due to the fact they are formed fully grown, not born. Fairies tend to have appearances related to where they were formed, with fairies formed near rocks being stockier and brown haired for example, while a fairy formed by the sea may be blond haired, blue eyed and totally tanned dude.

It is unknown how long fairies live. Some have been sighted living centuries but as a whole they live short violent lives.

Playing a Fairy

Fairies are inquisitive and generally friendly lot, though their weak sense of right and wrong matches their childlike nature. Many fairies would as soon ruin someone who makes them mad as help someone who said something

nice. This nature along with their own fragility leads to an exceptionally high mortality rate.

Fairies do not die when they are killed...not quite. Soon after their death they are formed again where they were first made. They are still aware of who they were, vaguely, though their memories are hazy, that of someone else rather than themselves. It is frequently heartbreaking to those non-fairies who knew them, to see a changeling wearing the face of a friend. Do not be fooled by the reappearance...it is still the death of the fairy they were before.

Fairy Heroes

Alyssa is a fairy with a learning disorder. She learns. For a fairy? That's a disorder. She's seen how the others play like children, never focusing on the bigger picture. They are all fools. A Syrne spirit has shown her that the world is a much grander and bigger place than some small forest and she is determined to see it all. If anything gets in her way she has a lightning bolt with it's name on it.

Nissa likes people. She likes them a lot. They are fun to be around and they like her singing. A nice producer even said that she could be the next idol, the Pixie of Sigil...it's a big dream for a small person...she can't wait. Fame, Friends and Fun await her and she's not going to keep it waiting...

Ada isn't happy any more. One day, when she was exploring a man in a strange uniform knocked her out and tossed her in a machine of dark soulsteel. For an entire day she was trapped in there with slashing blades and buzzing saws, torn and ruined but denied death. She was saved by a traveler who freed her and took her to the Church of Bahamut. The wounds caused by soulsteel did not heal and she begged them to not let her die so they took drastic measures. She doesn't have wings any more but they gave her little mithril engines so she can fly again...she doesn't have a heart any more but she has a pyros reactor. She's not fearless of death any more...but she has a goal. She will find who did this...and they are never going to hurt anyone again. She swears this in Bahamut's name.

Githyanki

By Eisenritter

The Gith were created in the aftermath of the War of the Monster's Fall, to serve as a race of slaves and livestock for the Mind Flayers. As with all empires, though, the Mind Flayers grew complacent, allowing their creations more and more autonomy, until finally a slave-warrior named Gith took up the blade against them. Gith united the slaves, leading them in guerilla combat and pirate actions across a hundred worlds.

This, though, was not to last. Gith had determined that, so as to never be enslaved again, the slaves would become the slavers, conquering all until none remained to crush them underfoot. Gith's lieutenant, Zerthimon, had other ideas. This betrayal cut a rift among the former slaves; now Gith's followers are known as the Githyanki, "those loyal to Gith," and continue to raid and pillage across the Wheel.

Physical Characteristics

Average Height: 1.2-1.4m

Average Weight: 50-65kg

Languages: Trade, Gith

Common Personality Traits: Brilliant, paranoid, impulsive, intolerant, ambitious

Common Physical Traits: Frail build, grey skin, monochromatic eyes, large head, bionic implants

Example Names: Zim, Tak, Skooge, Gish

Racial Statistics

Characteristic Bonus: +1 to Intelligence or Willpower

Skill Bonus: +1 to Tech-Use and Pilot

Power: Xenohereitek: Begin play with the Hatred (Mind Flayers) and Mechadendrite Use feats, as well as a set of Mobility Mechadendrites. Mobility Mechadendrites do not count toward the normal limit of how many mechadendrites you can have attached.

Size: 3

Racial Feats

Wolf Among the Sheep [Githyanki]

Githyanki infiltrators are chosen for a less pronounced xenophobic streak and provided with special holo-implants that allow them to pass as a member of another race... or they're just *really* lucky when it comes to finding berks who'll believe they just have a skin condition. Gain +1k1 on Disguise tests, and you're always treated as the race you're trying to pass as for the purpose of determining the TN.

Space CQC [Githyanki, Githzerai]

The time-honored art of Space CQC is a secret known only to the Gith, an ancient and noble... oh, who do the greybeards think they're kidding, it's just a trick for getting in close and murdering the living daylights out of someone. You can spend a Hero Point to negate an enemy's attempt to Dodge or Parry your attack in Melee or at Point Blank Range.

Tallest-In-Training [Githyanki, Paragon]

You were strangely cramped before your decanting, and now... now, you could be next in line for Vlaakith's throne! But let's face it, Vlaakith's already dead, and it's not like it's going to step down anytime soon. Gain +1 Size, and for your meritorious height you've been implanted with transmutation rings, allowing you to treat any weapon you hold in your hands as if it were made of silver.

Spider-Gith [Githyanki]

You're quite adept at using the mechadendrite pod you were implanted with. Gain +2k0 on Athletics and Acrobatics tests to climb when using your Mobility Mechadendrites, and you can even use them to flip switches

and pick up simple items! A single leg can be used to press buttons or to hook levers, but can't do much for knobs. You need at least two legs to pick up an item between them... but at least three to move.

Physical Qualities

The Githyanki are an artificially designed race, with very little variation across individuals. They are universally small and lean, with perfect body symmetry. Their skin is unusually smooth, and generally appears in shades of grey, green, and blue. A Githyanki's waifish proportions mean it has an almost disproportionately large head, with equally large eyes (typically a shade of red or purple all the way across), and a pair of long antennae sweeping back from the forehead.

A Githyanki's eyes are incredibly acute, seeing much further and with greater detail than other races on the Wheel. Bulbous eyes can't rotate within their sockets, though; a Githyanki must turn its head in order to keep something in sight, but its greater field of view means it has wider peripheral vision anyway. Githyanki have been known to turn their heads almost 270 degrees in order to keep their eyes on something.

Finally, as an artificial race, the Githyanki are biologically neuter, incapable of breeding. For all their ideals of freedom, they still use the breeding tanks of their former masters, reverse-engineered and now jealously guarded in the few crystal spheres they've laid down roots. Githyanki newts are decanted from the tanks fully developed after six months incubating, and programmed with whatever knowledge they will need for their initial tasks as they're implanted with the pod containing the Mobility Mechadendrites they're so famous for.

Playing a Githyanki

Githyanki are, on the whole, spastic, mad geniuses... they would have to be, to operate, maintain, and reverse-engineer the ships, weapons, and breeding tanks they'd stolen from their former masters. They have a strong tendency to act on their ideas without stopping to think of whether it's a good idea, to assume the cold knowledge programmed into them on decanting is a substitute for hard experience. Which is... *not* the best idea, when your race's birth rate amounts to once daily.

They are, thankfully, surprisingly tough, with the natural willpower that led to Gith's rebellion aiding in their focus... nothing short of death will stop a Githyanki from achieving its goal, whether that goal is conquering a city or playing chicken with a sea train. They are not, however, complete idiots; the Githyanki are masters of lightning warfare, preferring to fight only as necessary to achieve an objective and then - quite intelligently - bugging the hell out. When only children are smaller than you, you make a point of remembering not to rile up the adults too much.

This is not to say that Githyanki are cowards. Far from it, in fact: For all that a Githyanki might rant and rave about a "rival" (that is, someone who accidentally cut it off in traffic), it takes a coldly logical approach to combat. Guns and armor support are preferable to melee, and it's only logical to cut losses and run when faced with a stronger enemy. Githyanki prefer to gang up on key targets, or use artillery strikes as cover while they go for the real objective.

And, of course, a discussion of the Githyanki mindset would not be complete without mention of their... *strange* criteria for leadership. After thousands of years, the Githyanki still fear their former masters' ire; to that end, when things go south, they instinctively look toward the tallest humanoid present for instruction. Yeah, that's right, berk: The Githyanki choose their leaders based on *height*. Sodding barmy, the lot of 'em.

However, that courtesy doesn't extend to their estranged cousins, the Githzerai. While a given Githzerai may be taller, a Githyanki would sooner walk into a dragon's maw than take orders from one. If circumstances conspire to force them to work together, be sure to have popcorn and a pict-recorder at the ready, because they only foe that will prompt them to stop insulting each other is a Mind Flayer.

Githyanki Heroes

Gith was the ideal hero, taller than any of its followers and quite an imposing figure with the phase sword in one hand and a needle gun in the other. Skooge... isn't. A tiny, less than impressive specimen, it was a runt coming out of the tank, and swiftly culled from the main fleet on make-work missions. Not that it minds, anymore... not since the golden presence awoke in the back of its head, advising it to ignore its taller brethren in favor of searching out information about the Syrne.

Long ago, before Vlaakith transcended into lich-hood, it made a pact with an ancient dragon of flame, intending to introduce more strength into the Githyanki genome. Now, centuries later, Ven is the first success of that experiment, decanted with mustard yellow skin and burning orange eyes... and vicious red claws, the first sign of dragon genetics successfully introduced to the breeding tanks.

Horf is... well... according to the medicae, it just shouldn't be. Some remarkably poor sanitization procedures during the vat tending resulted in a newt that was clinically dead on decanting... for about five minutes, anyway. Horf roused and was submitted to programming as normal, but showed a morbid fascination with germ warfare forever after, the sickly, ashen githyanki passing out for long periods at its terminal only to wake hours later mumbling about ninety-nine monks dying of plague. And very recently, Horf vanished, taking with it a Voot Cruiser and some astrographical files related to known Duergar space...

Githzerai

By Eisenritter

When Gith led its people in revolt against the Mind Flayers, it was thought that all would be well. The slaves threw down their masters, and in so doing, became free... but for what happened afterward. On hearing Gith's intentions, its friend and advisor Zerthimon counselled against it, stating that Gith would have their people become slaves to their fear, when it would be wiser to become strong, so as not to be chained again. Gith... didn't like that.

A second reckoning followed, sweeping across the stolen fleet as the former slaves divided themselves, some opting to follow wise Zerthimon, while most maintained that Gith was correct. Their leaders dueled, and Zerthimon lost. Ever magnanimous, Gith allowed Zerthimon's followers to take one ship and do as they would, taking the traitor's body and its counsel with them. They became known as the Githzerai, "heretics of Gith," and have long since settled down on worlds fringing the Abyss.

Physical Characteristics

Average Height: 1.7-2.1m

Average Weight: 70-80kg

Languages: Trade, Gith

Common Personality Traits: Patient, observant, cynical, pragmatic, austere

Common Physical Traits: Sinewy build, grey skin, monochromatic eyes, nimble, surprisingly strong

Example Names: Piccolo, Nail, Dende, Zerth

Racial Statistics

Characteristic Bonus: +1 to Dexterity or Willpower

Skill Bonus: +1 to Acrobatics and Crafts

Power: Regenerative: Begin play with the Hardy and Hatred (Mind Flayers) feats, and you can regenerate lost limbs as if under a constant Regenerate spell.

Size: 4

Racial Feats

Fist of Zuoken [Githzerai, Paragon]

Zerthimon once said, "Steel marks flesh, but flesh cannot mark steel." Well, that's a damned *lie*. Gain Armor 4 on all body locations as long as you are not wearing armor, and your unarmed attacks gain Penetration 4. If you take the Wholeness of Body and Iron Fist feats, treat your weaponless attacks as if they were Darksteel weapons, and gain the benefits of Darksteel armor while you are not wearing armor, instead of the normal benefits of this feat.

Gum-Gum Technique [Githzerai]

The Gith as a whole are supported by fluid sacs rather than skeletons, but only the Githzerai have actually made use of it, developing techniques that allow their limbs to stretch at a whim. Your Melee attacks gain the Reach quality.

Space CQC [Githyanki, Githzerai]

The time-honored art of Space CQC is a secret known only to the Gith, an ancient and noble... oh, who do the greybeards think they're kidding, it's just a trick for getting in close and murdering the living daylights out of someone. You can spend a Hero Point to negate an enemy's attempt to Dodge or Parry your attack in Melee or at Point Blank Range.

Wardrobe Blast [Githzerai]

What good is mental connection to subspace if you can't make random whatchajiggers out of it? As a Half Action, you can roll Wisdom + Crafts to conjure items for personal use (i.e. clothes, armor, weapons, tools, maybe a chair)

of up to Uncommon rarity out of thin air. The item in question cannot be an artifact and cannot have more moving parts than the average crossbow. The TN for this test is equal to the TN of the Wealth Test to buy the item on the market. Using this ability counts as a spell, so it risks Psychic Phenomena and can be countered, but the items created are physical, permanent, and non-magical.

Physical Qualities

With only one set of breeding tanks, the Githzerai set to work modifying themselves for their inevitable failure before choosing a world to call home. Like their cousins the Githyanki, they have strangely smooth skin that usually tends to grey, green, or blue shades, with eyes of a single, solid color... but that's where the similarity ends. The first Githzerai to set foot on a civilized world - and all Githzerai since - only superficially resembled Gith's followers. They had increased their muscle mass, no longer bound to the ideal form of cattle for their former masters, and - more importantly - engineered a way to continue on when the breeding tanks broke down.

Raised on good planet-grown fare rather than synthesized tube meat, Githzerai have gained some length of bone over their estranged cousins, comparable to well-built humans in size. A Githzerai's color is more vivid than a Githyanki's, and a vestigial pair of antennae sprout from its forehead, reduced in importance now that they've given themselves ears and a nose to better resemble their new neighbors.

Githzerai tend toward simple, serviceable clothing, usually preferring long tunics tied at the waist to more complex shirts and trousers... not that they actually need it. While Githzerai are still biologically neuter, among the tweaks made to their genome is a form of asexual reproduction, similar to parthenogenesis. What that means in non-greybeard is that once or twice in its lifetime, a Githzerai will puke up an egg that hatches into, well, a clone of the parent.

This, unfortunately, has the drawback of *not* coming with the accelerated development that Githyanki enjoy; Githzerai take years to mature after hatching, almost as long as humans do. The newts can live off sunlight and water until their teeth start coming in, at which point they're just too big to not take solid food.

Playing a Githzerai

Githzerai rarely use two words when one will do. They tend to be cynical and suspicious, generally expecting the worst in people. Githzerai don't waste time on fools, and are rarely moved to help those unprepared to help themselves. They are pragmatic to a fault, slow to give trust, and cautious in their dealings with others.

Many Githzerai disdain creature comforts and live their lives in ascetic discipline. Their settlements and strongholds resemble monasteries more than villages. Unlike the Githyanki, who see other races as slaves to be taken, the Githzerai simply see others as irrelevant... they offer the respect due to strength and discipline, but little else. Githzerai settlements are self-sufficient and have little need for trade, though some have been known to extend Zerthimon's philosophies to those who show interest.

Githyanki, however, can take the rope, all of it. Their stunted cousins are mired in fear, unable to let go of their past. And, more importantly, they killed Zerthimon, who was martyred for its people... that just won't be forgiven. A Githzerai forced to cooperate with a Githyanki is a storm of barely-concealed contempt and a vicious font of sarcasm... unless confronted with a Mind Flayer, which they'll both attack with equal gusto.

Githzerai Heroes

Cargo was always a bright newt, with an affinity for healing magic that the sparring monks rarely looked askance at. That is, until a fire caught in the village, trapping a newt inside its home. Brave Cargo ran headlong into the flames... and to everyone's surprise, they turned green to match Cargo's skin, whirling up into a column above the astonished newts and finally flaring out into the visage of a great bird before disappearing, revealing Cargo carrying out the frightened newt... with wings of fire flickering on its back.

Fife is - or rather, *was* - a rather promising young adept, a veritable prodigy in the dojo and the classroom. All of that promise, though, was cut short when the Kythons attacked. Who brought them, Fife doesn't know, but it fully intends to find them and end them. For the murder of its clan... and itself.

Zerthax was at the top of its game when it was put behind bars. A Blood Bowl star, the Githzerai was taken in to do hard time after being caught using Frenzon between games. Since it was going to be away from the spotlight for several years, the fallen athlete took the opportunity to work out like it never had before. By the time it was released early for good behavior, Zerthax had unlocked the mysteries of muscle mastery, granting it the power to destroy weaker men with nothing more than the flex of a bicep and the intent to kill.

Goblin [Eisenritter Version]

By Eisenritter

Goblins are the tiny green monkeys often seen scrambling in the wake of an Ork warband, appropriating discarded equipment and revising it for their own use. Where they originally came from is lost to time; most simply take them for a race designed by the Syrne to assist the Orks in their weak areas. The Goblins themselves certainly aren't telling, though some wits are quick to point out that they probably don't understand the concept of "origin spheres" at all.

Whatever their origin, Goblins have a knack for technology, with an especially notable instinct for getting the hell away when something's about to go haywire in a boomy way. They have a distinct affinity for explosives, which is all the more notable given their general cowardice.

Physical Characteristics

Average Height: 1.1-1.4m

Average Weight: 45-58kg

Languages: Trade, Orkish

Common Personality Traits: Cunning, cowardly, individualistic, argumentative, pyromania

Common Physical Traits: Leathery skin, sinewy physique, ululating shriek, large mouth, big ears

Example Names: Dwingvatt, Squee, Toede, Oy Grot

Racial Traits

Characteristic Bonus: +1 to Dexterity or Strength

Skill Bonus: +1 to Tech-Use and Stealth

Power: Run Like Frak!: You begin play with the Evasion feat, and treat your Dexterity as two higher when using it.

Size: 2

Racial Feats

Ankle Shanker [Goblin]

The bigger they are, the harder they catch a ratatosk when you cut the tendons out of their heels. You take no penalty when making a Called Shot to a larger creature's legs, and add the difference in Size as a static bonus to the damage roll when you do.

Big Banga [Goblin]

Once per scene, when making an attack with the Blast quality, you can increase the value of that quality by 1. You can do this twice per scene at Level 3, and three times per scene at Level 5.

Like. FRAK. [Goblin]

You can Dodge attacks from a weapon with the Blast quality, regardless of whether you are the original target.

Hobnail Fewmaster [Goblin, Paragon]

Bigger is better, so the opposite must be true as well, right? Right? Well, either way, Goblins seem to think so. Gain +2 Size, and you can have up to six dots in Stealth, Intimidation, and Command.

Leatherhead [Goblin]

You're comfortable in extremely hot or cold weather, and gain a free raise on all (physical) tests made to resist poison (including the Toxic property) or disease. However, you take a check on all Mental tests.

Physical Qualities

Goblins are small, strangely proportioned humanoids, slightly larger than Halflings on average with somewhat

overlarge hands and feet. They have leathery, often green- or red-hued skin and coarse hair that tends to run the gamut of colors common among humanoids. Their faces are vaguely simian, usually with flat noses and large ears, and very wide mouths filled with sharp teeth that often include obvious tusks. Goblins have equal-opportunity facial hair, making it almost impossible to tell males from females.

Most Goblins dress sparingly, favoring utilitarian clothing like leather aprons or loincloths, whatever will preserve decency while also not trapping heat and moisture against their skin, traits common to see among those traveling with Orks. "Civilized" Goblins similarly favor low-quality clothing that wears comfortably and durably, but still chafe when made to wear classier clothes. Even dressed to the nines, though, a Goblin won't be caught dead wearing shoes, as their bare feet are often more hard-wearing than any cobbler could beat.

Goblins live in warrens of nearing on hundreds of individuals, with a clan-based structure. Multiple births are very rare, but Goblins have a short gestation period and fast recovery, allowing numbers to be raised quickly all the same. Goblins reach adulthood around the age of five, and don't live terribly long lives.

Playing a Goblin

Goblins are loud, boisterous, and viciously stupid, but with a brutal cunning that makes them dangerous all the same. They never seem to sit still, always scrambling about each other, working on *something*, or generally making a nuisance of themselves, which combined with most Goblins looking almost exactly the same makes it very hard to figure out how many are in a given area. They're generally pretty eager to rile berks up and start them fighting... their friends, who are often bigger and stronger than the Goblins themselves.

Like Orks, Goblins favor simple, straightforward designs with reliable results. Even more so, they also have a liking for small, easily hidden weapons, like knives... or grenades. While they certainly uphold the "bigger is better" philosophy of their Ork counterparts, Goblins are less enthralled by enormous heavy rifles and artillery cannons than by flamers and high explosives. No Goblin loadout is considered complete without an assault vest positively festooned with grenades of all kinds, even if the "plan" is a quiet assassination; when all else fails, Plan Ten Gazillion Cluster Frag Grenades Used All At Once is pretty much a sure shot.

Goblins are rather impressionable, and often parrot similar ideals to other races they share space with. Usually, this means Orks, with the added bonus that compared to them, Goblins are *nasty, cheating little grots*. A fight involving a Goblin usually ends with grenades thrown into trash-talking mouths, when the sneaky berk doesn't just insert pointy metal things into sensitive areas of anatomy. With that said, Goblins trailing along with Ork warbands are usually kept around to maintain equipment, with their natural awareness of how things work.

Goblin Heroes

Once a lowly Goblin mechanic, Slobad had the misfortune of catching the attention of the Metal Caste, particularly their leader, Por'Tifex. What began as a simple experiment in testing the limits of artificial nervous attachments ended with a pathetic, broken quadruple amputee. In exchange for (and in order to continue) his service as a test subject, however, the Metal Caste scientists decided that they had the technology to rebuild him. With the use of mostly cold steel and not one jot more of necrodermis than absolutely necessary, they did just that. They made him stronger, faster, smarter... okay, maybe not *smarter*. But he's definitely a cyborg, though!

For most Goblins, noun declensions and proper conjugation is a protean task... but Crix is *much* smarter than most Goblins. After becoming the first Goblin in known history to count past two (coining the term "a whole bunch" in the process), her mind expanded by leaps and bounds, ultimately bringing her beyond her family's lowly station as Izzet tech-monkeys. Now the only Goblin remotely near Niv-Mizzet's inner circle, she takes to the field to do her own R&D, a true anomaly among magewrights.

On some worlds, Goblins are among the lowest of the low, the greatest honor they can conceive of being "eaten by a dragon." Meme is not one of those Goblins... rather than being eaten by a dragon, her grandam slept with

one! With heavy claws that help fantastically for digging, she's managed to burrow her way under the spaceport at the base of the mountain and on to the greatest adventure no Goblin ever dreamed of.

Goblin [Konrad13 Version]

By Konrad13

Goblins are tinkerers and tradesfolk, out for a quick buck and bigger explosions. Hailing from a Sphere noted for torrential downpour, the Goblins are easily recognized by their large bat ears, short stature and often carrying large sums of money or explosives (often both). Constant tinkerers, where a Gnome builds things that last, Goblins build things for either cold hard Thrones or big booms.

Physical Characteristics

Average Height: 1.3-1.6m

Average Weight: 45-58kg

Language: Trade, Goblin

Common Personality Traits: Conniving, crazed, scheming

Common Physical Traits: Light brown to light green skin, ornate but often grease slicked clothes, sensitive to sounds

Example Names: Bruck, Na'Thak, Q'uark, Squee, Ze'Jill

Racial Traits

Characteristic Bonus: +1 to Intelligence or Charisma

Skill Bonus: +1 to Tech-Use and Deceive

Power: Time Is Also Explosions! - Once per scene, you may make one attack with a spell or gun attack that gains the Blast property. If the weapon or spell have the Blast property already, add a +1K0 to it. You gain an additional use of this ability at level 3 and again at level 5.

Size: 2

Physical Qualities

Equivalent to Gnomes in height, Goblins are easily distinguishable from the other common races. Their skin tones range from an almost khaki to a pale green. Their hair tends to be sparse on the men, though thick on the women and tends to be rather dark and coarse. They have most of their weight in the torso, their arms and legs belying the strength they possess.

Style of dress tends to vary depending on profession, but even then most Goblins try to snazz it up. Those in the business of selling tend to dress in ways to imitate the cultures they are trying to sell to, and those who build (to destroy) tend towards leathers and other fire and acid resistant clothing.

Playing a Goblin

Loud, proud, always wanting a fast Throne or big explosion, Goblins tend to be a boisterous lot. They always seem to need to be moving, never being able to sit still for too long. Their fingers especially always seem to be moving, either twitching or working on something.

Most Goblins live in small groups, whether family members or business partners. More successful and well-to-do Goblins tend to buy property that is large and espousing their status. Buying moons seems to be a sort of catch-all dream of the Goblins as a whole.

How they came to be is a matter of contention among scholars, unsure if the Syrne had a hand or if they came to be on their own. Very little in the way of Syrneath archaeological expeditions to the Goblin home spheres have been done due to the heavy and expensive legal paperwork and mandatory bribes prevent almost all from doing so. But the Goblins have been on the seen for many, many years and have carved a small little corner of the Astral Sea to call their own.

Goblins tend towards the unaligned faiths which match their personalities the closest, Vectron being rather popular as of recent, though Goblins of other faiths are not unheard of.

Goblins are seen in the Astral Sea as both explosive experts and traders, though also kept at a distance. They do have a code of conduct, though few ever hear of it or can make heads or tails of it since it is primarily spoken and not written down.

Goblin Heroes

Teo'Lora never quite fit into Goblin society. Where her fellows wanted explosions and money, she sought education and information. Why became obvious later in her life when she awoke her Syrne spirit within while exploring an exhibit on Syrne artifacts on Sigil. Now driven to build, she has begun studying in hopes of unlocking her full magical potential.

Prahsig has always tinkered with explosive he was a child. But an accident several years ago left his body broken, though he hung on for dear life. Using his life saving, he was remade into a being of manufactured fluids and artificial muscle and steel bones. But the men who remade him failed to inform him he only put a down payment on the new body. Not wanting to be 'repossessed,' Prahsig now uses his abilities to pay off the people who made him what he is today.

Ruym is a trader known wide and far not for any physical goods but for the secrets he can divulge. Having large ears can be a benefit, and he keeps his wide open for any small bit of info he can get his mitts on. Some say he even has a uncanny knack for it, but he simply recites rules back to them so that they may learn to be as successful as he is.

Goblin Racial Feats

Big Ears Mean Big Business - Goblins with this feat have larger ears than normal, gaining a +1K0 on all Charm, Intimidation and Persuasion checks against fellow Goblins.

Breaking and Entering - Once per scene a Goblin may get a free Raise on either one Larceny or Stealth check.

Time Is Money - Once per scene, a Goblin may try to upsell a created item by passing it off as one grade better in quality. Using this feat, gain a free raise on one Decieve check.

Goliath

By Eisenritter

Goliaths are enormous, hulking brutes of humanoids thought to be at least tangentially related to humans, if not hailing from a crystal sphere close enough to Théah that they were simply assumed to be a subspecies of the race that introduced them to the greater portion of the Wheel. Most other races call them ogres, after the Eldarin first encountered them as something like shock troops during their near-war with the fledgling human race.

Goliaths now find themselves more widespread across the Wheel than the humans who first uplifted them from their original home, often pressed into service for their enormous strength. They can even find work on the world-ships of the Eldarin they so terrified during humanity's ascension, though corridors designed for the elfin races are plenty cramped for the giant folk to complain about. As a result, they don't have much in the way of ships or weapons for themselves; most Goliath-made tech is easily confused for items made by human or Ork hands.

Physical Characteristics

Average Height: 3.0-3.4m

Average Weight: 295-400kg

Languages: Trade, Giant

Common Personality Traits: Simple, straightforward, honest, impassive, stubborn

Common Physical Traits: Lanky, powerful build, thick skin, coarse hair, hairy knuckles

Example Names: Thud, Gouka, Argus, Nork, Oars

Racial Statistics

Characteristic Bonus: +1 to Strength or Constitution

Skill Bonus: +1 to Athletics and Intimidation

Power: Powerful Build: You can wield two-handed Melee weapons in one hand at a -2k0 penalty on the attack roll, and take no penalty for firing a Heavy weapon without bracing first.

Size: 6

Racial Feats

Bigger Than You [Goliath, Paragon]

Facing down a gigantic muscled brute is more than a little intimidating... more so when he's always the biggest basher in sight. Add your Size as a static bonus to Intimidation tests, and - if there is another character of your Size or larger present - you can spend Action Points to increase your Size by the same amount until your next turn.

Li'l Devourer [Goliath]

Goliaths are huge, and that means they have huge guts! Huge guts, of course, means they're *hungrybastards*. You can spend a Scene eating the body of a once-living creature to regain Hit Points equal to half its Size, rounded down. You can eat up to "Size 8" worth of such creatures per day, divided as you choose between "meals."

Pardon My Reach [Goliath]

Long arms mean long reach. Your melee attacks gain the Reach property. If using a weapon that already has that property, it gains an additional meter of reach.

Thick Skinned [Goliath]

Yours is an especially thick hide, even among Goliaths. You're comfortable in extremely hot or cold weather, and you reduce the damage taken from sources that aren't E, X or magical in nature by your level.

Physical Qualities

Goliaths are enormous brutes that tower over nigh on every other civilized creature in the Wheel, looking down on

Halflings, Elves and Aasimar alike. Hard not to, with their long, gangly limbs. A given Goliath's torso is as big around as an Aasimar in powered armor, its biceps the size of fuel drums. Hair is generally coarse and less than manageable; most Goliaths end up with shorn heads as a result. Female Goliaths tend to be slightly smaller on average than the males.

Skin and hair colors among Goliaths vary widely, from earthen shades of brown and grey to the pale cream and white of those living in more civilized crystal spheres and the hot crimson of Goliaths born to more frigid spheres. Clothing in the sizes required for Goliaths is more readily acquired than protective gear; they generally prefer to remove the sleeves of civilian clothing, favoring comfort over looks.

Playing a Goliath

Most berks out there seem to think it's easy to outsmart a Goliath. Well, now, that might be true, but the Goliath would respond that it's difficult to outsmart a fist the size of your torso plowing into your face. Goliaths are simple and straightforward... easy to confuse for stupidity, until you realize that "straightforward" often means three hundred kilos of muscle tearing through a durasteel bulkhead to get to the sorcerer on the other side.

Among the smaller folk, Goliaths are well aware of their own enormous stature, and often find themselves unconsciously restraining themselves, especially among those they consider friends. They tolerate orders from smaller creatures surprisingly well, generally more amused than annoyed by the situation, and gladly put their brute strength to work when asked. As with most people, Goliaths have a tendency to respond more positively to respect than to jeering and snide remarks.

Among their own kind - and the occasional Ork warband - Goliaths are much less inclined to handle with care, casually cuffing others over the head to gain attention or as punishment for saying something particularly stupid. The same stubbornness that leads to them ignoring non-damaging details in the task of "move this thing from here to there" makes Goliaths very likely to get into fistfights with each other over matters as trivial as sleeping spots, or who gets to eat the best parts of the aurochs.

Goliath Heroes

Gouki had an accident. Arms gone, most of his flesh flayed away by Modron gauss cannons he took to prevent them from striking the children of the Eldarin world-ship that had taken him on, he cheated death, escaping stasis only by the wraithbone crystals grown into existence to cover the exposed muscle. He chafes under the restrictive plating, unable to move as freely as he used to, but welcomes the second life, and the feeling of Modron plating crumpling under his wraithbone knuckles.

Thanks to the Dark Eldarin who "cared" for him, Krieg lost his mind long before the shooting star hit him. Now the insane Goliath lurks through the the labyrinthine streets of Cormorragh, an overturned bucket upon his head and spiraling dragon tattoos on his immense arms often the last thing that hapless Dark Eldarin see before he takes his revenge by turning them into new meat bicycles.

One day, Kuon felt a little peckish. So he decided to eat all of the ship's stores. When the crew came to reprimand him, he ate them too. All of his gorging eventually provoked a daemon calling itself the All-Consuming Devourer of Chaos to show up out of jealousy... and Kuon ate the daemon, too. Now with the daemon's hunger added to his own, Kuon wanders the Wheel, searching for something that can finally sate them.

Kitsune

By Eisenritter

Kitsune, or fox folk, are vulpine shapeshifters known for their love of trickery and art. Said to be favored by Luna, they share her wisdom and fickle nature. They hail from a world that appears to have no sun, where the veil separating the Materium from the Umbra is particularly thin, and as a result, they very nearly live alongside the spirits they seem to worship.

They have a knack for warpcraft, to the extent that most kitsune "tech" is based on unique enchantments placed on otherwise unremarkable items. Their ships, however, leave a bit to be desired; most kitsune prefer to hitchhike with someone else rather than use their own... resulting in various superstitions and a certain level of mystique surrounding kitsune passengers. Kitsune-made weapons and armor are often prime targets for Limulians, who see them as anomalies to be contained for further study.

Physical Characteristics

Average Height: 1.3-1.8m

Average Weight: 65-86kg

Languages: Trade, Moonspeak, Spirit-tongue

Common Personality Traits: Flirtatious, untrustworthy, wise, sneaky, capricious

Common Physical Traits: Splendid tails, fine hair, sharp teeth, unnatural eyes, slight build

Example Names: Ran, Kurama, Shippo, Tamamo

Racial Statistics

Characteristic Bonus: +1 to Fellowship or Wisdom

Skill Bonus: +1 to Deceive and Scrutiny

Power: Crazy Like a Fox: Once per Scene, when making a skill test, you may use Deceive and an appropriate characteristic instead.

Size: 3

Racial Feats

Fluffy Grazebox [Kitsune]

Your tails are *fluffy as hell*. It's possible to hide a single person of Size 2 or lower among them, granting concealment. You and anyone hiding among them can treat your tails as warm clothing, and any attacks against you that roll 5 for hit location go to your tails, dealing damage only to your pride... and whatever poor sod is hiding there.

Fox Form [Kitsune]

You have the power to change your form! You can change into a fox-like animal - or back to normal - as a Full Action. Doing so reduces your Size by 1 and grants you the Quadruped trait, but you can't cast spells or manipulate objects very well. You have the same number of tails in this form as in your normal form. Your equipment melds into your new form and you lose any effects it gives. Treat this feat as Wild Shape for the purpose of other feats and prerequisites.

Foxfire [Kitsune]

Once per session, you may cast the spell Magic Missile, automatically passing the Focus Power test with a number of raises equal to your level.

Nine-Tailed Fox [Kitsune, Paragon]

Gain one rank of "Fox Magic" magical power. This power is increased as you purchase Excellence, and "Fox Magic" spells are cast using Excellence + Charisma in place of the normal magic test. You can take the feat Spell Book in relation to this school once at each level starting at level 2, treating it as an optional feat in your class progression.

Level 1: Charm Person, Disguise
Level 2: Invisibility, Confusion
Level 3: Dominate, Suggestion
Level 4: Mislead, Improved Invisibility
Level 5: Screen

Physical Qualities

Kitsune generally have small, lean builds and almost elfin features, with narrow eyes and large, furry ears. Most have at least one tail, coated in fluffy fur of the same color as the kitsune's hair, while others have been seen with as many as nine, but the average among adventuring kitsune seems to be three. Kitsune run the gambit from pale to fair to dark in coloration, with a rusty red shade being the most common hair color. Eyes are generally green or amber in color; blue eyes among kitsune usually indicate deafness in the ear on the same side.

Kitsune tend to favor loose and flowing outfits that can be arranged to conceal or display their vulpine features as they see fit. They don't, however, like wearing a *lot* of clothing... too many layers does unpleasant things to their fur. Kitsune are particularly uncomfortable wearing voidsuits, preferring implanted voidskins whenever possible.

Playing a Kitsune

Despite an irrepressible penchant for deception, kitsune prize loyalty and make true companions. They delight in the arts, particularly riddles and storytelling, and settle in ancestral clans, taking their wisdom from both the living and spirits. Kitsune deal well with elves and humans, but their reputation as tricksters follows them when they interact with other races. Many kitsune, particularly those who dwell in mixed-race societies, choose to hide their true natures and pose as elves in public.

Kitsune are gregarious by nature, but have no problem with solitude. They enjoy sharing their wisdom, often couched in parable when not a direct demonstration. Illusion magic comes easily to them, and is often used alongside their oratory to provide context. Left to herself, a kitsune often spends her free time in reflection... thinking up new ways to screw people over, according to some berks, but the truth is that spirituality is very deeply ingrained in kitsune culture.

They still tend toward a form of spirit worship, keeping family shrines to honor their ancestors. Adventurers often carry small funerary plaques for ancestors who might look well upon their efforts. Those kitsune who do look to the gods tend to favor Luna as an example of all that the fox folk consider to be virtuous. Kitsune smiths are thus particularly adept at working silver, which is linked with the Changing Goddess as well as connotations of spiritual purity.

Kitsune language is based on syllable sounds rather than letter characters. The written form consists of several different alphabets, each made up of runes representing these sounds, and another made up of a truly massive number of runes representing concepts. Many of these symbols are shared between the Kitsune alphabets, resulting in names and words that can have different meanings depending on which alphabet they're read in.

Kitsune Heroes

Kuyo is a four-tailed fox born under the formless light to a legacy of fire. And power over fire is the last thing *anybody* wants a near-psychopath to have. He is still functional, if barely, but prone to fits of rage that invariably result in melted heaps of slag where once were buildings. Especially when someone disagrees with his usual method of "use fire to end problem."

Hinata of Mae is an eight-tailed - well, eight-and-one-fifth-tailed - fox desperately fighting out of the shadow of her mother, a nine-tailed oracle renowned for her power of divination. One day, after cleaning out her family's shrine, she finally found her way... an ancient Syrneth artifact, in a box hidden in a dark corner, that awakened a golden

presence in her mind. And with it, the shadow her mother cast was illuminated, a path of magic that would carry Hinata to the heights of the Wheel.

Kython

By Eisenritter

Kythons are highly adaptive near-humanoids suspected to hail from any number of worlds on the fringes of the Abyss. Due to the constant flux of their home environments, Kythons as a species have ceased evolving at some point during a more primal stage of development, instead adapting on an individual level to meet the needs of whatever environment they find themselves in. Kythons are highly aggressive and very stunted with regard to technological development, having gotten by with primitive tools and their own strange biological processes before their first contact with the other races of the Wheel.

Despite their feral appearance and primitive tendencies, Kythons are just as quick to adapt mentally as physically, and the more advanced races of the Wheel have since learned to leverage both. A Kython's formidable appearance lends it usefulness as a shock troop, its ferocious strength gives it potential with cargo, and the ease with which it can adapt and learn means it can just as easily learn to take position as a bridge officer if needed.

Physical Characteristics

Average Height: 1.3-2.7m

Average Weight: 80-150kg

Languages: Trade, Kython

Common Personality Traits: Aggressive, feral, single-minded, atavistic, darwinistic

Common Physical Traits: Chitinous hide, big claws, sharp teeth, pointy bits, strident voice

Example Names: Esterk, Kanden, Slashfang, Talon

Racial Statistics

Characteristic Bonus: +1 to Dexterity or Constitution

Skill Bonus: +1 to Athletics and Brawl

Power: Autoevolution: You begin play with the feat Adaptation, and can take it up to two more times, purchasing it as normal. You must select a different option each time.

Size: 4

Racial Feats

Adaptation [Kython]

All kythons possess deposits of undifferentiated tissue in their bodies, that enable their infamous ability to spontaneously adapt to new environments. Choose one of the following options when you take this feat.

Beasthide: Gain Armor Plating equal to your Constitution.

Deathleaper: Gain +2k0 to Acrobatics tests. You treat all jumps as if you had a running start, and use your full Strength to determine the distance.

Earthscorn: Using the power of your mind, you may levitate above the ground. You ignore movement penalties based on terrain, and can use Intelligence + Wisdom to determine your Speed instead of Strength + Dexterity. Reduce your Size by 1.

Galerider: Gain the Flyer trait, with a speed equal to your normal ground speed.

Gorebrute: Increase your Size by 1, and your unarmed strikes and natural weapons gain Penetration equal to your level.

Manaweft: Gain +1k0 on Focus Power tests, and subtract your Level when rolling for Psychic Phenomena.

Quicksilver: Reduce your Size by 1, and you gain +2 Speed while wearing light or no armor.

Shadestalk: Gain +2k0 on Stealth tests, and you can cast the spell Invisibility, using your Level + Constitution instead of the normal magic test.

Truedive: Gain +2k0 on Athletics tests, and the Amphibious trait.

Wildhunt: Gain +2k0 on Perception tests, and the Dark Sight trait.

Kython Alpha [Kython, Paragon]

Among Kythons, "best and brightest" is often synonymous with "biggest and meanest." Gain +1 Size and additional Hit Points equal to 2 + twice the number of Adaptation feats you have. You can purchase the Adaptation feat an additional time at level 3, and again at level 5.

Physical Qualities

Most Kythons look like a vaguely humanoid mass of bioweaponized "oh my god what is that." From canine-formed monstrosities with spikes everywhere to horrific avian creatures of talons and teeth, just about the only common features are the dangerous ones... but they don't all start out like this. On a closer medical examination, Kythons have several deposits of non-differentiated tissues, that react and develop according to certain hormone spikes... basically, they can metamorphose at will. Typically, these deposits won't be replenished before the end of the Kython's lifetime, so only a couple such transformations can be counted on.

Kythons are an oviparous race, and one that can control their fertility cycle to a degree that allows them to only attempt clutching when there are others of their kind around. Kythons typically construct their dens around a communal nesting site, with females becoming yet more aggressive when there are clutches to protect.

A Kython reaches maturity - if not its full size - within weeks of hatching. Most of them die before they're forty.

Playing a Kython

Few in the Great Wheel can match the adaptability and survivability that the Kythons possess. The Kython mentality is one stubbornly insistent on maintaining its own survival, geared toward violent reprisal when that survival is threatened. Like most wild beasts, Kythons are rarely forgiving of injury, and simplistic with regards to heeding base desires, though they at least only give thought to mating around their own kind.

Even while susceptible to tribal warfare and internecine strife to a degree that shocks even Humans, Kythons tend to be highly xenophobic, trusting other Kythons before anyone else. This is primarily due to a darwinistic streak extending from their death world of a home and their warlike tendencies; most other races, with their soft flesh and lack of pointy bits, likely wouldn't survive a day, and so the Kython dismisses them as weak. However, those more cosmopolitan Kythons would know otherwise, as their interactions with these soft-skins all too often include conscription and slavery, and the knowledge that these soft-skinned tool-users are plenty strong enough to enforce them.

Kythons have a tendency to dismiss issues of multiplication that dwarfs even that of Humans: The average Kython cares for itself, its mate, and its offspring (at least until said offspring is capable of fending for itself, anyway) without reservation, caring about others only insofar as doing so maintains its own bodily integrity. Once a body has a Kython's respect, though, he has it for life.

Kython Heroes

There are some dangerous things on the Wheel, and those bloods who can control hordes of them are respected, if not outright feared. But Embee's a wanted Kython, for the sole reason that she wants to protect her multitude of vicious pet xenos. Most cutters know she's the swarm's lynchpin, but since she's so small for a Kython, she's often overlooked by the hunters more concerned with the creatures protecting her. Unfortunately for the rest of the Wheel, she's a saint at heart, and every berk knows what that means when she finally gets sick of being hunted...

Render is enormous, a beast possessed of an adaptation known simply as *gore-brute*. He leads a pack of Kythons long since stranded on an Ulasht-infested crystal sphere, beating them into submission just as soundly as he rends the great hydra they must all eat from as prey. But mostly, he's known for his terrific speed, as nothing as large as he is should be remotely as fast, or so the smaller humanoids who run afoul of his pack claim.

A turn or two ago, there was a young Kython who liked to wander the streets at night. But one night, he wandered

into a place he shouldn't have, and being a Kython, he was shot in the face by a jumpy guard and her plasma pistol. The shot melted his eye, burned off half his face, and scorched the bone underneath... and it should have killed him. The bag they put him in was found empty, torn open from the inside, and now... now, he stalks the roads at night, face burned half away and glaring about with one eye and an empty socket, looking for the guard and her plasma pistol so that he can reap his horrible vengeance. So when you go looking for trouble at night, friend, you'd best be open to what's around you, lest you be caught unawares by Ol' One-Eye.

Limulian

By Eisenritter

Hailing from a crystal sphere long forgotten, the Limulians are an ancient race, but one relatively new to the greater portion of the Wheel. Their first spelljammers were liberated from the Elves who made first contact with them... stolen, disassembled and reverse-engineered to suit their own physiologies. Limulians have since made themselves a reputation as raiders nearly as bad or worse than the Dark Eldarin, entering crystal spheres to take whatever strikes their fancy and leaving with it to study it at their leisure.

Limulian technology is reverse-engineered from their plunder, ideas stolen from others and redefined to suit their own claws. Limulians have since been found to be incorrigible researchers, all of their "wrongdoing" since venturing out into the Wheel simply the graspings of socially maladjusted children. That hasn't stopped some governments from going to a shoot on sight policy whenever the lobsterfolk show their ugly heads, mind.

Physical Characteristics

Average Height: 2.4-2.7m

Average Weight: 120-180kg

Languages: Trade, Limulian

Common Personality Traits: Curious, intelligent, conformist, reckless, obsessive

Common Physical Traits: Bright carapace, big meaty claws, sharp mandibles, luminous eyes, hunched back

Example Names: Upsilon, Weavel, Trace, Berserker

Racial Statistics

Characteristic Bonus: +1 to Constitution or Intelligence

Skill Bonus: +1 to Athletics and Tech-Use

Power: Enemy Crab: Gain the Amphibious trait as well as Armor Plating equal to your level.

Size: 5

Racial Feats

Calculated Cruelty [Limulian]

Limulians have a *reputation* for cold sadism. Whenever you inflict critical damage with a melee attack, you can choose to inflict that damage to any body location other than the one your attack hit.

Heavy Graspers [Limulian]

Your claws are strong; they won't bend. Your weaponless unarmed strikes gain the Snare property.

MTF Elite [Limulian, Paragon]

You're a bit smarter than usual for your creche, your shell's tougher than normal, and you've gotten the best training as a result. Increase the value of your Armor Plating by 3, and you can spend an Action Point to make yourself immune to the non-damaging effects of attacks until your next turn.

The Opposite of an Uncreative Mind [Limulian]

The same obsessive focus that leads to reverse-engineering stolen tech also lends well to oddball engineering decisions. When you serve as the Chief Engineer on a ship, any time you gain rolled dice due to raises on a test related to an Engineering Action, you gain one additional kept die for every two rolled dice gained, as you apply means that only your twisted lobster brain can think of to solve the problem.

Physical Qualities

A Limulian is a rather striking mashup of humanoid and arthropod, with long, articulated limbs and massive scissor-claws taking the place of hands... it's probably best not to question just how they make use of most standard

weapons with those. It stands head and shoulders over most humans, with a slightly hunched posture. The head is vaguely triangle-shaped, with notable mandibles as well as mouthparts resembling those of a crab or lobster. Limulians have no bones, supported by their armored exoskeletons.

Limulian shells range in color from drab grey to brighter shades of primary and secondary colors, to shining gold. Clothing is a functional vanity; with no nudity taboo nor any notable dimorphism to prompt it, Limulians have no need for clothing except as a means to carry things that they can't dig out slots in their shells for... or to cover the new, developing shell during their bi-yearly molt. Armor, however, is still very useful, as some heavy materials offer greater protection than the Limulian's shell does.

Limulians spawn large broods during a bi-yearly mating period, dying after mating. The young are raised in creches, reaching maturity before their second year, and most die when pressed into military service shortly afterward. A Limulian is biologically immortal, incapable of dying of old age... but the nature of Limulian safety regulations (there are none) means that most are expected to die before they're forty.

Playing a Limulian

For all of their intelligence and curiosity, Limulians rarely develop the force of personality required to become leaders themselves. A Limulian society is essentially controlled chaos, with some performing dangerous experiments, others dissecting stolen technology in an attempt to replicate it, and yet more collating whatever minutiae is generated by the first two groups. The Limulian tongue doesn't have a word for "civilian," the closest being "spawn" and "broodwarden;" every Limulian at its biological maturity is considered a military asset.

Limulians have a strong tendency to obsess over certain subjects. One who finds himself hounded or stymied by a specific individual over two or three incidents will quickly begin considering that individual to be a fated rival, vastly overestimating his own relevance to him. Another might continue trying to engineer an armor module despite all attempts invariably killing his test subjects. There is also a noted tendency to design ships or structures with linking tunnels that only smaller races can fit into, or that require inserting metal spheres of oddly specific sizes to function.

Despite this tendency to obsess, the Limulian mind is generally cool and logic-oriented. Cold, calculating, and sometimes cruel and callous to others, but rarely malicious... most malice attributed to Limulian "torturers" has been found out to be the result of a total lack of understanding regarding other races and their reliance on drugs before surgery. Limulian compounds have also been known to collect strange objects and creatures only to lock them away, occasionally taking notes on their properties.

Limulian Heroes

Subject Delta was once a noted "scientist" (as lightly as that term must be used when discussing Limulians), who had the misfortune of being assigned as a superior's "stick" when the time came to poke a strange meteorite that had landed near her compound. The thing cracked open at her touch, unleashing a glowing blue slime that immediately flowed over her and soaked into her shell. Now she's the subject of a new series of tests, to verify the abilities of the symbiotic ooze bonded to her nervous system.

Weavel could have been a general. But that potential was cut short in its prime, when his strike force met with a human settlement that had the presence of mind to launch a counter-raid. Weavel was broken in the resulting battle, half his body gone... but he could be saved. The plans stolen from the humans were pressed into use immediately, designs for extensive prostheses sheathed in an eerie grey metal. While he has his life, Weavel resents this transformation... not least because the "reconstruction" left him still on life support, and because his shattered claws have been replaced with hideous, disgusting human hands.

Spending most of his life on a ship based on Tau designs, Sitri never believed in the Warp. He never considered that his existence might depend on a Gellar Field generator that none of his crew knew how to maintain. That all

ended when the generator finally failed, and Sitri found himself surrounded by wreckage on a daemon world, struggling to breathe as a creature of black ink explained exactly what had happened. Sitri had never believed in the Warp... but he did value his own life. Accepting the being's offer, he found his body suffused with sustaining necrodermis, and stood anew.

[Lupin](#)

By Weredrago2

The Lupin are an engineered race believed to be descended from canine stock modified for unknown reasons by the Syrne. In spite of mass evidence of the contrary, many Lupin claim their ancestry to be not the common dog, but from the mighty Werewolf. Either way, the Lupin are a product of their environment, natural warriors that are wont to constantly fight among themselves for dominance.

Noting the resemblance to Humanity's best friend, the Imperium has accepted the Lupin with surprisingly open arms. Imperial Lupin (or 'Dog Boys', as they're often called) have been mostly successful in integrating with Human society, but they are seen as cowed slaves by their wild and free corsair counterparts. Lupin societies are inherently short lived, rising and falling in the time it takes to put on a void suit.

Physical Characteristics

Average Height: 1.4-1.8m

Average Weight: 50-80kg

Languages: Trade, Lupin

Common Personality Traits: Loyal, reliable, dogged, poor attention span, what was I talking about again.

Common Physical Traits: Thick coat, large ears, wet nose, big teeth, expressive tail.

Example Names: Fang, Rover, Iggy, Vargr, Spot, Laika.

Racial Statistics

Characteristic Bonus: +1 to Dexterity or Wisdom

Skill Bonus: +1 to Brawl and Perception

Power: Dog Boy: You gain Heightened Senses (Smell and Sound). You also gain a Bite weapon with the following profile: 1k1 R; Melee, Brawling.

Size: 3

Physical Qualities

Lupin are physically and genetically similar to Canis Lupis, or the Thean Wolfdog. They retain some traits from their canine ancestors, but improve upon the initial concept with a bipedal frame and opposable thumbs. Lupin coats come in a variety of colors, with grays, blacks, and browns being the most common. Lupin living in the Imperium bear closer similarity to domesticated dogs than wolves, having softer ears and spotted coats. Any resemblance between Imperium Lupin and popular dog breeds is purely coincidental.

When it comes to using senses, the Lupin are top notch. Their ears have an incredibly wide hearing range, allowing them to pick up on all sorts of sounds that other races simply can't register. Their noses are just as amazing (if not more so), making Lupin trackers a valued commodity across the Great Wheel. The best Lupin tracking hounds can follow the foul scent of a warlock from over thousands of miles away, having the psychic ability to follow their magical signature by smell alone.

Playing a Lupin

Lupin value many things in a potential leader. It's often things like physical might or force of personality, rather than anything resembling practical knowledge or the ability to organize a group for longer than ten minutes. For this reason, Lupin civilizations are incredibly chaotic and constantly shifting in power, with one government often replacing the other before the previous group could announce their sovereignty. Even in small groups, Lupin will constantly fight among themselves for dominance until one eventually declares themselves leader and forces

everyone else to get in line. As a whole, Lupin do not respond well to formal authority, or being told what to do by a distant power that they've never even met before.

Which brings us to Dog Boys. It is said that the first Dog Boys were strays - survivors of pirate raids from Dark Eldarin or their own kind. These strays were picked up by Humanity as they expanded into space, and formed a burgeoning population of Imperium-raised Lupin, or Dog Boys, over time. On a majority of Imperium planets, Dog Boys have equal opportunity as the humans they live alongside, though in other places they may face prejudice or even dog puns at their expense. Noticing the explicit lack of 'and Lupin' at the end of 'Imperium of Man', Lupin not part of the Imperium see Dog Boys as a neutered slave race to Humanity, and often say such to their faces. Needless to say, these confrontations rarely end well for anyone involved.

Lupin Heroes

Wolfe is an accomplished Lupin pilot, his ship adorned with battle trophies and his mercenary band renown across the Lupin Extents. He was in a dogfight with an enemy ship when he was shot down by a stray missile, left to die in the cold void of the Astral Sea with only a shot engine to keep him company. In a miraculous, desperate metamorphosis, Wolfe became one with the machine spirit of his prized aerospace fighter, using the rest of his remaining energy to fly back to home base in style. Wolfe flies to this day, and he's become better at his job than ever before.

Rex Murphy was a rookie Arbitrator, transferred to the hive city of Detroit DX as part of his contract with Ares Macrotechnology's Knight Errant division. Everything was going great on his first day, up until he was turned into dog meat by the first gang he ran into. Not wanting to let company assets to go to waste, Ares salvaged Rex's corpse and fitted it with every gizmo they could find, finishing the procedure with the installment of a brand-new Pyros Reactor. Rex now serves the public trust, protects the innocent, upholds the law, and [CLASSIFIED] as RoboDog.

Logan is a bounty hunter who can't remember his past. That's fine, because all Logan needs to know about himself is that he's a gun totin', chain smokin' badass of a blood with a Darksteel-coated skeleton, a skycycle capable of intersphere travel, and an ego the size of a small spelljamming vessel. You want someone brought in, dead, alive, or somethin' in between? How about a dog of war to fight that war for you? You call Logan, the Main Man. He'll do anything you want done, as long as it involves booze, action, and women -- though not necessarily in that order.

Racial Feats

All Fours [Lupin, Rakasta]

Some xenos races are closer to their feral origins than others. As long as your hands and feet are free, you add your Dexterity once more to your Speed.

Alpha Wolf [Lupin, Paragon]

People sometimes confuse Lupin for Werewolves, and you're probably why. You gain +2 Size and a Claw weapon (1k1 R, Melee, Brawling). Increase your Bite weapon's damage from 1k1 to 2k1, and treat your natural weapons as magic.

Bone Gnawer [Lupin]

The Lupin have learned to eat anything when food gets scarce. You can consume anything vaguely organic and gain sustenance from it. Add your level as a static bonus to all rolls to resist the effects of poisons, drugs, and disease.

Guard Dog [Lupin]

You lash out anyone that gets too close to you. Any movement taken within the range of your melee weapons provokes an opportunity attack from you.

Witchfinder [Lupin]

When a spell is cast near you, you can roll Perception + Wisdom against TN 15 to detect the spell's source. If successful, you can then track the spell's source, as per the Arcane Mark feat. The regular rules for Arcane Mark apply.

Minotaur

By Eisenritter

Minotaurs are a race of bipedal, bovine humanoids from the temperate planet of Kothas. The true origin of the race is not known, but there is possible evidence of the Minotaurs being bred and farmed as livestock for the Syrne. Whether these creatures occurred naturally or were artificially created is up for debate, but the Kothian Empire insists that they are 100% real beef.

Regardless of their origins, Minotaurs are known across space as tenacious and prideful warriors. They tend to keep to themselves and are an uncommon sight outside of their homeworlds. When you do find Minotaurs, they are often employed as gladiators, bodyguards, and wrestlers due to their natural bulk. They predominantly worship Sargas, equivalent of Khorne in Tauric tongue. Minotaurs are incredibly stubborn, and insisting that his name is Khorne and not Sargas will likely start a fight.

Physical Characteristics

Average Height: 2.3-2.7m

Average Weight: 290-320kg

Languages: Trade, Tauric

Common Personality Traits: Loud, proud, straightforward, stubborn, rash

Common Physical Traits: Bulky physique, bull-headed, sharp teeth, coarse fur, bellowing voice

Example Names: Iroas, Mogis, Galdar, Tahngarth, Nike, Pallas

Racial Statistics

Characteristic Bonus: +1 to Strength or Constitution

Skill Bonus: +1 to Athletics and Intimidation

Power: Mess with the Bull: Gain a natural weapon with the following statistics: 1k2 R or I; Melee; Brawling, Unwieldy.

Size: 5

Racial Feats

Bulldozer [Minotaur]

Your hackles are raised, your blood is high, and nothing's going to sway you from your path... forward, and through that wall! Gain +2 Resilience against Opportunity Attacks provoked by movement, and ignore penalties caused by difficult terrain when you Charge or Run.

Bullheaded [Minotaur]

Gain a free raise on any test to resist external control... from any source.

Mazeolithic [Minotaur]

You cannot be lost, ever, anywhere, even with the most powerful of magicks. You can commit a location to your memory with just a bit of concentration, after which you always know your own position relative to it and will be drawn back along the path you'd taken from it as easily as just giving up and letting your feet wander... exactly as if you'd used a Golden Marble.

White Bull's Blood [Minotaur, Paragon]

Some bulls are big enough to look down their noses at Aasimar. Others can stare down Goliaths. Gain +1 Size and +1 Strength, and your Strength can be increased to six dots. Greater size also means more weight to throw around; your melee attacks deal +0k1 damage.

Physical Qualities

Minotaurs are enormous, hulking brutes, definitely built to impress. They have decidedly bovine skulls, with solid horns attached, topping off a thick neck, broad shoulders and barrel chest. Minotaur hands are a bit clumsier than most humanoids', with three thick fingers and a thumb, but their grip is strong and sure. They stand on thick, cloven hooves. Most scorn clothing beyond a belt to carry necessary equipment, covered as they are by their shaggy fur; most sport single shades, with brown and black being the most common.

Playing a Minotaur

Minotaurs take pride in whatever task they set for themselves, be it gladiatorial combat, counseling, or painting tiny plastic equine figurines in pastel colors. They feel themselves to be deeply connected to the earth, living spartan lives without need for the distractions and metal whatchajiggers that everyone else seems to insist on using. No, Minotaurs are generally content to keep to their own homeworlds, and the various clan wars that pass for entertainment.

That isn't to say that taur are primitives... far from it. Minotaurs learn quickly, and have an odd sixth sense that makes them excellent navigational officers. They have a deep respect for both strength and command, however; it's not uncommon for a Minotaur to viciously mock a physically weak commander, while following his orders unquestioningly. They often take it upon themselves to maintain what they perceive as proper discipline... not a whole lot of people will argue with two meters of raw beef armed with a chainsword.

With all that said, Minotaurs - like their bovine forebears - are herd animals, group-oriented. Their instinct is to protect and coddle their weaker friends, and keep an eye on the sharp-toothed ones. They are, however, omnivorous... a taur will devour meat with as much gusto as the Squat across the table, and put away almost as much drink as well. What really surprises most berks is that Minotaurs love a good steak!

Minotaur Heroes

Epiktitos is a punk with a chip on his shoulder the size of Acheron's Ork population. He is an arrogant child and takes his challenges head-on and headstrong. He spends his time fighting in the arena to find someone who can stand and match his might. He doesn't care who lives or dies, but the show must go on and the fighting can never end.

Nike is a minstrel who wishes to spread the tales of her lineage to the furthest crystal sphres. To reach this goal, she has traveled from her homeworld to Sigil, where she managed to convince a Vampire to Embrace her so that she could ensure her family name makes its way into the history books, even if it takes her forever.

Sparkling Chocolate Bovine-Chan was a multimedia propaganda tool for the Kothian Empire, a digital pop-star that inspired loyalty in Minotaur soldiers with her adorable song and dance videos. Her fans held such a degree of love and reverence for her that, over time, Bovine-Chan began to take on a life of her own -- literally. She now tours through space freely, doing shows in the name of her sempai, Sargas. His name is NOT Khorne, you baka!

Ophidian

By Eisenritter

The Ophidians were originally a desert-dwelling people. A natural gift for finding underground water sources, paired with natural talents for tunneling, meant that they could carve out an existence in the most barren of deserts, and it is perhaps due to their presence that many desert civilizations were able to rise in the first place. Matriarchal by culture, with rigid caste lines, the Ophidians built their cities from the top down, with only the richest and most opulent homes actually above the desert surface and the rest of their people living in elaborate networks of underground tunnels and caverns.

Traditionally, Ophidians are committed to Bahamut. Their Maharani rule in his name, each seen to be an earthly embodiment of the Dragon God who go to join him in his paradise on their deaths. Their priestesses keep the word of Bahamut strong, enforcing the caste structure that sustains Ophidian society and preserving the traditions of their people. Ophidian culture is heavy on themes of death and rebirth, symbolized by the shedding of the skin.

Physical Characteristics

Average Length: 2.4-3.7m

Average Weight: 110-160kg

Languages: Trade, Draconic

Common Personality Traits: Aloof, focused, passionate, seductive, patient

Common Physical Traits: Staring eyes, hissing voice, serpent tail, forked tongue, shiny scales

Example Names: Deis, Mara, Isha, Piper, Zelia

Racial Statistics

Characteristic Bonus: +1 to Dexterity or Charisma

Skill Bonus: +1 to Politics and Persuasion

Power: Snake For A Butt! You have only one Leg, but it has Armor 4. You can Stand as a free action, and gain +4 Speed for the purposes of the Run and Charge actions.

Size: 5

Racial Feats

Anathematic Abomination [Ophidian, Paragon]

The greatest of serpents are spoken of in legend, massive creatures dwarfed only by the largest of dragons whose venom is the death of worlds. Gain +1 Size, and the TN to resist the Toxic property of any of your attacks is 10 + 5 times your Excellence.

Forked Tongue [Ophidian]

Ophidians can be a very alluring people, when they choose to. You gain a free Fellowship specialty (Seduction).

Snake Hug [Ophidian]

You've spent plenty of time on the kegelcizer, and can use the muscles of your lower half to great effect. You get +1k1 on attempts to initiate a Grapple, and while in a grapple gain a natural weapon with the following profile: 3k2 l; Brawling, Snare. This weapon may always be used with special attacks that use the Grapple action.

Snakenosis [Ophidian]

By tapping into your serpent heritage and staring deep into a person's eyes, you can entrance them to a small degree. Roll Charisma + Charm against the target's Mental Defense, and if successful the target is affected as by the Charm Person spell. If you fail, the other party is not aware of anything other than that you stared at them really weird for a while.

Viper's Kiss [Ophidian]

Puffy cheeks and moles in certain places are "cute" to some humanoids; among Ophidians they mean you're much more dangerous. You gain Dark Sight and a Claws and Teeth weapon with the following profile: 1k1 R; Brawling, Toxic.

Physical Qualities

Ophidians are a strong people, with dense reptilian muscles and a lot more mass than their upper half would indicate. They are generally slender, with flat, wedge-shaped heads and blunt muzzles full of short, curved teeth. An Ophidian's eyes are large, often with slitted pupils, and are generally a vivid red or yellow shade. Ophidians use scale patterns to identify each other in the same way that other races might use hair color; theirs are generally earthen shades of brown or grey, but certain bright primary colors have become more common in recent years. Ophidians have long, forked tongues and a tendency to stress sibilant sounds.

Ophidians favor loose, somewhat revealing clothing, and armor tends to be smooth and curved like egg shells, with odd spiral grooves around leg sections to aid in traction. Their favored jewelry includes primarily piercings, which can be hooked through the scales without actually piercing skin, and they have a special soft spot for gold and Orichalcum, both associated with their traditional view of Bahamut. Ophidian architecture, perhaps as a kindness to their serpentine bodies, almost never has corners; buildings and corridors are designed to resemble eggs, both inside and out, with three-way confluences that resemble the forked tongue being far more common than the hard four-ways that other races would employ.

Ophidians lay eggs rather than bearing live young. An Ophidian egg takes about 3 months to hatch, and an Ophidian grows to maturity in about 10 years, to live about a century on average.

Playing an Ophidian

Ophidian culture is traditionally very formal and very structured; an Ophidian is raised from hatching to know their exact social standing, and to recognize the standings of those around them. They are expected to instinctually recognize their relative merit and behave accordingly, which doesn't really hold up so well in the cultural melting pot that is the Great Wheel. Exposure to the Wheel at large, though, has led to quite a rift in Ophidian society, as they learned to recognize some of their customs for what they are.

Historically, Ophidian societies tend to be theocratic, assuming a divine mandate given by Bahamut to the Maharani priestess-queens. This led to the regimented caste structure most Ophidians seem to observe nowadays, in which individuals are assigned to groups according to their notable features and abilities, with the cobra priesthood acting as a ruling class. Until very recently, though, this system of beliefs ascribed Samsara - the cycle of death and rebirth, symbolized by the shedding of the skin - to Bahamut, when in fact it resonates much more strongly with a darker goddess.

More "worldly" Ophidians tend to show greater interest in the meritocracy espoused by the Cult of Tiamat. Why shouldn't one be allowed to rise beyond one's accident of hatching to the level of one's ability? They call themselves Yuan-Ti, in the knowledge that Tiamat's name has become the root of several Draconic words meaning "adversary." Bahamut-fearing Ophidians have the opinion that anyone who worships Tiamat must seek to despoil everything they hold dear (and eat babies), but the Yuan-Ti simply want them to stop lying to themselves and accept they've been worshipping a lie.

The nature of Ophidian reproduction is such that they don't consider it to be worth the effort to figure out who their fathers are, and so regardless of which deity they favor they tend to form matriarchal societies and trace their families exclusively through the female line. Even some Yuan-Ti can be confused by the concept of tracing a family tree through two parents!

Ophidian Heroes

Recognized for his true faith to Bahamut, Isha was trialed and inducted into the Final Word of Kings. On his first mission to exterminate a nomadic warlord, he was struck down in combat. But before the final blow could be struck, Bahamut chose Isha as his champion, infusing him with a burst of energy from the sky. Filled with newfound power, he smote the warlord down and slaughtered the rest of the tribe. He returned, getting officially into his new life as an assassin.

Mara spent her life living in the deserts, teaching children and raising her own. But as she ages she grows weary of the same things over and over. She decides that she should do something else, and gives a heartfelt prayer to the moon. Luna responds, marking her with the "gift" of her embrace, making Mara a werewolf. After Mara loses control for the first time, she leaves her life behind and heads into the Great Wheel to find herself again.

While sleeping in an underground cavern while traveling, Deis's body was infiltrated by a symbiotic warp rendering insect, fusing with him and imbuing him with power. It speaks into his mind, trying to be friendly and protective. It wants to help Deis become even better. Deis continues to wander the Great Wheel, now struggling with the life inside of him.

Rakasta

By Weredrago2

The Rakasta are a race of humanoid cat people. Their origins are unknown, but they like to think they were made in the image of Luna, who they interpret in religious iconography as being a cat. It's far more likely that the Rakasta are descended from housepets that were lost in the Warp and naturally evolved in their own little bubble over the course of millions of years. Regardless of the strange circumstances behind their creation, the Rakasta certainly exist, and can be seen hocking their wares anywhere from Sigil to Baator.

Rakasta hail from a jungle planet they call Kyushu, but Kyushu was accidentally listed in the Imperium's charts as Carlos McConnell and the name stuck. While exploring the Great Wheel, you're wont to run into two kinds of Rakasta. The first kind are the landowning nobility, warrior clans that adhere to a complex system of honor and duty. The other sort are travelling nomads, traders and vagabonds who own little property of their own and are constantly on the move in order to ensure their survival.

Physical Characteristics

Average Height: 1.5-2.2m

Average Weight: 75-120kg

Languages: Trade, Rakasta

Common Personality Traits: Curious, mischievous, vain, sharp witted, catty.

Common Physical Traits: Triangular ears, fluffy tail, black stripes, leopard spots, pettable fur.

Example Names: Aisha, Tybalt, Chester, Lion-O, J'zargo, Cheeeeeen.

Racial Statistics

Characteristic Bonus: +1 to Dexterity or Charisma

Skill Bonus: +1 to Athletics and Perception

Power: Feline Physiology: You gain the Catfall feat and the Dark Sight trait. While wearing light or no armor, you gain +2 Speed.

Size: 4

Physical Qualities

The Rakasta are descended from carnivorous feline stock, and it shows. They're bipedal humanoids with catlike heads, their bodies covered in short fur that comes in all sorts of reds, browns, and blacks. Some Rakasta have stripe, spot, or ring patterns on their fur, while others are simply solid colored. They have large, triangular ears that rest atop their heads, and long, non-prehensile tails that can be anywhere between two to four feet in length.

The sclera of a Rakasta's eyes are solid colored (usually green, blue, or yellow), and their pupils are black, vertical slits. The eyes of a Rakasta are geared towards night vision, allowing them to see in the dark just as well as they can during the day. All Rakasta are born with a set of retractable claws on their forepaws, but it takes a great deal of sharpening for them to be considered any good in a fight.

Playing a Rakasta

Historically, the Rakasta were stratified into two major social groups based on gender. The areas of warfare and politics were seen as jobs for the (cat-)men-folk, while the women were held responsible for everything else. At an initial glance, it seemed like women got the short end of the stick, but in reality they were responsible for *everything* that didn't fall under the purview of warfare or politics. That meant that if the females were to suddenly vanish, Rakasta civilization would implode on itself because your average male was illiterate and had no

concept of money. As a matter of practicality, this tradition became scarce once the Rakasta began exploring the Astral Sea, but it is still practiced by many noble houses to this day.

Due to vestigial territorial instincts influencing their culture and general psychology, a Rakasta is only as good as the amount of land they (or their spouse) owns. A Rakasta's physical holdings determine not only how they see themselves, but how they are judged by others of their kind. For this reason, modern Rakasta society greatly resembles the pre-industrial feudal system it was preceded by. In order to prevent the males from killing each other in honor duels every time they slighted one another, a rigid system of social conduct was invented to moderate their behavior. Thanks to that, the Rakasta are very polite to each other, and are at worst passive aggressive to outsiders. They also like being pet behind the ears.

Rakasta Heroes

Shere Khan was genetically engineered to be the best of his kind. Unfortunately, the people that created him made him too well. Khan went rogue, for he was a lone hunter who could not be tamed. After destroying his creators, Khan retired to a jungle Death World, becoming a primal king who gave no quarter in combat and accepted it from no one. He stayed this way, proud of his power, until he realized that there were ways he could become more powerful. He then started a small manufacturing firm in the Eastern Fringe, now aware that money and power go hand in hand.

Felicia was always what one would refer to as excessively curious. Even as a child, she was always asking the big questions. Like, why do some Rakasta have spots, and others have stripes? Though she was a little curious about everything (for it was in her nature to be so), she was always the most curious about machinery. The rotation of gears simply drove her mad with wonder. So mad, she became obsessed with learning everything she could about the subject. She graduated the top of her class in engineering, becoming an exceptional (if exceptionally loony) expert in her field of study.

The smuggler, scoundrel, and Rogue Trader known as Captain Blix of the Dubious Profit is amassing a great host to press his claim to the Adamantine Throne. Styling himself Blix of Houses Chen and Duval, First of His Name, Promised Prince of the Felids and the First Cats, Lord of the Echo Clouds, Defender of the Faith, and the Chosen One of Bahamut, he offers thrones, land, and titles to all who will mobilize their spelljammers and join him on his adventure. However, for one to declare their fealty, they must sort out the real Blix from the countless impostors.

Racial Feats

All Fours [Lupin, Rakasta]

Some xenos races are closer to their feral origins than others. As long as your hands and feet are free, you add your Dexterity once more to your Speed.

Bakeneko [Rakasta, Paragon]

You were born with two tails, granting you Speak Language (Spirit-tongue) and allowing you to see the Umbra overlaid over the Materium. You can communicate with entities in the Umbra from the Materium, but cannot physically interact with them unless you find other means to do so.

Cat's Meow [Rakasta]

A crafty Rakasta knows how to use their natural cuteness to their advantage. Once per scene, you can cast Charm Person, using your Charisma + Level instead of the normal Focus Power test. You can do this twice per scene at Level 3, and three times per scene at Level 5.

Jungle Panther [Rakasta]

You're a master of pouncing. You gain a +1k1 bonus to your grapple rolls when you grapple an opponent from a

jump, stealth, or charge. This bonus lasts until the grapple is broken.

Retractable Claws [Rakasta]

Rakasta have been using their claws as dueling weapons since the beginning of their history. You gain a Claw weapon with the following profile (1k1 R, Melee, Brawling) that can be readied as a free action.

Sahuagin

By Eisenritter

When most bashers think about the Syrne's accomplishments, what come to mind are their successes... the Orks, the Eldarin, beautiful and terrible artifacts and spelljammers to withstand the rigors of history. What they don't try to think about are the mistakes... the Eldarin curiosity that caused the War of the Monster's Fall, or the vicious, ugly prototypes that even their Eldarin cousins tried to forget about. The Sahuagin were buried by their cousins, left to die out in the seas they could not leave.

If only history could be so kind, Lemuria would have been destroyed entirely, rather than simply subsumed into the Abyss. Thousands of years in that warped crystal sphere have mutated the Sahuagin beyond recognition, transforming what should have been elfin perfection into pelagic horrors, somehow capable of using those Warp-born waters to travel between worlds. The Sahuagin despise their Eldarin cousins, perhaps seeing in them what they could have remained.

Physical Characteristics

Average Height: 1.8-2.2m

Average Weight: 80-100kg

Languages: Trade, Aquan

Common Personality Traits: Arrogant, vicious, vengeful, secretive, patient

Common Physical Traits: Fishy odor, large eyes, scales, spiny fins, sharp teeth and claws

Example Names: Dagon, Hydra, Arlong, Korel, Kiora, Zegana

Racial Statistics

Characteristic Bonus: +1 to Constitution or Intelligence

Skill Bonus: +1 to Forbidden Lore and Intimidation

Power: Devil Reef Deeps: Gain the Amphibious trait. You must be in a highly humid environment or rehydrate yourself at least once every hour; otherwise, you receive one level of Fatigue. Your starting equipment package includes a gillsuit. The Dragonblood's Water Blood Quickening allows you to treat any environment as a "highly humid" one.

Size: 4

Racial Feats

Arms fo' Dayz [Paragon, Sahuagin, Thri-Kreen]

You have four fully-functional arms. A roll of 5 or 6 to determine an attack's hit location hits the second left arm or the second right arm, respectively, instead of the body. This gives you an extra pair of hands for all purposes, and nothing else.

Blood in the Water [Sahuagin]

Sahuagin tend to spurn the surface world except as a source of food that can't fight back easily... adapting against wandering ashore as a result. Gain Dark Sight and Heightened Senses (Smell) while underwater, but you are Dazzled while outside the water. In addition, you gain a Bite attack with the following stats: 1k1 R; Pen 3; Brawling, Razor Sharp.

Cheshire Shark [Sahuagin]

Whenever you get 2 or more raises on an Intimidation test, you gain Fear 1 for the rest of the round. If you've hit with an unarmed attack this or last round and have yet to clean off any blood, each raise past the second adds 1 to your Fear rating, to a maximum of one-third (rounded up) of the damage dealt.

Malenti [Sahuagin]

You are a biological throwback, smaller and leaner than your brothers and sisters... with your smooth skin and soft

appearance, you can almost pass for an elf. Your characteristics are somewhat different from the average Sahuagin. You lose a dot of Intelligence, but gain a dot of Charisma. Your Devil Reef Deeps racial power no longer requires you to keep hydrated or a moist environment while out of the water, and take -1 Size. You can cast the spell Command once per Scene on any creature with the Amphibious trait, treating your Level as your rank in Enchantment.

Physical Qualities

Sahuagin are a vaguely reptilian race, with scaly skin tending toward greens and blues (brown hues aren't uncommon, and some mutants end up with black scales). Their mouths are filled with fangs, and they breathe through the use of gills, though they can survive nearly anywhere as long as they keep these moist. Spiny fins jut out from a sahuagin's head, back, and arms, and a sahuagin has a finned tail as well as webbed fingers and toes. Sahuagin are traditionally stronger and faster than other humanoids.

Outsiders can rarely tell one sahuagin from another, without being told exactly what to look for. Mutations aside, females tend to be slightly larger than males, with broader hips, but that's about the only difference. Sahuagin give birth to multiple live whelps at a time; most of them will kill each other off by the time they reach maturity at about ten months. Most sahuagin live for about a century, and mutants about double that.

About one sahuagin in every hundred and fifty or so is born with soft skin, and rather than the pelagic appearance common to the species, instead develops an elfin appearance as it grows. These sahuagin develop in all ways as an elf or an eldarin would, with hair color matching the scales they would have had otherwise, though they retain the sharp teeth, finned extremities, and wide, lamplike eyes of a sahuagin. These "sea elves" are called *malenti* (meaning "smoothskin" in Aquan), and are assumed by some greybeards to indicate some distant relationship between the Sahuagin and Eldarin races.

Rarer still are those mutants who become yet more bestial in appearance, developing four functional arms and the muscle to use them properly. These four-armed mutants don't seem to have a special name in the Sahuagin's tongue... they're simply called "leader."

Playing a Sahuagin

The Sahuagin are arrogant almost to the point of xenophobia. They're stronger and faster than the landwalker races, which (in their eyes) makes them smarter as well. They've adapted to live underwater, which makes up a vast amount of nearly any world that supports life. It's only proper, then, that the Wheel should give up and kneel to its betters.

Except, y'know, all that bluster only goes so far when you have to design ships with pools and mister systems and can't do much of anything on land without a gillsuit on.

Even so, sahuagin are proud warriors and natural predators, always on the lookout for weakness and gleefully (often *bloodily*) taking advantage of it whenever they spot it. To a sahuagin, one is either He Who Eats, or It That Is Eaten, and the latter lives at the sufferance of the former. One does not, then, simply *bargain* with the sahuagin; one must negotiate from a position of strength, just enough so that He Who Eats will realize this is no easy meal, but not enough that It That Is Eaten may lash out in fear. Sahuagin respect strength, and readily alter their opinions of a landwalker if they prove strong enough.

Sahuagin have a clan-based society, with most clans warring with one another with the same zeal they show to assaulting landwalkers. They're every bit as cruel and spiteful toward each other as toward outsiders, and their mutant leaders are even more so. Much like orks, it takes an enormous brute of a four-armed mutant to unify disparate clans... or just a particularly strong-willed *malenti*, especially in the extremely rare occasions that the two mutations appear in the same individual.

Sahuagin Heroes

Gile yearns for the days when the Sahuagin will rule as is their right, when the seas cover all of the worlds and the landwalking races are put to the yoke of their rightful, sea-dwelling masters. Those days are a long way coming... but those desires were and still are strong enough to bind the daemon to him, the Slaaneshi beast offering a way to accelerate that timetable, bring that glorious day closer. And so, with the daemon's power at his clawtips, Gile intends to show the Wheel what is just and proper...

Presented with a strange, luminous fruit that he had never seen before, Korel did what any Sahuagin with a lick of common sense would do: He ate the damn thing. Puked up the foul-tasting thing right afterward, but it's the thought that counts. He hasn't quite made the connection between eating the golden fruit and the new, powerful Abjuration magic that comes to him as easily as breathing, but he certainly isn't afraid to use the new power to his advantage, boarding landwalker ships and drowning the crew in bubbles of water.

Hydra is a *malenti*, an aberrant smooth-skinned Sahuagin that looks more like an elf than anything else. And she doesn't care for it, outside of the strange power it gives her to bend her brothers and sisters to her will. So she spent some years meditating at the edge of a deepwater trench, contemplating the black abysmal depths, and now she's come to a conclusion: If she's not having much fun simply tormenting her siblings, why not handicap herself by helping a bunch of landwalkers do the same?

Sphinx

By Eisenritter

Cultures across the Wheel have known legends of human-headed felines, sacred guardians of the tombs of emperors or erudite beasts with a habit of testing the intelligence of their prey. Oddly, the beings now known as Sphinxes have rarely been known to leave their crystal sphere. Some greybeards have theorized that this paradox is due to Sphinxes being the favored thralls of C'tan phaerons during the War in Heaven. Others insist that the enigmatic Sphinxes aren't so reclusive as they seem, merely capricious as the great cats they resemble.

Whatever the case, it's a riddle worthy of the Sphinxes themselves. While they rarely leave the homes where humanoid throwbacks worship them, they see a lot of addleheaded visitors coming to them, hoping to get some bit of trivia or another... barmy as it is trying to get a straight answer out of a Sphinx.

Physical Characteristics

Average Length: 3.0-3.3m

Average Weight: 306-418kg

Languages: Trade, C'tan, any one other

Common Personality Traits: Intelligent, enigmatic, coy, patient, contemplative

Common Physical Traits: Leonine body, quadruped, wings, muscular, prominent fangs

Example Names: Almayce, Teleia, Isperia, Cruzius

Racial Statistics

Characteristic Bonus: +1 to Intelligence or Fellowship

Skill Bonus: +1 to Deceive and any Lore

Power: **Liger Build:** Gain the Quadruped trait, and you can choose for your unarmed attacks to deal Rending damage instead of Impact damage by extending your claws as a Free Action.

Size: 5

Racial Feats

Critical Thinker [Sphinx]

Ask no questions of the wily Sphinx, for she will tell you three answers, all of them true and terrible to hear. Gain a free raise on any tests you make during a Refute or Wordplay action. Gain a second free raise when testing a Lore during a Refute action.

Developed Wings [Sphinx]

Far from merely being useful for intimidating displays or assisting movement, your wings are fully developed and capable of carrying your weight. You have the Flyer trait, at your base Speed (before applying Quadruped).

Riddle of the Sphinx [Paragon, Sphinx]

What does a man do standing up, a woman do sitting down, and a dog do on three legs? You can pose a similar verbal conundrum to any berk you can see as a Half Action with a Deceive + Excellence test against their Mental Defense, causing them to be Stunned for the turn as they wrestle with your riddle. You can pose a riddle once per Scene at level 1, twice per Scene at level 3, and three times per Scene at level 5. (The answer is "shake hands," by the way. Get your head out of the gutter, berk.)

Saber Fangs [Sphinx]

All Sphinxes have well-developed fangs. Yours are more so, fully capable of tearing into most armor. You have a Bite weapon (1k1 R; Melee; Brawling) with Penetration equal to your level.

Physical Qualities

Sphinxes have the bodies of large cats with humanoid heads and great, feathered wings. Sphinx fur occurs naturally in many colors, however... commonly a brindled blue-grey shade, with slightly darker stripes and almost always running to white on the underbelly. Androsphinxes usually have manes of a vastly different shade than the rest of their coat. Sphinx wings seem to be more for display purposes than anything else.

A Sphinx's face might almost be mistaken for a Human's, were it not for the distinctly feline eyes and lips. They have rather prominent fangs, and are very capable of displaying them when roused, able to draw their lips back from their teeth in a way no Human can. Androsphinxes often maintain prominent facial hair, furthering their leonine appearance.

Due to their largely feline bodies, Sphinxes disdain clothing, only donning jewelry or ceremonial wear if anything. Warriors wear barding, easily adapted from armor designed for humanoids, but often rely on their claws or magic instead of weapons designed for berks lucky enough to have thumbs. They are, however, rather vain regarding their coats; tabby, calico and tortoiseshell patterns are desirable, while a Sphinx with a solid-colored coat (especially white or black) might see it as a canvas for her own designs.

Playing a Sphinx

Sphinxes are felines, with all of the curiosity and caprice that entails. For all of their bulk and agility, despite being the size of creatures Humans call "ligers," Sphinxes prize intellect and rational thought. They collect knowledge, they trade in riddles that set the brain thinking. They care little for libraries, stuffy places where one can only read of things in dusty old books good only for places that certain tasty vermin congregate... no, Sphinxes care not for books or plaques or tablets. Rote memorization is no good. Knowledge is worth little without the thought that leads to it.

Among other races, Sphinxes are insufferable know-it-alls, with an infuriating tendency toward double-talk and speaking in riddles. They will answer questions with questions of their own, undermine an opponent's arguments with queries to make them doubt their own points. Among Sphinxes, however, this is *shockingly* straightforward. Discussions between Sphinxes are intricate social dances of body language, riddle games and the occasional paw across the face.

Despite their uncanny resemblance to the great cats of Human history, Sphinx committees seem to be matriarchal in practice, with the added bonus that the males seem to *think* they're the ones in charge. Androsphinxes laze about like kings, or pace about like guards, while gynosphinxes do all the actual work. Seen in action, the conversations that lead to this appear to be remarkably unsubtle even by Ork standards... control is maintained by the gynosphinxes simply asking leading or challenging questions, eventually leading the androsphinx to believe he decided to perform whatever task was set on his own.

Sphinx Heroes

Zanzar stood as the vanguard of his liege's defense. Pouncing on anyone who dared come near, he could easily tear most apart. However, despite his martial prowess, Zanzar never learned of an assassination plot - that is, until he was accused of the murder of his liege. Having miraculously escaped, he now journeys across the Great Wheel, looking for the *true* culprits.

Ravel has a question. A question that few others can answer, it seems. Asked as a riddle by a wanderer long ago, Ravel couldn't think of an answer. This lead her to travel across the Wheel, searching for someone or something capable of answering it. And yet, an answer eludes her. Most infuriating of all, the question itself seems quite simple: "What can change the nature of a man?"

Vanara

By Eisenritter

Vanaras are intelligent, simian humanoids who live in deep forests and jungles. They are both agile and clever, but saddled with a boundless curiosity and a love of competition that, while normally harmless, hinders ingratiation with those they encounter. They do, however, have an instinctive affinity for most technologies that lead some - humans, especially - to overlook their more incorrigible tendencies.

Vanara mechanics are in high demand across the Wheel, such that it's rare to see a ship of any origin without at least one simian mate. For all the respect given their mechanical aptitude, however, they have little to no representation on the Council, or at least, none of their own. Rather, they're treated in much the same light as humans, and what decisions are made with regard to one are generally taken to apply to the other as well.

Physical Characteristics

Average Height: 1.3-1.8m

Average Weight: 45-84kg

Languages: Trade, Simian

Common Personality Traits: Curious, creative, reckless, spirited, clever

Common Physical Traits: Light build, light-fingered, soft fur, nimble, prehensile tail

Example Names: Hanuman, Son Goku, Wukong, Tarble, Brakas, Kong

Racial Statistics

Characteristic Bonus: +1 to Strength or Dexterity

Skill Bonus: +1 to Brawl and Tech-Use

Power: Monkey Business - Use Acrobatics instead of Athletics to climb, and move your full Speed instead of half on a successful Test when climbing. Your tail can also carry small objects.

Size: 3

Racial Feats

All Fours [Lupin, Rakasta, Vanara]

Some xenos races are closer to their feral origins than others. As long as your hands and feet are free, you add your Dexterity once more to your Speed.

Grease Monkey [Vanara]

Some cutters take pride in knowing how to make things work. For you, it's almost an instinct. Add your Wisdom as a bonus on Tech-Use tests and on Crafts tests when repairing Prometheans, vehicles or complex weapons and armor. This bonus only applies to items whose complexity comes primarily from technology; a power field generator is well within your ken to tinker with, but an ensorcelled blade isn't.

Stone Egg [Vanara]

The blood of the legendary Monkey King himself marches through your veins... or so you claim, anyway. Just as the Monkey King was, you're immune to damage from being on fire... and in fact, being on fire just bakes you harder for a bit, giving you +1 Resilience for the rest of the scene.

Whitecape [Vanara, Paragon]

A mane longer and stiffer than other vanaras is a point of pride among warriors... one that takes on a silvery-white color is the mark of a born fighter, one whose skill in combat borders on the legendary. Choose any sword school. You gain one free rank in the chosen sword school, and can purchase ranks in it as if it appeared in your class progression. Your unarmed strikes can always be used in special attacks, regardless of what weapon the special attack was designed for.

Zenkai! [Vanara]

Like any animal, getting hurt gets your blood up. Unlike most animals, it just tends to pike you off. When you use the Healing Surge action in combat, the indicated bonus also applies to your Brawl or Weaponry attacks. If your Hit Points were at 0 or lower before taking the Healing Surge action, you also gain a +10 bonus to damage rolls with those attacks.

Physical Qualities

Vanaras are intelligent, monkeylike humanoids, standing slightly shorter and weighing slightly less than a typical human, though more of their weight is lean muscle. A vanara's body is covered in a thin coat of soft fur, and individuals with chestnut, ebony and even golden coats are common. Despite their fur, vanaras can grow lengthy hair on their head just as humans can, and both male and female vanaras take pains to wear elaborate hairstyles for important social functions. The hair on a vanara's head generally matches the color of its fur.

All vanaras have long, prehensile tails. A vanara's tail is a vanity; while curious hands grabbing and squeezing it is painful, a vanara will never cover it up if at all possible. Fighting vanaras typically wrap it tightly around their waist when joining battle, to prevent an opponent from getting an easy hold on it. Docking the tail is generally not considered to be an option, except in the most dire of circumstances.

Vanaras favor light, loose clothing that allows freedom of movement, usually leaving hands and feet bare. They usually disdain the use of heavy armor, relying on agility to avoid harm.

Playing a Vanara

For all that they are most decidedly *not* related to the more recently uplifted race (and in fact their native crystal sphere is on the opposite end of the Wheel), vanaras are surprisingly similar to most races' stereotype of humans: brash, boisterous, and overly enthusiastic in response to the phrase "prove it." Vanaras pride themselves on perfectionism, from cleverness of pranks or machine design to the rhythm of their martial arts. Whatever activity a vanara takes a liking to, he will jump into wholeheartedly as he strives for that perfection.

One trait that all vanaras share, however, is an incorrigible curiosity; leave one alone with an interesting device, and expect to return to the device in pieces. This even extends to obvious traps... the vanara will almost always be the first to stick his hand in that hole in the wall. Especially if he has reason to believe that there's a switch or something good inside. Most vanaras thus gravitate toward fields that teach at least rudimentary mechanical skills, so that they can dismantle and/or repair whatever interesting things they come across in the field.

Among themselves, vanaras seem to have an almost tribal community, with each individual contributing to the group however he can. Vanara leaders are determined by something almost, but not quite, entirely unlike trial by combat; cheating is not only acceptable, but encouraged, as guile is as valuable as strength. Elders are afforded a good degree of respect, and the previous leader of the tribe - should he or she still be alive - often remains as an adviser to the new.

Vanara Heroes

Vali is an oddity, a white-furred ape with delusions of grandeur. He thinks he's the Monkey King reborn. But that's not the strange part. No, what's strange is that Bahamut made this odd monkey one of his champions anyway. Maybe there's something to his ranting after all.

Anjana recently returned from her communion with Luna, her chestnut fur shot through with glowing silver that warns of her ability to transform into a gigantic ape-beast. She destroys responsibly, however... well, she takes pains not to transform *indoors*, anyway.

Vanara legends speak of a silver-maned warrior of obscene power. A legendary "Super Vanara," whose rage shattered entire crystal spheres and consumed him entirely in the process.

Viashino

By Eisenritter

Once, long ago, the Syrne ascended beyond their own crystal sphere, and walked the Wheel as beings like unto gods. Once, the Syrne began to grow forgetful of their origins, and so to keep themselves grounded and remember their past mistakes, they uplifted the reptiles of their home, gifted them with intelligence and objectivity, and charged them with keeping their history. Once, the Syrne forgot themselves, and became embroiled in a great war with the C'tan, and disappeared from history.

Their own history remains, etched into panels of orichalcum searched for and kept by their first servants, the lizards who watched them leave.

The Viashino keep themselves to themselves, mostly, maintaining great libraries and museums dedicated primarily to the Syrne histories, though some have branched out to maintaining the knowledge of other ancient subjects, such as the Tiamat Heresy or the War of the Monster's Fall. Viashino typically leave their enclaves only to hunt down some artifact or another related to their favored subjects, or to gather materials to found another museum-arcology in some other crystal sphere.

Physical Characteristics

Average Height: 1.5-2.5m

Average Weight: 120-240kg

Languages: Trade, Saurian

Common Personality Traits: Dispassionate, focused, objective, observant, patient

Common Physical Traits: Lean, powerful build, scaled hide, sharp teeth, strong tail

Example Names: Aeon Calcos, Chakax, Corus, Gor-Rok, Kroq-Gar, Skive

Racial Statistics

Characteristic Bonus: +1 to Strength or Intelligence

Skill Bonus: +1 Academic Lore and Athletics

Power: **Cold-Blooded** - Viashino begin play with the Jaded feat and Nerves o' Steel asset.

Size: 5

Racial Feats

Ogdoad Librarian [Viashino, Slaad]

You have studied the tablets left by the Syrne to such an extent that you can actually make heads or tails of it. You can speak, read, and write in the Syrne language.

Oldblood [Viashino, Paragon]

It's a well-known fact that Viashino only get tougher as they get older. A dinosaur like you can have up to six dots in each of your Physical Characteristics, and gain additional Hit Points equal to twice your Excellence for living longer than most of these grey-bearded mammals.

Predatory Fighter [Viashino]

Some Viashino embrace the amazing weapons available in the greater portion of the Wheel. You scorn weapons in general, in favor of those that come with your reptilian body. Gain the following natural weapons: Claws and Teeth (1k1 R; Brawling) and Tail (0k1 I; Brawling, Flexible). Embracing your wild side has a cost, however; if an enemy disengages from you, not chasing him down requires a successful Willpower test (TN 15).

Saurian Throwback [Viashino]

Your brightly colored hide is a warning: "I'm just full of nasty things and you will die if you touch me." Choose one of the following benefits:

Monitor: You've got venom glands attached to claws or fangs, or your spit's just a nasty cocktail of virulence nobody wants any part of. Your natural attacks gain the Toxic property. In addition, you can spend a half action licking a melee weapon, granting it the Toxic property on its next successful hit.

Salamander: Your bright red and orange hide is a mark of your affinity for fire, and the burning slime produced by your flesh. You are immune to damage from being on fire, and your melee attacks gain the Incendiary property.

Scaled Skin [Dragonborn, Viashino]

Your hide is proof against most sidearms. Gain Armor equal to your Constitution on all body locations. This doesn't stack with other sources of Armor. You can take this feat a second time starting at Level 3; if you do, double the Armor granted by this feat as your scales grow thicker and heavier, but you are considered to be wearing heavy armor with a Max Dex of 3.

Physical Qualities

Viashino are, to be perfectly blunt, great fething lizards that walk on two legs like men. They're generally lean, with dense muscle covered in a pebble-scaled hide. While their hands closely resemble a human's, with four fingers and a thumb, they walk on three clawed toes, hunched forward and balanced by a long, sinewy tail. Older Viashino often proudly display horn-crowned heads. Most other races can't tell the difference between male and female Viashino; females are generally larger, but otherwise lack any secondary characteristics that would make it obvious.

A Viashino's hide can be nearly any color, but most commonly tend toward blues, greens and browns, sometimes mottled in various colors, with amber-colored eyes and slitted pupils. Most consider albinism to be an auspicious mark. Beyond that, brighter colors usually indicate a throwback, an example that has a venomous bite or an affinity for fire.

Young Viashino grow faster than human children do, walking hours after hatching and considered adults by the age of ten. They live for much longer, though.

Playing a Viashino

Despite their powerful bodies, Viashino prize knowledge, collecting it and maintaining it for future generations to enjoy. One becomes strong for the sake of safeguarding one's collected knowledge, and collecting knowledge can make one strong. They strive to remain objective, detached, even when discussing their own lore and history... it's not uncommon for members of more mammalian races to become disturbed when a Viashino goes from discussing a new artifact to reporting a Modron attack without changing the tone of its voice.

This unhurried, disinterested take stems mainly from their outlook. Viashino live enormously long lives, measured in centuries rather than decades. They can afford to be patient... usually. When faced with the question of its own survival, a Viashino will fight with all the ferocity of a cornered animal. Even in battle, however, the Viashino will observe its enemy, learning from the experience, to scratch down in notes later and use it in the future.

Viashino Heroes

Gor-Rok is a paragon of all that Viashino hold in regard. An albino, skilled with axe and shield, virtuoso of lute and lyre, and knowledgeable in all fields (but a savant when it comes to cooking ancient Syrneth dishes), his glaring red eyes are known to have been the last thing several hundred Orks saw during an assault on a Syrneth library founded rather precariously in Acheron.

Drango lives in a world of blood and honor, attached to a Dragonborn clan to pay an ancient life-debt her own draconic blood demands paid. She's long considered the Dragonborn to be her new family, teaching them the ways of honorable battle with great axe and searing breath, and more, she's managed to keep them looking to Bahamut in the face of countless attacks from Tiamat's heretics.

Skive is a hunter separated from his pack, a feral lizard who no longer cares for the lure of knowledge. A mishap

with sorcery exposed him to a particularly nasty variety of Warp energy, twisting his mind and body and raking his hide with the black spiral marks of Malal.

Vizard

By Eisenritter

The Vizards are pale, masked folk hailing from the Umbra, with origins shrouded in darkness. It is said that, long ago, humans would be spirited away into the Umbra, and would quickly become lost. As they journeyed blindly through the realm of spirits, seeking some means of escape, they were set upon by a race of living shadows, who stole the faces of the lost humans and disappeared, leaving their victims faceless. Over time, the victimized once-humans learned to create masks out of the fabric of their new home, masks that bonded to body and soul.

The new-born Vizards are said to have hunted down the face thieves, eradicating them from the Umbra, before turning to the task of acclimating to their new home and, eventually, finding a path back to their old one. The prodigal race appeared back on the Wheel just as the humans made their debut, watching from a world away as Théah waged war with the Eldarin, and made their own presence known shortly thereafter... though just a bit more quietly, with a far better first impression than their counterparts did. Of course, everything up until their emergence into the Materium is known only by asking the Vizards themselves, and given the love of secrecy they've displayed since, most greybeards rightfully have their doubts.

Physical Characteristics

Average Height: 1.7-2.0m

Average Weight: 75-100kg

Languages: Trade, Infernal

Common Personality Traits: Patient, contrary, secretive, soft voice, aloof

Common Physical Traits: Ceramic mask, concealing clothes, pale skin, sinewy build, probably humanoid

Example Names: Cifer, Wundarweiss, Masquito, Los Tiburon

Racial Statistics

Characteristic Bonus: +1 to Intelligence or Composure

Skill Bonus: +1 to Stealth and Deceive

Power: Enmascarado: A Vizard's hollow face comes with certain benefits. Namely, that you don't actually have eyes (though you can still see just fine), and thus can't be Blinded. You also gain 2 AP on your Head.

Size: 4

Racial Feats

Arrancarado [Paragon, Vizard]

Through some supreme effort of will, strength, or magic, your mask has been torn off so thoroughly that you grew an actual face as a replacement. You lose the Vizard's racial power of Enmascarado, and gain +1 to Intimidation. Once per scene as a Full Action, you can draw on the Umbral power lingering in your mask's remains to fortify yourself, gaining temporary hit points equal to your Excellence and increasing your AP and Aura by an amount equal to your Excellence for the remainder of the scene. This asset can be treated as Frenzy for the purpose of interacting with other feats and abilities.

Fabricante Oscuro [Vizard]

Where humans became known for war, Vizards gained a reputation for crafting all kinds of wonderful toys. Gain a free raise on any Crafts tests you make, or three free raises when in darkness or in the Umbra. If you take this feat at character creation, you begin play with additional items as if you had dots in Inheritance equal to your Crafts skill. These extra items may not be weapons, armor, or cybernetics.

Hierro [Vizard]

Vizard warriors have skin like iron, and have been known to go into battle covered only by their masks. Gain AP on all body locations equal to your Composure, that does not stack with other sources of armor except for the Vizard racial power of Enmascarado. This feat is treated as Wholeness of Body for the purpose of interacting with other

feats and class completion bonuses.

Màscara de Fuerza [Vizard]

A Vizard's mask isn't just his face; it's a source of power, leached straight from the Umbra. As long as you are Enmascarado, you can spend a Hero Point to add your Level in rolled dice to a single test.

Vàstago de Las Noches [Vizard]

Vizards generally aren't terribly good at the art of diplomacy, but you've got a silver tongue worthy of the lords back in their Umbral palaces. Gain a free raise on Charm, Command, and Persuasion tests.

Physical Qualities

Vizards stand as tall as humans, and can easily be mistaken for them at first glance. However, a second look reveals the fundamental difference: Where a human would have a face, a Vizard wears a rigid, unmoving mask.

This mask is cool to the touch and feels like ceramite. Though it seems to be no more than a mask, a Vizard sees through the eyes of her mask and speaks through its mouth - though the mask itself never moves. The mask cannot be removed from an unwilling Vizard by any means short of surgery, and such efforts reveal a smooth, featureless head behind the mask. A Vizard can, however, adjust her mask as needed, and Vizards eat by lifting their masks and placing food in the space between it and the face. Even they cannot say how the food is then eaten.

Vizards typically favor flowing clothes that conceal the shape of their bodies, though many have adopted the styles of other races they've met since their arrival on the Wheel. They have life cycles similar to those of elves; Vizards mature rather quickly in the first couple decades, and remain in their prime for most of their lives, which can last two or three centuries.

Playing a Vizard

Vizards are secretive entities, believing that power lies in knowledge and secrets. Sharing knowledge is anathema, a weakening of one's power base. It is for this reason that the odd devout Vizard tends to favor Acerath... a secretive race who prizes secrets for the god of secrets. Even their birth names are kept secret, between a Vizard and her parents; the name given to others is often a random word or string of sounds that the Vizard is fond of.

This tendency toward secrecy, coupled with their care of words, means that most other races regard them with unease, and often question their motivations. Despite this, Vizards enjoy mingling with their Materium counterparts, doing so whenever possible. Many display a rather contrarian streak, especially when among the humans, with whom they share so many similarities otherwise.

Vizards only remove their masks on special occasions, viewing masklessness in the way that other races view nudity. While she holds the mask, her senses continue to operate normally; if it leaves her grasp, it immediately disappears, slowly reforming on its owner's head over the next several seconds. A Vizard's mask is not very likely to leave her hands if it isn't on her face, however, due to a certain degree of paranoia regarding its location... some greybeards use this as evidence of their supposed origins, that the race as a whole has a phobia regarding losing their faces again.

Vizard Heroes

Likuta comes from deeper in the Umbra than most Vizards, and does he ever show it. His form is fluid, a writhing mass of darkness crowned by a black skull mask. Once a proud guardian of a Vizard colony in the Abyss, now he has some rather dark designs on Sigil, starting with a plan to cause the Lady of Pain to sleep, that he might take her place...

Most Vizards barely bend the knee to Acerath, but for reasons known only to himself, Grimmjaw has taken on the silver tattoos of Luna's beast warriors, and with them the form of a great feline. He's since taken on a battle frenzy more worthy of Khorne, feared across several crystal spheres for his desire and his ability to fight the kill-squads of marines sent to contain him.

Lariska probably could have done without the accident that cost her her knife hand, but as it resulted in the various Mythrill implants now greatly empowering her body, she tolerates it... and the replacement launches her knives with far more power anyway. She's declared a stretch of territory surrounding Cadia to be her turf, lending her small fleet to the planet's defense and making a killing wrecking the Chaos forces trying to take it from her.

Warforged

By Weredrago2

The Warforged are intelligent machines created long ago by the Eldarin, who used them as expendable drones to supplement their workforce and armies at the height of their decadence. Though simple, unintelligent constructs at first, the Warforged's gradually-increasing complexity allowed room for true sapience to arise. Seeing their robot slaves become questioning of their masters brought fear to the wicked Eldarin, who determined that the Warforged must be destroyed before they could carry out a revolt.

This conflict between the Warforged and their creators was a brief one, resulting in the Eldarin being driven off their homeworld of Autochton just before their corruption birthed the Chaos God Slaanesh. While the rest of the Wheel saw them as a cautionary tale on the dangers of artificial intelligence, the Warforged were free to create their own society and shoot down any ships that enter their space uninvited. They've just recently begun opening to trade, but few are willing to trust a whole race of synthetics.

Physical Characteristics

Average Height: 1.5-2.0m

Average Weight: 120-130kg

Languages: Trade, Eldarin

Common Physical Traits: Sleek spoilers, shiny chassis, chrome plating, intricate servos, flame paintjob.

Common Personality Traits: Stoic, methodical, curious, dedicated, literal minded.

Example Names: Stinger, Transtech, Voyager-1, Orbots, Bastion, Cyclotron.

Racial Stats

Characteristic Bonuses: +1 to Strength or Constitution

Skill Bonus: +1 to Athletics and Intimidate

Power: **Living Construct Lite:** Warforged have 2 AP on all hit locations. They have no need for food, water, sleep, or air, but they must be healed with Crafts instead of Medicae. At SM discretion, anything that would affect a construct would also affect a Warforged.

Size: 4

Physical Qualities

Warforged are bulky humanoids constructed from alloyed metals and polymer fibers, the former composing their skeletal frames and the latter acting as an effective muscular system. An internal network of tubes transfers blood-like fluids throughout the Warforged's body, which is covered in a steel shell at the end of the manufacturing process. They're built for purposes in mind, which are factored into production. Construction bots are built tougher and dumber than the ones meant for data pushing, so to speak.

Basic Warforged heads are simple in nature, having heavy brows and hinged jaws that mimic humanoid features. Their faces don't express much, but when they experience extreme emotions, a Warforged's eyes sometimes will glow brightly. As machines, Warforged are capable of modifying themselves however they wish. Some replace their rigid heads with more conventional, expressive faces designed in the image of their Eldarin creators. Others have heads resembling helmets, televisions, or wicked skulls.

Warforged are obviously artificial and do not reproduce sexually. Most appear male by default, though interaction with gendered races has introduced them to the idea of sex and convinced some to start using female body shapes. For unknown reasons, some Warforged come out of the creation forge looking (and effectively being) female. More drastic modifications involve the replacement of hands with clawed manipulators, feet with wheels,

and fixing voice boxes to sound like famous media personalities.

Playing a Warforged

The Warforged are still finding their way as a people. Most of them have straightforward way of thinking and views on life. They like to work and keep busy, putting their 100% into a job once they've picked it or been assigned to it. They take pride in having a good work ethic, and can become depressed when they fall short of a goal or remain idle for too long. When threatened with death, the Warforged feel fear like anyone else -- perhaps more so, since most folks believe the afterlife doesn't apply to synthetics like them.

That's not to say that they're all naive, though there's plenty of cluelessness to go around in the Wheel. A Warforged can be very curious, especially when everything outside their homeworld is made of meat and flesh that talks back to you. Due to their long lifespans, many older Warforged become lorekeepers and philosophers. The ones that are still able-bodied, however, are expected to keep their military discipline and fighting skills honed in case the Eldarin invade for the Maiden Worlds they've been caring for.

Individual Warforged leave Autochthon for any number of reasons. Some wish to extend a friendly hand to their neighbors, acting as peace ambassadors for their kind. Others became mercenaries, their lust for battle left unsated by the peace following their liberation. Many turned to religion; the Machine God was attractive for obvious reasons. Unfortunately, many in the Wheel have prejudice against the Warforged and glance at them with suspicion due to their history as weapons and their fundamental nature as robots.

Warforged Heroes

"Hot Rod" Rodimus' job as a special operative involved an awful lot of crazy stunts, something that suited him and his poor sense of self-preservation just fine. He was strong, clever, and confident -- a real prodigy, but he only took solo missions because he didn't want anyone getting sent to the scrap heap on his watch. Too bad working alone stopped being an option when he was promoted to Warforged Prime. Before he knew it, Rodimus had a whole team under his command and the weight of the world on his shoulders. He might not be ready to lead, but he'd better get on that if he wants his soldiers to make it back home in one piece.

Critically injured from a previous skirmish and left to die by his ever-so-loyal second, Supreme Leader Warforged Magna-Kill expected his spark to be extinguished long before anyone would find the wreckage of his once powerful and imposing platform. Before death could take him, the Warforged was approached by a vessel of immeasurable scale, a black dreadnought from beyond the Far Realm and the beacon light of Sigil. The unliving god that inhabited the Necrodermis ship was impressed by Magna-Kill's resolve, reconstructing the Warforged with a shard of its own power so that the upgraded Necro-Kill could serve as his harbinger of doom.

Always seeking the attention and admiration of his peers, the talkative scout named Claptrap thought he'd hit the jackpot when he was tasked with scoping out an Ork war camp on a nearby Agri-World. Everything was swell until his ship's navigation glitched out, causing him to crash right into their enemy's lap. Tortured for weeks only so that the Mekboys had something to work on, Claptrap broke loose and killed them all when he had the chance. Only later on did he begin to feel the heat of the looted pyros reactor they'd shoved in his chest. The jaded bot's a survivor, snow and rain; he speaks in rhyme because it helps with the pain.

Warforged Racial Feats

Alt Mode [Warforged]

You can change into a vehicular alt mode and back as a half action. Make the vehicle with a 100 VP budget. Size must match your own. Store personal gear with Cargo Space. You cannot buy weapons, but you can fire personal

weapons at no penalty. As a vehicle, all normal vehicle rules apply. Replace the vehicle's HP and Resilience with your own; if your HP would go below 0, take Critical Damage as normal. You can rebuy this feat at levels 3 and 5, remaking the vehicle with +50 VP each time you do so.

Component Modification [Warforged]

Your platform is extremely modular. Treat Wealth tests to acquire bionics for yourself as a step lower. Instead of being a process of days, attaching and using new bionics to you takes no longer than installation.

Immutability [Warforged]

You can't be slowed down for long. When performing a healing surge, you may make a saving throw against any continuous effect on you that has a saving throw.

More Than Meets the Eye [Warforged]

Your optics have far more options than standard. You gain Darksight and can use your eyes as magnoculars, a pict recorder, an auspex, and a torch.

Robots in Disguise [Warforged]

Warforged often make use of holographic disguises when off Autochton. When you take this feat, select a race that you are roughly the same size as (with SM approval). You can use the Disguise skill as a full action to take the outward appearance of that race at no additional penalty. You can repurchase this feat to change the race you disguise as.

Warforged Prime [Warforged, Paragon]

You're made of sterner stuff. Replace the 2 AP from Cybernetic Life Form with AP equal to your Excellence + 1, and increase your Size by 1. You also gain a free Specialty (Leader) that can be applied to any social skill.

Youma

By Cruxador

Youma are beings of the Umbra, the petty kings and soldiers who live within it. Those native to the shallowest parts are very much like the mortal beings indigenous to the Great Wheel, while those in the deepest part of the Umbra where its imitation of sanity unravels into the warp are as bizarre as daemons. The greatest realms of youma reside in the middle, where the beings have much of the vigorous power and drive of the warp, but maintain some of the vestiges of order and sanity that characterizes the firmament. Here, kings rule as kings, soldiers fight as soldiers, and commoners toil as commoners, keeping their roles to maintain what identities they have, in the interest of not becoming the gibbering near-demons of the deepest reaches of Umbra.

Worship among the Youma is mostly kingdom-dependent, and some youma kingdoms are devoted entirely to one god, with every aspect of life reflecting the god's portfolio, while others worship no god at all, and their lives revolve around some other ideal, often one so mundane or esoteric that it would hardly be a concern to mortals. The youma of most kingdoms follow a prince, who sets these strangenesses, but other youma roam between domains, causing dynamism and havoc, and their role is often as protected by contract as is the role of the vassal youma.

Youma have the full range of emotion that other beings do, but being warp-touched reflections, those emotions manifest much more strongly. However, the most successful youma societies are based on contracts which are not broken, as a primary method to avoid descending into chaos. Therefore many youma have a bevy of rigid and often bizarre rules which they do not break, and as a result their behavior may be moderated. This means that youma tend to be in some ways very chaotic and in others insist on perfect order, making youma some of the worst roommates in the Great Wheel.

Physical Characteristics

Height: 1m to 3m, usually

Weight: From the weight of a feather to the weight of a mountain

Languages: Spirit-tongue, and any one other (except Surneth). All tongues exist in the Umbra, but Youma speak divergent dialects that sound strange and archaic to the races which speak the living language. You should probably just choose Trade, if you're playing a reasonably normal campaign, but you don't have to.

Common Personality Traits: Passionate, rigid, lustful, obsessive, cartoonishly evil

Common Physical Traits: Beautiful, ugly, bizarre, unusual coloration, animalistic

Example Names: Marquise of Eternal Fire, Dragon Guildy, Baba Yaga, Rumpelstiltskin, Jack o'th' Lantern, Thetis, Maab, Saya, Babadook

Racial Statistics

Characteristic Bonus: +1 to Charisma or Strength

Skill Bonus: +1 to Arcana and Deceive

Power: Umbral Reflection: Your form is fixed only by the stability of materium. When in the umbral or when psychic phenomena occurs, you may assume the overall appearance of any race of your size. You can not perfectly resemble a member of this race; you will be either unusually beautiful or unusually ugly and there will be some supernatural aspect to your form, which will require a normal disguise check to conceal. It is also not possible to hide a tell of exaltation with this power. Additionally, during a Perils of the Warp or in the Warp itself, you may increase or decrease your size by one for the remainder of the scene, to a minimum of two and maximum of five.

Size: 2-5

Physical Qualities

The physical form of the youma varies wildly, in the shallower parts of the Umbra, they reflect mortal beings but often have strange variations that wouldn't be possible for a natural-born member of any race, and in the deepest parts, the youma are as varied as daemons, with little sanity to their forms – only a few are properly humanoid, and many feature gratuitous tentacles. The youma have some control over their own form, though in the umbra it

is always a reflection of something and in the materium, changing is difficult.

The bodies of the youma themselves are often anatomically reflective of mortal beings, but they can be as odd as daemons, and cutting open a youma from the deepest reaches of the Umbra is as likely to yield butterflies and birdsong as blood and guts. The physical form of a youma changes as easily as the races of the Great Wheel might change masks at a ball, and they are in some ways no more real.

Playing a Youma

When youma come to the material world, it is often for some purpose motivated by their contracts, their own role played in their society, and odd worldviews. Some come to advance an agenda, some come to directly harvest emotions for use in fae sorcery, and others come for the best renewable source of strong emotions in the known multiverse, adolescents. These youma may make deals to obtain what they want, but many have no contract which prevents them from simply taking, perhaps leaving an animated doll in payment or perhaps simply bugging off before anyone's the wiser. Naturally, few mortals appreciate this and as such youma incursions lead the general public to have a poor view on youma in general. Not all youma have this motivation however; most youma simply go about their business in the Umbra, and even of those who don't, some are merely adventurers, bound by contract to participate in and create a magnificent story.

Youma Heroes

Johnny Devilface has two secrets. He's not really a human, but a youma denizen drawn from the Umbra. And he houses within his unearthly body, an even greater magic. A daemon dwells within him, ever since he died the first time, and he uses that power carefully and subtly. He walks the crossroads and old, almost dry saloons, and he meets poor souls down on their luck for a quick game of cards and a little wager to go with. He doesn't lose often.

Silky takes the form of a dark blue wereseal, and she has trained as a warrior under the Gary the Gorilla Lord. She has been involved in numerous secret raids on the Materium, and has over 300 captured fairies. She sees each one as just another target, and captures them with a precision that has never been seen before on many crystal spheres, by her words. She has a secret network of contract-sworn fairy spies across the Great Wheel and they trace down anyone she wishes to bombard with a storm of maggots. She has the entire arsenal of her Seal Crops available, and anyone who crosses her is fucking dead.

The Fisher King is an old man in a high tower, and all around his tower a sphere shimmers with the magic of creation. He rarely leaves his home, but the land around him shimmers into new forms as easily as his own body does, making the landscape a strange mess of colors and sculpture, and impeding the advance of any who would visit his mercurial court.

Racial Feats:

Through the Looking Glass: You travel between the two realms often enough that, in a moment of clarity, you can find the ways between them. When experiencing the Perils of the Warp, you can roll Wisdom+Arcana against a TN 15. If you do, you become aware of a place and time that the barrier between the Umbra and Materium will be so thin that a gate opens, a place where you can get through when circumstances are right without magic. You will also have a general idea of how to get through it, though the impression you get might be a vague riddle and experimentation will probably be necessary. For each raise you get on the roll, you may choose one of the following:

- You know exactly how to get through the gate, although the method still might not be easy.
- The gate you know of is one opening within your crystal sphere
- The gate you know of is going to open at a time reasonably convenient to you
- You learn of more than one gate that is opening

If instead you beat a TN of 30, you can cause the perils of the warp to open a gate between Umbra and Materium right where and when you are, without needing to use a naturally occurring gate.

Uncracked Mirror: When using Umbral Reflection, you can assume the exact appearance of another being that you

can see.

Contract: When you make a deal with someone, choose one of the following effects.

- Maximum resource pool is halved
- All tests reduced by 0k1
- Hunted by a third party, who previously agreed to be available for this role

Whoever breaks the deal will be subject to this effect. You can't use this power more than once per session, and its use causes psychic phenomenon.

Warped Existence: Your body is partly made of Warp. This is a good thing because it takes a hell of a lot more punishment to break down your physical body, but it also makes your Warp-side far more vulnerable. You gain AP equal to your level to all locations. If you would have Aura, it is reduced by a number equal to your level.

Make My Monster Grow (Paragon): As a standard action, you may assume a giant form, adding your Excellence to your size. You must spend one Action Point every time you take damage, or this effect ends.

Homebrew Exaltations



Champion

By Eisenritter

Not all Exaltation power is innate. Additionally, there are those who have the soul or will of an Exalt, but lack the spark that makes them special. When this kind of person finds - or is chosen - by a powerful artifact, they gain the extra boost to become extraordinary.

Normally, a Champion is indistinguishable from a run of the mill mortal. But when they use their Driver, they become able to go toe-to-toe with an Exalt, cleaving through Werewolves and engaging in magical duels against Atlanteans and Daemonhosts. However, a Champion never fights alone. They draw in like-minded people to their causes, make friends of enemies, and use their newfound potential to change the turning of The Wheel.

The nature of the Champion Drivers are unknown. Their age can never be fully determined, nor can their true power. They're also completely unresponsive to anybody they haven't deemed worthy to use them. Once they have chosen a person though, they will donate their power to them for life, regardless of their goals.

Tell: Henshin-a-go-go, baby!

Powers

CQC Enhancer: You begin play with an artifact that enables your ability to transform, referred to as your Driver. This can be any gear item of up to Uncommon rarity, and usually a fancy belt or armband to slot it into if it isn't one already. Like any other artifact, your Driver is nigh-on impossible to destroy for good, and it or a replacement will always find its way back into your hands just in time for a heroic resurgence. It also has a single hearthstone slot.

Henshin!: You can change into Exalted Mode as a half action. While in Exalted Mode, you gain +1 to all Characteristics in your primary group. This transformation lasts for the scene (or until you change back to normal as a free action), but you automatically leave Exalted Mode when you start your turn with zero Spirit. You cannot spend Spirit without stunting unless you are in Exalted Mode, and you cannot enter Exalted Mode unless you have your Driver. Outside of Exalted Mode, you are effectively mortal.

Hero's Regalia: You begin play with a special armor created by your Driver, purchased as if you had an Inheritance rating equal to your Conviction + 1. You can change the armor stored in your Driver whenever you buy a dot of Conviction. This armor cannot be accessed unless you are in Exalted Mode (in which case this armor appears over whatever you were wearing previously), and disappears when you leave Exalted Mode.

Signature Style: You begin play with one free rank in any Gun Kata or Sword School. You can purchase ranks in this school as if it appeared in any class progression you possess. You also begin play with one special attack or trick shot built using advantages, restrictions, or the combat action from the chosen school. When buying or improving a Special Attack or Trick Shot using advantages or restrictions from the chosen school, reduce the XP cost by your Conviction*50 (to a minimum of 50).

Power Stat: Conviction: Champions were chosen by their artifacts because of strong beliefs. As they gain the power to act out on these ideas and emotions, they become gradually stronger. At the peak of their power, they become something of an embodiment of their cause. But when they finally leave the Wheel, often a Champion will have passed down his beliefs to several peers, who will carry on their legacy.

Resource Stat: Spirit: Belief in oneself and one's convictions is what begets the Champion's power, and to act on it is to display one's Spirit. A Champion's maximum Spirit is equal to his Conviction + Willpower + Composure. Whenever you would gain Resolve, gain a like amount of Spirit.

***Omega Drive:** While in Exalted Mode, add twice the highest amount of critical damage you currently have on any body location as a static bonus to all attack rolls, Dodge, Parry, and Focus Power tests.

****Finishing Move:** You can spend 2 points of Spirit before performing a Special Attack or Trick Shot. If you do, roll an additional 2 dice for each exploding die on the damage roll instead of just one.

*****Super Mode:** Once per scene, you can spend 1 Spirit as a free action to gain +1 Resilience and a static bonus to all rolls equal to your Conviction until you change back to normal. You must spend 1 Spirit each round in Super Mode, or immediately change back to normal.

******Henshin-a-Bye-Bye:** While in Exalted Mode, you can ignore an amount of critical damage equal to your Conviction. When your Critical Damage exceeds your Conviction, lose Spirit equal to your Critical Damage and revert to normal.

*******Ultimate Mode:** Choose a magical material. Treat your Hero's Regalia and any weapons you wield (including your unarmed attacks, but not ammunition) as being made from that chosen material while in Exalted Mode.

Champion Path Assets	
Name	Description
Stars	Forging the bonds that keep friends safe.
Heaven	Greatness that inspires others to the same.
Desires	Protecting the dreams of those who seek.
Blood	Helping those too good to help themselves.
Fury	Murdering evil in its bed.
Thorns	Protecting those who don't know well enough to protect themselves.
Glory	Might makes right, and you're mighty.

Stars

Champions of the Path of Stars believe that bringing people together will keep them strong and safe, and that it's a hero's job to facilitate those bonds. If you would deal critical damage with an attack, you can instead deal an equal amount of Fatigue. Gain additional rolled dice equal to your Conviction on any Social test made against a person you have previously beaten in combat.

Heaven

Champions of the Path of Heaven believe that the destiny of a hero brings with it the duty to inspire greatness in others. Add your Conviction as a static bonus to initiative and Command tests. While in Exalted Mode, increase the distance covered by all Movement actions by your Conviction, and you can choose for any of your attacks to deal E damage instead of the normal damage type.

Desires

Champions of the Path of Desires believe that everyone can only do so much, but a hero's "so much" is much more. You gain one free rank of Abjuration or Healing magical power, and can advance the chosen power as if it appeared in any class progression you possess. Champion powers that refer to your special attacks or trick shots can also be applied to your spells or spell combos.

Blood

Champions of the Path of Blood believe that a hero is not better than the rabble he protects, but worse... and this is why he must protect them. Gain additional Hit Points equal to your Conviction + 2. While in Exalted Mode, you can spend 1 Spirit to ignore the non-damaging effects of an attack.

Fury

Champions of the Path of Fury believe that a hero must snuff out evil wherever it rears its head, tear it out at the roots and damn the consequences. Gain the Furious Assault feat and a bonus to damage rolls equal to your Conviction. In addition, you can remain in Exalted Mode with no Spirit, but gain a level of Fatigue at the end of each round if you do. If Fatigue gained in this way exceeds your Conviction, you revert to Mortal Mode as normal.

Thorns

Champions of the Path of Thorns believe that a hero's duty is to himself and his, and of course he knows what's best for them. Gain the Armor of Contempt feat, and add your Conviction as a static bonus to all Social tests. While in Exalted Mode, you can spend Spirit up to twice your Conviction during each round; for each point of Spirit spent past your Conviction, you take 1 E damage to the Gizzards, that can't be reduced in any way.

Glory

Champions of the Path of Glory believe that heroes are infallible; might makes right, and they're mighty. Gain the Pure Faith feat, and whenever you would lose Devotion, you can choose to gain 10 Insanity instead. You continue to test for and gain Degenerations as normal. Add your Conviction as a static bonus whenever you attempt a stunt worth two dice or more.

Death-King

By Nobody Important

(Fluff ported from the old version by ReptileViking)

There is a place deep within the Umbra that calls to the desperate and lonely. These lost souls are lead through uncharted Portals and ancient Warp-trods until they find themselves on a world of basalt and ice, standing before a cyclopean tower lit by a distant grey star. This is the Dark Citadel.

Nothing that is drawn through the doors of the Citadel leaves alive. Most merely vanish within, never to be seen again. A "lucky" few find themselves stumbling down the steps embalmed, clad in funerary wrappings and holding a fractured piece of their soul in their hands. These are the Deathkings, beings remade by the Dark Citadel to be lords of the dead. They become intrinsically tied to the Umbra, able to draw on its limitless power to influence and command the dead and bring them into the Wheel.

A Deathkings mere presence inspire horror and revulsion in the living and their dulled emotions and intense presence doesn't help much either. As a result Deathkings usually stick to the fringes of society, socializing only with those that don't have problems with a walking corpse.

Static Powers:

Wake The Dead: By battering down the gates of the underworld, you may call up followers to serve you. By expending one Blight and ten Full Actions you may create a Minion Squad with a combined Threat Rating, Numbers and Damage Rating equal to your Necrosis + Intelligence + Charisma, arranged as you see fit, and these Minions have the Undead and Mindless traits and obey your every order to both the letter and spirit. However, you may have no more of these squads than your Necrosis, though you may reinforce them for one full action and a Blight, up to their full strength. You cannot create a Minion Squad in this way without a suitable supply of corpses, fresh or otherwise, or a graveyard or similar location. You may destroy one of your minion squads as a half action.

Against The Living: Death-Kings should not be. Their existence is offensive to the living, and the feeling is mutual. In any scene where the Death-King must interact with a mortal being in a social manner, the mortal must make a (TN5+5*Necrosis) Composure test or give into their fight-or-flight instincts and either flee the scene or attack the Death-King. The Death-King can make a (TN15+5*Necrosis) Charisma + Deceive test to negate this penalty for one scene.

Phylactery: A Death-King's soul is trapped (usually willingly) in something that is not their body. To a certain extent, this makes them immune to true death, though this requires them to defend whatever object, place, or person their Phylactery is. A phylactery is quickly destroyed, with any serious attack on one destroying it unless it is being actively protected. If statistics are required, a Phylactery has 10 HP and 3 Resilience. While the Death-King's Phylactery remains intact, death is merely a setback. When the Death-King perishes, they return to life at their phylactery, fully healed, in 2d10 - Necrosis days. If the Phylactery is destroyed, however, when the Death-king dies no force can return them to life, not even the gods, and to manufacture another Phylactery is impossible. After all, you have only one soul!

Secrets Of Life And Death: Obsessed with immortality, the Death-King has learned the secrets of life and death, and especially learned how similar the two are... Death-Kings start with one rank in Necromancy, can always advance Necromancy as if it appeared in their class, and advance Necromancy for half its cost. ((For what it's worth, this saves a total of 500 XP, or one session's worth.))

Power Stat: Necrosis

Necrosis is a measure of how far along the Death-King is as far as attaining the true power that their undead transformation has given them. At low Necrosis, Death-Kings look almost alive, though usually with some obviously

undead trait such as glowing eyes or pallid skin. At high Necrosis, the Death-King more resembles the walking corpses they command than anything that could be considered 'alive'.

Resource Stat: Blight

A Death-King has Blight equal to their Necrosis + Intelligence and Charisma. Death-Kings regain one Blight each time they kill a living thing that has a soul of about the size of a housecat or larger.

The Tell of a Death-King is a stench of death and general wrong-ness around them that affects all living things. When their Tell reaches higher levels, insects, plants and small animals around them shrivel and die in seconds, and the ground where they walk blackens and cracks.

Necrosis 1: *Vigor Mortis*: Death-Kings have the Stuff of Nightmares trait, and do not need to eat, drink, nor do they age. Additionally, they only suffer the death effects of criticals to the head or gizzards. However, they do not heal over time or respond to mundane medical efforts. Magical spells and resource points heal as normal.

Necrosis 2: *Augmented Summoning*: By spending Blight while Waking The Dead, you may remove the Mindless Trait or add one of the following traits: Amphibious, Caster (Magic Missile), Crawler, Dark Sight, Fear (1), Flyer, Phasing (for two Blight), or Quadruped.

Necrosis 3: *Corpse Explosion*: Whenever an enemy character dies in a scene, the Death-King may spend 2 Blight to cause that character to deal wounds equal to their level to adjacent characters, ignoring resilience, armor, or any similar effect in Explosive damage. This is a magical effect.

Necrosis 4: *Necromastery*: The Death-King becomes immune to fatigue, and their Resilience increases by 2.

Necrosis 5: *Necropotence*: As a free action, the Death-King may sacrifice any number of hit points to regain twice that amount of Blight Points at the end of their turn, or 3 hit points for one Hero Point. This cannot cause critical damage, and if it would, Necropotence automatically fails.

Assets:

Death Knight: You may add half your Necrosis (Rounded up) as rolled dice to melee damage, and gain Hit Points and Armor equal to your Necrosis. As usual, this Armor does not stack with other sources of Armor.

Lich: Secrets Of Life And Death applies to one other spell school of your choice, in addition to Necromancy.

Worm That Walks: Creatures in contact with you take 3k2 Rending damage every round, with the special rule Tearing. While in a grapple, you gain a natural weapon with the following profile: 3k2 R, Brawling, Tearing. This weapon may always be used with special attacks that use the Grapple action.

Deathless: It only takes you one day to return to life, and you may craft a number of Phylacteries equal to double your Necrosis and one more, though this takes a number of days equal to your Necrosis to craft a single one. You return to your most recently crafted Phylactery when you return to life.

Jiang-Shi: Your Phylactery is a paper talisman attached to any part of your body that is not the Gizzards. Upon death, if your talisman is intact, you return to life after one full round has passed at the beginning of your turn, healing 5 damage and removing all critical damage. If your Phylactery is destroyed, it can be recreated by anyone who you have taught the process to with a TN15 Crafts test, and placed on your body again to revive you. Additionally, you gain one rank in the [Dark Messiah](#) Sword School, and can advance it as if it was in your class track.

Soul-Stealer: Your Phylactery is an object of Artifact quality with a rarity of no more than Very Rare. Upon death, instead of regenerating, whoever is currently in physical possession of the Phylactery becomes you over the period in which you are 'regenerating'. They do not notice this process occurring, though others might.

Demiurge

By Eisenritter

Many mortal races share a certain mythos, that involves a garden and a pair of trees. Forbidden to eat from one of them, the mythical forebears would live indefinitely without illness or pain... but there is always temptation. Invariably, one of them would eat of the forbidden fruit, and tempt others to do the same. As punishment for this, their gods would cast them from their earthly paradise, so that they would know the suffering and pain of living. This, they say, is the original sin, the birth of morality as mortals know it.

In the wisdom gained from this event, the garden disappeared, and the great races rose above their fellow animals with the knowledge that begets tools and technology. It is possible - though highly improbable - that a lucky sod might discover these legendary trees... might eat the fruit from them. Most still do; the humble fig or apple is said to be the Fruit of Knowledge that originally cast mortals into sin. Its sister, the Fruit of Life, has long been stripped from the Materium.

But that hasn't stopped some lucky berks from finding it. Whether some god or another thought it an appropriate gift, or Tzeentch just wanted to see what would happen if he dropped the golden fruit on some unsuspecting crystal sphere, some people just manage to get hold of it. Eating the Fruit of Life grants extraordinary power... if you can keep your mind intact enough to enjoy it.

Tell: The Demiurge's Tell is a distinctive shimmering of the air around his body, resolving into a shining halo as his power condenses around him.

Powers

Absolute Territory: You can spend 1 Quintessence per round to project an AT Field around your body. While maintained, your AT Field allows you to ignore environmental hazards and increases your Armor and Aura by your Composure + LS. While your AT Field is active, your attacks ignore Armor and Aura granted by an active AT Field, and your unarmed strikes and natural weapons are treated as magical weapons.

Type Blue: You begin play with one free rank in Abjuration. The character may purchase ranks in that magical school as if it appeared in any class progression he possesses. You can use your LS in the place of a magic school when making a Focus Power test, risking Warp Phenomena as normal.

Angelic: Your Hit Locations track Critical Damage separately, and you ignore any Critical Effect that does not instantly result in death or dismemberment. If Critical Damage to a Hit Location other than the Gizzards (where your Core is) would kill you, you are instead knocked unconscious until the damage is healed. Missing limbs regenerate after a week of rest. Attempts made to heal you use Forbidden Lore instead of Medicae. As you have a Core instead of a normal heart, you cannot benefit from a Bionic Heart or artifact versions thereof.

Touched: Becoming what you are required losing some of what you were. Begin play with 10 Insanity and a minor derangement. You take a -2k1 penalty to social tests against non-exalts, who are instinctually put off by your unnatural air.

Power Stat: *Light of the Soul:* Eating the Fruit of Life flares your soul into full incandescence, requiring only the mortal ego to temper it into pure light. As the Light of your Soul increases, so too does the divine power that enables you to reject the very bonds of existence.

Resource Stat: *Quintessence:* Quintessence is the divine energy produced by the Fruit of Life; the solid Core at the center of the Demiurge's universe. You begin each scene with full Quintessence, and have maximum Quintessence equal to twice the Light of your Soul.

***Outsider:** You have Dark Sight, don't need to eat, sleep, or breathe, and aren't subject to Disease or Poison. Pressure and radiation don't affect you; you're completely immune to the ravages of space, and if your AT Field is active, you're comfortable in such conditions as well.

****Be Not Afraid:** You gain Fearless, and can spend 2 Quintessence to force a target you are engaged with to roll on the Shock table.

*****Halo:** Treat your AT Field as a Void Shield with a rating equal to your LS.

******Heavenly:** At the start of each turn in combat, gain 1 Quintessence. This cannot take you over your normal Quintessence limit.

*******Weep and Bear Witness:** While your AT Field is active, you can spend 2 Quintessence as a Full Action to cause everyone else within 20m to lose a single Hit Point and gain 1d10 Insanity.

Sidebar: Weep and Bear Witness Critical Damage	
Critical	Effect
1	The target receives a brilliant flash of your monadic soul contacting his, becoming Stunned for one round.
2	As above, and the target gains 2d10+5 Insanity as well.
3	As above, and the target suffers Psychic Phenomena. Only the target is affected.
4	As above, but the target suffers Perils of the Warp. Only the target is affected.
5	The target disincorporates, melting into a puddle of protoplasm as his soul flees into the Warp. There's no coming back from this.

Demiurge Emanation Assets

Qliphoth

The Qliphoth is the sphere of nothingness, the apoptosis that resonates with each death on the Wheel. While your AT Field is active, whenever a creature dies within 20 meters of you, you regain 1 Quintessence.

Asiyah

The first sphere is Asiyah, the space and the stage on which existence plays out, resonating throughout the Materium. Opponents take a penalty to their Mental Defense and to Refute against your social attacks equal to the Light of your Soul.

Yetzirah

The second sphere is Yetzirah, the sphere of energy that resonates in every movement. While your AT Field is active, add the Light of your Soul as a bonus to your Speed, and you can spend 2 Quintessence to grant your attacks the [Momentum](#) special quality for one round.

Beriah

Beriah is the sphere of matter, resonating in every touch and sensation. Gain additional Hit Points equal to the Light of your Soul + Composure. Treat the Light of your Soul as one higher when determining the rating of the Void Shield granted by your Halo power.

Atzilut

Atzilut is the sphere of spirit, resonating throughout the Warp. While your AT Field is active, you may spend Quintessence in order to use any asset, feat, or exaltation power requiring the use of resource points possessed by

a creature within 20 meters as if it were your own, substituting the Light of your Soul and Quintessence for the power and resource stats of the creature, respectively.

Da'at

Da'at is the light in which all spheres are equal, resonating in every mind throughout existence. While your AT Field is active, you may spend Quintessence on behalf of an ally within 20 meters and vice-versa, and may spend Quintessence to treat the result of one kept die in a test as 6 for each Quintessence spent.

Evoluder

By Weredrago2

While a handful races whom inhabit and hold power the Wheel were created or uplifted by the Syrne, many are simply the product of evolution. While evolution can bring about great change in a population or world, no one god can hold claim to it; Luna and Tzeentch champion change, but the ability to harness evolution and push it into overdrive is simply out of their reach.

The power of evolution, the hidden potential of the double helix, cannot be wielded by that which does not grow and change. Rather, a mortal, a being with theoretically infinite potential, is the only thing that can light the spark and set fire to the Getter Energy that lies waiting in the soul. Masters of evolution, the Evoluders are a defiant Exalted that can determine their own destinies.

Of course, evolution waits for no man. Across the Great Wheel, there have been sightings of blue-green energy geysers that lay waste to any civilization it touches. Most caught in blast zone are smelted into primordial soup, while those that can weather the storm are rebuilt as Evoluders. Then, as quickly as the energy arrives, it vanishes, leaving power and mystery in its wake.

Tell: As the Evoluder spends Rays, the air around him becomes touched with static. His eyes shift to a unique pattern, and glowing green veins begin to stream across his face as more Rays are spent. At the highest level of the Tell, the Evoluder's head alights, solid flames of energy erupting from his pate and becoming indistinguishable from his hair.

Static Powers

Deep Red: You begin play with a free rank in Evocation, and may purchase ranks in Evocation as if it appeared on your class track. You may use Willpower in the place of Charisma for the purposes of casting Evocation spells.

Who The Hell Do You Think I Am: Subtract your Reactor from results on the Shock table. At Reactor 3, if a result on the Shock table would have you move or flee from the source of fear, you may instead move or charge toward the source of fear instead.

Power Surge: When it comes to power, an Evoluder is rarely in short supply. A number of times per session equal to half your Reactor (rounded up), you can regain up to your Willpower in Rays as a free action. This cannot take you above your normal Ray maximum.

Superior Exalted or Insane: Begin play with a Minor derangement and 10 Insanity. You cannot take Tested, and treat it as an optional feat on your class track.

Power Stat: Reactor

An Evoluder's combined mind, body, and soul make up an epic reactor of Getter Energy. It is through an Evoluder's very being that he refines the energy he's been infused with. As an Evoluder pushes his limits and tempers his will, he better refines his performance as a reactor.

Resource Stat: Rays

Rays are concentrated bursts of Getter Energy that the Evoluder can tap from their inner Reactor. You have maximum Rays equal to your Reactor + Level. Outside of Power Surge, you regain one Ray every hour.

Powers Gained

***Broken Magnum:** You can spend a Ray to make a ranged attack using the profile of your unarmed strikes, natural weapons, or any Brawling weapons you are holding. This attack has a range equal to 5 times your Reactor in meters.

****Will to Power:** Your Characteristics can go up to six dots. If you would lose all of your Resolve, instead of becoming broken you become violent, entering a Frenzy (as per the Frenzy feat).

*****That's How a Drill Works:** You gain your race's racial Paragon asset. Substitute your Reactor for Excellence, Rays for Action Points, and one Ray for two Pressure.

******King of Braves:** You can spend a Ray to have a single roll's dice explode on 9 or 10.

*******Universal Domination:** When you are hit by an attack with the Blast quality, you can test your Willpower + Reactor against the attack's unmodified damage to try and absorb it. You lose one Ray for every ten points of damage, and take the leftover damage if it exceeds your Rays. As long as you pass the test, the Blast quality of the weapon is negated.

Evoluder Power Assets

Power of Armstrong

The mark of a powerful being is their ability to fight for causes they believe in. You can spend 1 Ray per round to project a Void Shield from your body. This Void Shield has a rating equal to your Reactor.

Power of Atomsk

The mark of a powerful being is their ability to take what they want. You have a personal pocket dimension that functions as a Bag of Holding. If you don't have something you need, you can spend a Ray to roll your Reactor against the item's Availability to create it. Created items disappear at the end of the scene.

Power of Kamina

The mark of a powerful being is their ability to unlock the hidden potential in others. Once per session per dot of Reactor, you can spend a Ray to provide any benefit you would receive to an ally that can hear you and is within Willpower + Charisma meters of you.

Power of Kiel'ndia

The mark of a powerful being is their ability to take advantage of their extreme madness. Begin play with a major disorder instead of a minor one. Add 1/10th of your current Insanity (rounded down) to any skill test you spend Rays on.

Power of Ryoma

The mark of a powerful being is their ability to push a fight to the next level. You can use any weapon with Broken Magnum as long as it's not Unwieldy. In addition, your vehicles gain a free Mobile Trace System and extra hit points equal to your Reactor.

Perpetual [Kwak Version]

By Kwak

People die if they are killed. This is the law that governs all living things. Even the long lifespans of the Exalted meet an end someday, whether by magic, silver, or sunlight. The only exception is through the Elixir of Life, a miraculous chemical whose myths and legends have made it into every culture by one name or another.

Feared by gods and coveted by kings, the Elixir is actually an intense poison which instantly kills the user. After a few weeks, they awaken suddenly to find their body completely restored from all their injuries, even cremation or vaporization. From then on, they will resurrect from anything else that kills them. They have no need for sleep, air, or food, and they will never age or get sick. They have transcended life and death altogether.

“Perpetuals”, those who drink the Elixir of Life, can never end their eternal life even if – and when – they want to. As the weight of deaths, memories, experiences, and lost loved ones grows infinitely, their lives become empty and tedious, a story without a conclusion. Not even the oldest Dragons can understand what it is like to look out into the world and know you will outlast everything you lie eyes on.

The Perpetuals have taken to calling their newfound struggle "The Game", a term referring to the trivial existence they once knew as "Life". Every Perpetual has their own ways of succeeding at this, but many turn to a certain perspective, or "Code", on how to play the Game. Others simply wander through the ages, slowly fading into madness, apathy, and despair.

POWER STAT

Eternity: As the Perpetual grows in understanding and acceptance of the Elixir which suffuses their body, the power of Eternity takes an even tighter hold over their soul and body. Perpetuals who can advance in the Game begin to take on a demeanor somewhere between hopeless and tranquil, and their body appears eerily pristine like a still portrait of themselves. Their movements and mannerisms become crisp and fluid, just as painfully pure as their undying form.

RESOURCE STAT

Resolve: Perpetuals gain and lose Resolve like any other character, but they also use it as their Resource stat. A Perpetual's maximum Resolve is equal to their Eternity + Willpower + Composure.

Resurrection: A Perpetual's body is *never* permanently destroyed. If they die, the Perpetual comes back to life after 1d10+5 days fully regenerated, with all injuries, critical damage, or otherwise completely healed. They can reduce this time by 1 day for each dot of Eternity and for each point of Resolve they choose to spend. Should they become permanently trapped, restrained, or lost in the Warp, Perpetuals still must burn a Hero Point to return.

Old Money: A Perpetual begins play with 4 additional dots to place into backgrounds. They've simply had a long time to integrate themselves into society, and can reap the benefits.

Immortality Blues: The mind of an Immortal remembers every one of their lifetimes, and becomes even more fragile than a mortal's. Immortals begin play with 10 insanity and subtract 3 from their Static Defense and Mental Defense. Any insanity points they gain are doubled, and they can take more than 2 points of Resolve damage per Social Combat scene.

Defiled Soul: Drinking the Elixir of Life is unforgivable in the eyes of the gods, and irresistible to the mouths of daemons. Immortals receive -2 to all Alignment checks, and +20 to all Warp Phenomena rolls. They may never take Pure Faith, Virgil's Guidance, or Armour of Contempt, and are may skip these feats on any class lists.

Powers

* **Eternal Life** - You are immune to Fatigue, Poison, and Disease. You also have no need to Eat, Drink, Sleep, or Breathe, though you can still do so if you want.

** **Eternal Sustenance** - Your Healing Surges restore 2 Hit Points for every Resolve spent.

*** **Eternal Calm** - You can spend a point of Resolve to instantly recover from any Conditions, Critical Effects, or Shock Table results currently affecting you.

**** **Eternal Strength** - You may spend a point of Resolve to gain Armor and Aura equal to your Eternity until the end of the scene.

***** **Eternal Hope** - During a scene, you may Burn a Hero Point which does not go away until the end of the scene. Until then, the Hero Point can be spent once every round, and you are not limited to 5 Resolve spent per turn.

PERPETUAL CODE ASSETS

Gauntlet

With your invincible body and infinitely-expanding mind, you shun the fleeting concerns of mortals in favor of self-improvement and personal greatness, searching tirelessly for new limits to break. You gain a dot in Crafts, Intimidation, and Weaponry, and may go to six dots in each of them. You gain a point of Resolve whenever you use a stunt to overcome a seemingly-impossible challenge (at the SM's discretion).

Knife

Rather than pursue your own advancement or happiness, you seek to destroy the dreams of others, cutting warmongers and white knights down to size. You gain a dot in Larceny, Politics, and Tech-Use, and may go to six dots in each of them. You gain a point of Resolve whenever you use a stunt to prevent someone from achieving their most important goal (at the SM's discretion).

Mask

Taking denial to new extremes, you hide behind a facade of mortality and live every day like it's your last, bouncing between all kinds of social circles. You gain a dot in Academics, Charm, and Stealth, and may go to six dots in each of them. You gain a point of Resolve whenever you use a stunt to successfully discover or create a secret identity (at the SM's discretion).

Shadow

Unlike the other Codes, you embrace your despair and let the pain of their long lives fuel them. You gain a dot in Scrutiny, Forbidden Lore, and Medicae, and may go to six dots in each of them. You gain a point of Resolve whenever you take Insanity, a point of Critical damage, or an Alignment check (at the SM's discretion).

Sword

You seize the endless opportunities before you to reshape the Wheel in your image, driven by ambition and zeal. You gain a dot in Athletics, Perception, and Persuasion, and may go to six dots in each of them. You gain a point of Resolve whenever you use a stunt to prevent someone from acting against your own Alignment's interests (at the SM's discretion).

[Perpetual \[Weredrago2 Version\]](#)

By Weredrago2

Mortals have always been enchanted by the idea of living forever. To be immortal is to be innocent of death, to never grow old or become feeble in body and mind. As an immortal, you'd suddenly have the time to do anything and everything you ever wanted to do, but were unable to do within a mortal's lifetime. It's why so many people want to be Exalted, and feel blessed when Exaltation lands in their laps without warning. No one in the right mind would ever turn down such a gift, would they?

Perpetuals had little choice in the matter. Once mortal, their first death unleashed a spark of power, revealing the inner potential to live indefinitely. Whenever they are killed, a Perpetual comes back in a matter of days. Easily outliving even other Exalted, Perpetuals are able to develop a unique perspective of time as empires rise and fall before them. Some say that this power can be concentrated into an Elixir of Life, though partaking in such a wonder of alchemy would not be something done lightly.

There is, however, an exception to their amazing regeneration: If a Perpetual is ever decapitated, they die for good. The corona of energy released by the final death of a Perpetual is a sight to behold, a storm of power that shatters glass and decimates weaker structures. If another Perpetual is nearby, this power is absorbed into them. This odd quirk inspires many Perpetuals to hunt their peers in a grand Game, where the winner is the only one left to accept the enigmatic Prize waiting for them.

Tell: Outside of combat, a Perpetual who spends Edge has a mysterious gleam in their eyes, a look that stares beyond and knows both infinity and finality. When a Perpetual enters a duel with a worthy foe, their Tell changes, becoming aura of electricity surrounding the Perpetual's body and arcing off the business end of their weapon.

Static Powers

Resurrection: You gain the Hardy feat. If killed by any means except decapitation, a Perpetual comes back to life after 2d10-CON days (to a minimum of 1), healing all wounds, Conditions, and Critical Damage when they reanimate. This time can be reduced by one day per Edge point spent. Resurrection doesn't prevent you from becoming unplayable by other means, such as being lost to the Warp or gaining over 100 IP.

Prince of the Universe: You have no rival, no man can be your equal. You gain a free rank in one Sword School. You may advance in your chosen Sword School as if it was on your class track.

Old Money: A Perpetual begins play with 4 additional dots to place into backgrounds. They've simply had a long time to integrate themselves into society, and can reap the benefits.

Who Wants to Live Forever: Start the game with two additional Hindrances and 1 less Hero Point. These Hindrances do not grant you XP or count towards your normal Hindrance limit.

POWER STAT: KENNING

Kenning represents how keenly the Perpetual perceives the world around them, and how effectively they can use what they've seen and experienced to their advantage. Perpetuals with low Kenning have experienced relatively little in their extended life, while Perpetuals with high Kenning have acquired an incalculable expanse of knowledge in their many lifespans.

Resource Stat: Edge

Perpetuals measure their advantage over others in Edge. They have a pool of Edge equal to their Level + Kenning, and regain one Edge point at the start of each day.

Powers Gained

***Perpetual Memory:** You gain the Eidetic Memory and Jack of All Trades feats.

****Intuition:** You gain regain Edge equal to your Kenning at the start of each session.

*****Enlightened Will:** Whenever you would add a +Xk0 bonus to a roll, you can spend an Edge to replace X with your Kenning.

******Rock of Ages:** You gain Stuff of Nightmares.

*******The Prize:** You gain an additional Hero Point and can remove up to two Hindrances you have.

Perpetual Code Assets

Code of the Gauntlet

Hunters play the Game not only to win, but for the thrill of the kill. You can spend an Edge to add your Kenning to your weapon's Pen and damage for a single attack.

Code of the Knife

Rascals operate by no rules but their own. You can spend an Edge to summon a weapon to your hand, as per the Call Item spell. This weapon must be chosen beforehand.

Code of the Mask

Amateurs never look for trouble, but they're always ready when it comes to them. Your improvised weapons use the default profile of a Hand Weapon instead of a Club.

Code of the Shadow

Solitaires live in the darkness, hidden away from the prying eyes of the Wheel. You gain the Unremarkable feat. Your Tell only appears when you spend Edge in combat.

Code of the Sword

Players follow a code of honor, policing the Exalted and executing those who cross the line. You can spend an Edge to give your weapon Power Field for a single attack or parry.

Psion

By Weredrago2

The Warp is the domain of magic and the mind. To master the magic, one must first master the mind. This is best seen in the Aboleth, abominations that can channel the powers of the Warp with little more than their intellects alone. They (along with their Mind Flayer servants) are a product of Pandaemonium, an oppressive Sphere where only by channeling the powers of the Warp in earnest can you actually make the living conditions for its inhabitants worse.

Due to their bizarre approach to spellcasting, the Aboleth were able to catch the races of the Wheel with their metaphorical pants down. They took many slaves, some for use in their armies and labs, and others merely kept in holding cells as livestock. Not many of the victims kidnapped during the War of Monster's Fall made it back home, but the ones that did had their DNA subtly altered in ways that would not make themselves known for millennia.

In the Age of the Imperium, the descendants of those that had been experimented upon by the Aboleth have a small chance of developing psychic powers of their own. This Exaltation often doesn't kick in until a trigger activates, such as a set age or being exposed to external stimuli (ie, something trying to kill you). Their abilities allow them to exert pure mental force on the world around them, without needing to study magic or pray to gods for power.

The civilizations of the Great Wheel call these powers Psionics. Those who wield Psionics are known as Psions, and they are more often than not feared and hated like anything else that crawls out of Pandaemonium. For these reasons, Psions mostly keep to themselves unless pressed into action by a third party. When that does happen, the Psion is a terrible being to behold, capable of rending bodies and souls asunder with little more than a thought.

Tell: The use of Psionics can be incredibly physically taxing. The more a Psion uses their powers, the more it wracks their systems. A miasma of energy streams above their heads, blood drips from their orifices, and their fingers and limbs begin to twitch and spasm wildly. At high enough levels of Psi, the Psion's whole self will become a grotesque display of power. Worst of all, long-term use of Psionics might make you go bald!

Static Powers

Wild Talent: You gain a free rank in one magic school. You may advance in that school as if it was on your class track. Ignore the Material, Somatic, and Verbal keywords when spellcasting, and add the subtle keyword to non-Evocation spells that don't already have it.

Mind-Hand Manipulation: You gain the Quick Draw feat and can telekinetically manipulate any unattended object within (5*Wisdom) meters of you, substituting Willpower for Strength and Wisdom for Dexterity where applicable. You can only manipulate objects in a simple manner this way -- you can lift boxes and throw switches, but not wield a weapon.

Mindsight: You can detect the minds of intelligent creatures within (10*Ego) meters of you, giving you a vague sense of their location regardless of visibility. You can spend Psi to 'attune' yourself to a number of minds you can sense equal to your Ego, allowing you to communicate with them telepathically (regardless of language) for a scene.

Brainburn: Your body simply wasn't designed with psionic energy in mind. When casting Unfettered or Pushed, take a wound (E-type damage, Head) if you roll any 9s on your magic check. Take another wound if you cast Pushed, period.

POWER STAT: EGO

While a sorcerer can use books and mentors to grow in knowledge and comprehension of their powers, most Psions can learn only from themselves. Increasing Ego represents not only the Psion's growing acceptance of their mind's abilities and desires, but actual mutations in their brain as it adapts to handling increasing magnitudes of Psionic force.

Resource Stat: Psi - Psi represents the volatile bursts of mental energy that surge out of the Psion's mind. Psions have maximum Psi equal to the sum of their Constitution + Willpower + Ego. You regain one Psi every hour at Ego 1, and one Psi every half hour at Ego 3.

Powers Gained

***Prescience:** You can spend 1 Psi to add your Ego in rolled dice to a Dodge or Parry, or any attack benefiting from the Aim action.

****Unnatural Mind:** Gain the Strong Minded feat, and add twice your Ego to your Mental Defense. You can spend 1 Psi to force anyone trying to read your thoughts or affect your mind to roll against Fear equal to your Ego.

*****Effect Mass:** You can perform the Bull Rush, Disarm, Grapple, and Knock Down actions using telekinesis. Telekinetic grappling works like normal grappling for the purposes of feats, substituting Strength with Willpower and Dexterity with Wisdom as normal.

******Superior Action:** When spending Psi to boost a test, you gain a static bonus to the roll equal to the number of Psi spent and an additional +1k0 bonus for every two Psi spent.

*******Mind Crush:** You can spend 5 Psi and a Half Action to let loose a torrent of psychic energy in a 20m cone at a 30-degree arc. Enemies within the cone must roll on the Shock table.

Psion Discipline Assets

Environmental

Kineticists are masters of force and motion. You can throw objects (and punches) with your telekinesis, using Willpower instead of Strength for the damage roll. You cannot make opportunity attacks using this power, and you cannot wield actual melee weapons with it until Ego 3.

Manipulative

Ardents worm their way into their victims' hearts and minds, reading them like books and playing them like flutes. You gain a +1k1 bonus to social skill tests made against creatures under the effect of your Enchantment spells or that you are in communication with using Mindsight.

Sensory

Divers make up for the lack of common sense with senses that would make normal people flip the hell out. You gain Darksight and a +1k1 bonus to Perception tests. You can spend 1 Psi to see through solid objects for the rest of the scene, denying enemies the benefits of concealment and allowing you to notice things normally obscured or invisible.

Somatic

Egoists have mastery over their own bodies and, should they get their hands on them, the bodies of others. You gain additional hit points equal to your Ego, and can spend Psi to add your Ego in rolled dice to any physical test.

Subpsionic

Alienists are slightly more mixed up in the head than regular Psions. You can spend a Psi to suppress any degenerations or mental disorders you have for a scene. Anyone trying to read your thoughts without your consent must make a Composure test against TN 10 + (5*Ego) or become confused (as per the Confusion spell).

Sage [Eisnritter Version]

By Eisenritter

Contrary to what most berks seem to think, "simple" does not always mean "easy." The simplest path to power available to mortals lies within, though not all can reach it. Far from the killing fangs of the Vampires, the recycled souls spawned from Syrneth breeding projects, or even the will to power that begets a Paragon, the path of the Sage requires only an empty heart and a spark of enlightenment. The enlightenment of the Sage is the realization that power and destiny aren't goals to be reached, but stops and distractions on an infinitely longer road. Needless to say, most cutters just can't let go of what they have to make this realization.

The way of the Sage can be likened more to swimming with the current, rather than against it. By diminishing their ego, the Sage gains greater harmony with the rest of the Wheel. Sages rarely seek to kill, waging violence only to keep aggressors from harming others. They use their spiritual talents to distantly aid the small communities they attach to, and to exterminate the unholy creatures that would threaten their sense of harmony.

Sages are rare, but not because the Exaltation fails to promise the immortality offered by a mechanical body or the possession of a Daemon. Rather, Sages are rare because their awakening has two qualifiers. To become a Sage requires both an empty heart and a soul willing to understand the universe. As many have only one trait or the other, few would-be Sages ever attain the enlightenment needed to take the first step of their path.

Tell: As they spend Mana, Sages will feel as if they become one with the land. The people around them will also feel growing sense of familiarity with nature, as if they had always been one with the turning of the Wheel.

Powers

Spirit Trance: You can spend 1 Mana to enter a special trance as a Full Action. While in this trance, you stand within both the Materium and the Umbra simultaneously, allowing you to see, hear, and physically interact with anything in either plane, though you can ignore traps and obstacles in one that don't exist in the other. This trance lasts for a number of rounds equal to your Enlightenment + your Composure, after which you return to the plane you started from as a Free Action.

Dispassionate Oracle: Your enlightenment comes at the cost of detachment from the day to day affairs of mortals. You cannot spend XP to improve your Backgrounds, and take a static penalty to Social tests - except for Animal Ken - against non-exalts equal to twice your Enlightenment.

Enlightened Mystic: You begin play with one free rank in any Magical School. The character may purchase ranks in that Magical School as if they appeared in any class progression he possesses. Whenever a Sage rolls for Psychic Phenomena, they do so at $-(3 * \text{Enlightenment})$.

Seated Upon the Boundary: Begin play with Speak Language (Spirits). As long as you have meditated for at least an hour during the past day, you can also see into the Umbra as if it were overlaid over the Materium (allowing you to see magical auras or get a general "feel" of an area).

Power Stat: Enlightenment: For one who has attained Enlightenment, the only path to greater power is to walk the one already begun. The Sage's heart and soul are unburdened by worldly concerns, and only become more so as he increases his attunement to the Wheel.

Resource Stat: Mana: The mystical energy drawn from the Sage's harmony with the Wheel is called Mana. A Sage can have Mana equal to $4 * \text{Enlightenment}$, and recovers 1 Mana for every 12 minutes spent in quiet meditation.

***Centered Soul:** As long as you have meditated for at least one hour during the past day, you gain a static bonus

equal to your Enlightenment on tests made to resist Fear or other Mind-Affecting abilities, and add twice your Enlightenment as a bonus to your Mental Defense.

****Thunderous Rebuke:** Gain the feat Purge the Unclean. You can spend 2 Mana instead of a Hero Point to use it. Creatures affected by this power are Deafened for the duration of its effect.

*****Awakened Senses:** You cannot be Deafened, instead taking a -2k0 penalty to tests involving speaking or hearing whenever conditions would render you unable to hear. In addition, you no longer require food or water, as long as you meditate for at least an hour each day.

******Intensify Spell:** When casting a spell, the Sage may spend any amount of Mana to add twice that number as a static bonus to either the Focus Power test, any attack rolls for the spell, or any damage rolls for the spell.

*******Transcendent One:** While in a Spirit Trance, add your Enlightenment as a bonus to your Static Defense, Mental Defense, Armor, and Aura. You can spend 1 Mana to add rolled dice equal to your Enlightenment to any single roll during a turn.

Sage Mantle Assets	
Name	Description
White Light	Your powers are those of protection and guidance.
Blue Skies	Putting the "power" in "knowledge is power."
Black Shadow	Morality is for the weak, and you aren't either.
Red Flames	Much like a bonfire, your spirit burns bright.
Green Vistas	You like to remind people that nature is a force for a reason.
Golden Duality	When it comes to mantles, you like to mix and match.

Mantle of White Light

White mana represents order and protection, the triumph of civilization over chaos. The Sage with this mantle gives off a corona of light that grows brighter as he spends Mana.

Material: As a Reaction, you can spend Mana to decrease the damage dealt to a character within 5m by the same amount.

Spiritual: You take no penalty from Dispassionate Oracle on Command or Persuasion tests, and gain a static bonus equal to your Enlightenment on social attacks made to compel behavior.

Mantle of Blue Skies

Knowledge, curiosity, and an affinity for magic are associated with shades of blue, air and water long held to be the base elements closest to divinity. A gentle wind blows about the Sage with this mantle, growing ever more intense as he spends Mana.

Material: As a Reaction, you can spend Mana to increase or decrease the TN of a spell or Spell Combo cast by someone else by the same amount.

Spiritual: Add your Enlightenment as a static bonus on Common Lore, Academic Lore, and Forbidden Lore tests.

Mantle of Black Shadow

Black is associated with death and decay, the darkness that exalts the self and chokes the soul. Plants wither in the presence of this mantle, and light sources seem to dim as Mana is spent.

Material: Once per Scene, you can spend Mana to have the target of your unarmed attack lose the same number of Hit Points instead of taking damage.

Spiritual: You take no penalty from Dispassionate Oracle on Deceive tests, may use twice your Enlightenment in place of your Devotion, and are immune to Degeneration as a result of failed Alignment checks.

Mantle of Red Flames

Red is the color of emotion and freedom, stone and fire that exults in chaos and chafes under the rule of law. The Sage bearing this mantle is wreathed in motes of harmless flames as he spends Mana.

Material: You can spend Mana to increase the Speed of a character within 5m by the same amount until your next turn.

Spiritual: While in a Spirit Trance, your melee attacks deal E damage, and you gain a static bonus to damage rolls equal to your Enlightenment.

Mantle of Green Vistas

Green is the color of life and growth, the ascendancy of nature and acceptance of one's place within the Wheel. Flowers bloom at the Sage's feet, becoming more lush and vibrant as Mana is spent.

Material: Whenever you spend Mana to restore Hit Points (your own or, with a Healing spell, someone else's), double the Hit Points regained.

Spiritual: While in a Spirit Trance, you can add your Enlightenment to your Size. If this would double your Size (or add at least 3 to it), you also increase your Physical Characteristics by 1 until the trance ends.

Mantle of Golden Duality

All things are one, and the Sage who accepts that is one who can join philosophies as disparate as light and darkness. Choose two Sage assets. Gain the Material benefit of one, and the Spiritual benefit of the other.

Sage [Weredrago2 Version]

By Weredrago2

What is the answer to the universe? Is there one? I couldn't tell you, but a Sage probably could. To the surprise of many, true enlightenment isn't as easy as it sounds. On paper, it seems like all you need to do to get 'enlightened' is have some barmy basher whisper pretentious secrets into your head. In actuality, becoming a Sage requires not only that a person be willing to let go of it all at a moment's notice, but it also takes a soul that's willing to accept the greater truths that only peering into the infinite depths of the Warp can provide.

For those who meet these two qualifiers, becoming a Sage is as easy as pie. When the answer finally 'clicks' for the nascent Exalt, they reach an understanding of the Wheel that few ever reach in their lifetimes. What the Sage makes of said understanding is ultimately up to them, but they tend to be inscrutably vague and mysterious about it when asked.

As planeswalkers, Sages blur the boundaries between the Materium and the Umbra, and can draw upon Mana to power their supernatural abilities. Mana, the undiluted lifeblood of magic itself, flows plentifully from rivers in the Umbra called Ley Lines. Ley Lines (and the intersections of Ley Lines called Nexuses) can be found on planets all over the Wheel, but are the strongest in places of power like holy temples and spiritual loci. Conversely, Sages find it harder to tap Mana from areas that are heavily polluted or corrupted by the more fouler energies of the Warp.

While their connection to the Ley Lines makes it easier for the Sage cast magic without upsetting the Warp, their devotion to the ways of magic costs them personally. Few Sages retain remnants of their mortal lives, which are often shed away once the Sage discovers how little their material existence mattered in the grand scheme of things.

Tell: As the Sage spends Mana, their bodies glow with an aurora of ethereal colors as natural energy begins to suffuse over the immediate area. Wilted plants become revitalized, and still puddles become as fresh as river water. The exact 'flavor' of the Sage's Tell depends on their general disposition, but it is often seasoned by the last environment they drew Mana from.

Static Powers

Planeswalker: You gain Speak Language (Spirit-tongue) and a free rank in any magic school. You may purchase ranks in this school as if they appeared on your class track. Whenever a Sage rolls for Psychic Phenomena, they do so at $-(3 \times \text{Balance})$. If this would make the result of the Psychic Phenomena less than 1, negate it entirely.

Mana Tap: After an hour of meditation, a Sage may roll their Wisdom against TN 10. If successful, the Sage regains a point of Mana, plus one for every raise on their roll. The Sage gains a +1k1 bonus to tapping Mana from unsoiled nature or a place of power, and a -1k1 penalty for tapping from heavily polluted, urbanized, or corrupted areas.

Avatar State: By spending Mana and performing a full action, a Sage may shift into a state in which they can see, hear, and physically interact with the Umbra as if they were there. This trance lasts for a number of rounds equal to your Wisdom + Balance.

Hermit: Directly or indirectly, whatever actions brought the Sage to enlightenment drove away opportunities to acquire material wealth or develop social bonds. A Sage starts with 4 Background dots instead of 7, and cannot improve any Backgrounds with experience points.

Power Stat: Balance

Quite simply, Balance is the deep, spiritual comprehension that the Sage has for the Great Wheel. This is a personal understanding that resonates with the Sage's worldview, and as such is very subjective. Many Sages have come to blows over which view is truly 'right', but only the most powerful of Sages ever scratch the surface of the answer.

Resource Stat: Mana

Mana is spiritual energy that Sages draw from the natural world. Mana can be drawn from the lowest swamp to the highest mountain, but is scarcely found in areas that have been stripped of their natural power. Sages have maximum Mana equal to (Level + Balance)*2.

Balance	Power Gained
*	Realized Mind: Add your Balance as a bonus to tests made to resist Fear or mind-affecting abilities, and twice your Balance to your Mental Defense.
**	Empowered Aura: You gain Armor and Aura equal to your Balance while in Avatar State.
***	Awakened Senses: You cannot be blinded, deafened, or muted, and no longer require food, water, or sleep. You can now enter Avatar State as a half action.
****	Cascade: When you successfully cast a spell, you may activate another spell of a lower rank without rolling the next round. After performing the spell's action, the spell activates with the exact TN with no raises.
*****	Transcended Self: During Avatar State, you can spend 2 Mana to add your Balance as rolled dice to any one test.

Sage Color Assets	
Black	Self-concern comes first.
Blue	Curiosity answers everything.
Green	Instinct is all you need.
Red	Emotion is the best, dammit!
White	Organization is essential.

Black

You know to take advantage of all opportunities that come your way and destroy anything that would bar your path to power. You suffer no penalties when tapping Mana from soiled land, and benefit from Necromancy spells as if you were a Vampire (replacing Vitae for Mana). While in Avatar State, you gain the Undead trait.

Blue

You understand that the true answer to the universe could be anything. As such, you want to learn all that is in order to explore everything that it could be. You gain the Improvisational Magic feat, which can be activated with two Mana instead of a Hero Point. In Avatar State, the feat costs one Mana to activate instead of two.

Green

All things that live and breathe have instinct. To be able to live in harmony with one's instincts is the greatest virtue one can have. While in Avatar State, you gain Regeneration (1) and +1 to all Physical Characteristics. At

Balance 3, you gain +1 Resilience as long as you have one Mana.

Red

The most important thing in the universe is emotion. Do what you feel like doing, and let nothing stop you, slow you down, or get in your way. Creatures hit by your Evocation spells must also test against the Fire condition. During Avatar State, increase your Speed and all damage you cause by your Balance.

White

The universe is full of wickedness and anarchy, but galactic peace and order are achievable. With the power of community and cooperation, anything is possible. You gain the Channel Energy feat. Whenever an ally is wounded, you may spend Mana to restore their hit points, to the lower of hit points lost and your current Balance.

Solar

By Weredrago2

Light - A simple word that can bring warmth to the coldest of hearts. Long ago, Pelor, feeling pity for those of the planet Krypton, provided those in his light with powers to defend themselves against the undead preying upon them. He made Solars, and granted them shards of his power. However, the inhabitants of Krypton quickly became corrupted by their powers, turning their backs on their creator. There were no survivors of the events that happened in their hubris.

The ashes of the doomed planet coalesced into solar shards that spread across the Wheel. Whenever you see a shooting star, it is ready to pass on the branding of Krypton onto another mortal - one that can hopefully fill the Great Wheel with light.

Tell: When using their powers, a Solar's chest glows with a warm light that can be seen through clothes and armor. This light is a beacon that sends different messages depending on who is seeing it. To most, it is a message of hope. Berks on the receiving end of a Solar's wrath would disagree.

Powers:

Celestial Body: Empowered Solars do not suffer the effects of hunger or thirst. Any time they would be affected by Fatigue, Poison, Disease, or the vacuum of space, you can spend a point of Heat to negate it.

Sunlight Dependency: You lose 1 point of Heat for every day you spend away from sunlight (or any other powerful source of Heat). Having 0 Heat makes you effectively mortal, losing the benefits of your Exaltation until you regain 1 Heat.

Overdrive: You can spend Heat to discharge solar energy through your melee and unarmed attacks. Using this ability will give you a +0k1 bonus to your damage roll. Attacks modified with Overdrive gain the Shocking Quality (adding twice your Sun Soul to the TN) and deal E-type damage.

Burning Heart: You begin play with a free rank in the Evocation or Healing magic schools, and may purchase ranks in that Magical School as if it appeared on your class track. Add your Sun Soul to your unarmed damage.

Power Stat: Sun Soul

As a Solar grows stronger, their branding will glow brighter. The glow of their brand will spread to the rest of their body as they become more powerful. With time, a Solar with an active Tell will shine like a miniature sun.

Resource Stat: Heat

Heat is gained from exposure to sources of heat and light. A Solar can gain 1 Heat by spending 15 minutes basking in the light of a natural sun. A Solar can also gain Heat from lesser quality energy sources (such as heating lamps or furnaces), but at half the rate. Maximum Heat is equal to your Willpower + Charisma + Sun Soul.

Powers Gained

***Grossly Incandescent:** As a free action, you can generate a bright (but harmless) light from your body at a range of up to (Sun Soul*5) meters. By spending 1 Heat per turn, you can treat light as being natural sunlight.

****Shining Excellence:** By spending 1 Heat, you can add your Sun Soul as rolled dice to a single test that uses a Physical Characteristic.

*****Sunlight Yellow:** You gain the Channel Energy feat. Your attacks modified with Overdrive are now treated as magical and give a +1k1 bonus instead of +0k1.

******Shooting Star:** The Solar gains the Flyer trait, with speed equal to twice their ground speed.

******Aura of Light:** You can cast Lightning Ring as the spell, using Sun Soul + Charisma instead of the normal Magic Test.

Solar Branding Assets

Brand of El

This Brand is shaped like a shield. Reduce incoming damage from all sources by your Sun Soul, and increase your Resilience by 1.

Brand of Zod

This Brand is shaped like a Z. Branded of Zod are natural leaders, adding their Sun Soul to Command and Intimidate tests. When using Overdrive with a melee weapon, add your Sun Soul as a static bonus to your weapon's damage.

Brand of Grey

This Brand is shaped like a flamebird. By spending a point of Heat, you can gain a raise on any Evocation or Healing Focus Power test. Once per scene, you can restore all spent Heat as a free action. If you do, roll for Warp Phenomena with +5 for each Heat regained this way.

Brand of He'stan

This Brand is shaped like a dragon. Being hit by E-type weapons allows you to regain Heat equal to hit points lost. You still lose hit points as normal, and your Heat cannot go above its normal cap. Victims of your Overdrive attacks must test again the Fire condition instead of Shocking.

Brand of Joestar

This Brand has no defined shape, and could look like just about any strange thing you can think of. You gain a free rank in one Sword School, and may advance in it as if it appeared on your Class Track. Treat yourself as being proficient with any weapon you Overdrive with. You also gain the Just as Planned feat.

Brand of Rubiss

This Brand is shaped like an arrowhead. The children of Rubiss bring light to dark places. When you successfully parry a melee attack, you may spend a point of Heat to force your opponent to test against Shocking as if they were affected by your Overdrive. You also lose Heat at a rate of 1 every two days instead of daily.

Spark

By Weredrago2

At what point does one draw the line between science and magic? Is it right to draw a line at all when one is often interchangeable with the other? If mad wizards traded in their robes for lab coats, would we not call them mad scientists? A crazed mortal can push science to truly insane levels, but only a Spark can perform the kind of mad science that tests the limitations of natural laws against the powers of their own imaginations.

Sparks (named after the 'spark' of Inspiration they bear) blur the line between science and magic, channeling raw Mania into their works to make them more than mundane science can handle alone. Their vaguely scientific gizmos work in ways simple folk can't understand, and only seem to make sense to their creator. Whatever it is that causes Sparks to catalyze is unknown, but they seem to have a knack for communicating with the machine spirits that inhabit all technological devices. The Adeptus Mechanicus is split on whether to revere these technopathic savants or exterminate them.

With great power, though, often comes great madness. Mortals become twisted by their catalyzation into Sparks, some driven absolutely mad by the transformation. Those who keep enough of their sanity to be functional in society are often recluses and pariahs, toying around with their mad gifts in secret until a reason to expose themselves makes itself known. Regardless of what they do with their powers, Sparks are seen with the same suspicion as witches and warlocks due to their unpredictability.

Tell: When a Spark spends Mania, their infernal devices fire up and come to life. Engines hum, motors run, and fans whir, often spouting out smoke and other foul substances as they do so. The Spark will become a fantastic display of light and noise as their Tell rises, the machine spirits that power their bizarre technology dancing along to the mad Spark's tune.

POWERS:

Weird Science: You gain a free rank in any Magic School. You may purchase ranks in this school as if it were on your class track. Sparks cast magic with gizmos, which always use Intelligence for the magic check. Instead of rolling for Warp Phenomena when casting, roll a d10. On a 1, the spell fails and you must roll again. On another 1, the gizmo explodes like a plasma grenade. If Pushing, take -1 to your roll for every additional die. Sparks without Tested take -1 per level of the spell and -2 for each Pushing die.

Junkwright: By spending Mania, a Spark can make an Intelligence + Crafts check against an item's Wealth TN to cobble that item out of spare parts. These kit-bashed objects last for a scene before falling apart. You can also dismantle a technological device to harvest Mania from it, gaining 1 Mania per object destroyed.

Mad Technomancer: You gain a free specialty (Mad Science) that applies to all mental skills. As long as you can touch or verbally communicate with the object you are working on, you never require tools (specialized or otherwise) to make Crafts or Tech-Use rolls.

Science-Related Memetic Disorder: They're called mad scientists for a reason, partner! Start the game with 10 Insanity and a minor disorder. Whenever you roll for Insanity, roll twice and take the higher result.

POWER STAT: INSPIRATION

Inspiration is the raw, creative force that the Spark taps into in order to make their infernal devices work. It is the Spark's inner muse, whispering mad ideas into their head that become progressively zanier as their Inspiration rises. The nature of this force is not completely understood, but the Sparks have theories on it that normal people have trouble wrapping their heads around.

Resource Stat: Mania

You have a pool of Mania equal to four times your Inspiration. You recover 1 Mania for every hour spent performing scientific research, the nature of which varies depending on the Spark. Mania spent on the creation of items is 'bound' to that item, and cannot be recovered unless the item holding it is destroyed.

Inspiration	Power Gained
*	Mad Artificer: You can spend Mania equal to a Wonder's Artifact rating to create it using the Crafts skill. The Crafts TN is equal to 10 + (Artifact rating * 5). These Wonders last until you discard them.
**	Eureka! A Spark can spend Mania to boost his mental characteristics, spending 1 Mania for every +1 bonus. This bonus lasts only for one test or one round, whichever is longer.
***	Crazy Enough to Work: You gain a static bonus to all Crafts and Tech-Use tests equal to a tenth of your Insanity (rounded down). You are no longer removed from the game at 100 Insanity, though you still get new disorders as usual.
****	Visionary: When spending Mania to boost a mental skill test, you gain a static bonus equal to the number of Mania spent and an additional +1k0 for every two Mania spent.
*****	Magnum Opus: You can spend 100 XP multiplied by the Artifact rating of a Wonder you own to make it permanent. Permanent Wonders do not require Mania to maintain them.

Axiom Assets

Epikrato

The Axiom of Control. You can spend Mania to suppress any derangements you have until the end of the scene. Your Eureka power applies to social characteristics as well as mental ones.

Exelixi

The Axiom of Restoration. Instead of healing yourself, you can use a Healing Surge to heal an ally within 5 meters of you. You also gain a +1k1 bonus when casting Healing spells.

Katastrofi

The Axiom of Destruction. You can spend Mania to add Weapon Mods to your weapons. These Weapon Mods cost Mania equal to the Mods' total cost modifier, and last until the end of the scene. Weapon Mod limits and restrictions apply as normal.

Metapropi

The Axiom of Transformation. As a Half Action, you can spend Mania to modify yourself as if you had the Wild Shape or Improved Wild Shape feats. You can spend two Mania to alter a willing ally this way. These changes last until the end of the scene.

Prostasia

The Axiom of Protection. When rolling to check for gizmo failure/explosion, roll twice and take the higher result. When creating armor, shields, or any other sort of protecting item, increase the final craftsmanship by one step.

Symbiote

By Eisenritter

There is a taint in your flesh, alien and unclean. Perhaps you were born with this warped physiology, your bloodline infected with an alien presence long ago. Perhaps you encountered an alien being that took up residence in your innards, providing power for a meal ticket and place to stay. Perhaps you're the product of mad science gone horribly wrong - or horribly right. No matter the circumstances, you are now forever set apart from your mortal brethren... but you are not alone. There is a presence within you, slippery and just within your perception. And yet, as time goes on, you become closer than siblings or lovers. And sometimes you cannot help but feel you are losing yourself to this... thing... inside of you. Or maybe you grow together into something new and singular.

Those who have become a Symbiote may see it as a blessing, a curse, or a mixed bag, depending on their resulting self-image and relationship with their tenant. More important is how they are seen by the world around them. Many an unfortunate soul has attempted to confide in their loved ones about their true nature, often met with fear and disgust, sometimes morbid fascination, and sometimes with scalpels and cold exam tables. The life of a Symbiote can be a lonely one, and soon enough they turn to the creature within them for companionship and acceptance. And the deeper the bond grows, the further they slip away.

Nonetheless, though you hear whispers from something Other, your mind is your own. You are Changed, and the question remains... what are you going to do now?

Tell: As a Symbiote spends Synch, their flesh becomes more warped. The taint becomes apparent in shape, coloration, scent, and presence. Eyes may appear sightless or alien. Their voice may gain a flanging quality. As more Synch is spent, the Symbiote's posture and mannerisms become more alien. Their voice may gain a flanging quality. Jaws and teeth may become an all devouring maw. Skin may toughen into leathery hide.

Powers

Dual Minds: You have your skills, the tenant has its own, as well as its own brain power, which can meld with yours. By spending 1 Synch, gain +1k1 to any test using mental characteristics.

Living Weapon: By spending 1 Synch as a half action, the Symbiote manifests their tenant as a living weapon. This lasts for a number of rounds equal to your Constitution + Integration + Level. The character now has natural weapons (2k1 R or I; Melee; Brawling); choose the damage type each time you use this ability, and change it as though Readyng a weapon. The tenant also armors the character with AP equal to their Integration on all locations. If you are already wearing armor, it breaks off as the Tenant twists and flows over your skin and you take damage equal to that armor's AP. The armor cannot be used again until it is repaired.

Unsettling: As the host and tenant join together, they become more and more alien and frightening to other people in general. Take -2k1 on social tests except for Intimidation. Gain +2k1 on Intimidation tests.

Strange Anatomy: As the symbiotic bond between Host and Tenant grows, the Symbiote's physiology becomes warped and more resilient. Increase your hit points by 2 + Integration. However, due to the blasphemous deviation from your species' baseline anatomy, all Medicae tests to help you take a -2k2 penalty. If you would die from critical damage that isn't E, X, or magical in nature, you instead enter a comatose state where your Symbiote focuses all of its efforts to mend your broken body. This comatose state lasts for 8 hours, during which you are vulnerable to being fairly easily killed. Upon awakening, you are ravenously hungry.

Power Stat: Integration: Integration represents how closely the Host and Tenant have fused with one another. Higher Integration leads to a stranger appearance and a warped sense of "self."

Resource Stat: Synch: A Symbiote regains Synch equal to their Integration at the end of each sleep cycle. You may also consume a fallen creature as a Half Action to gain Synch equal to half its Size. This can be performed as part of a killing melee attack by spending 1 Synch. A Symbiote may have Synch equal to their Willpower + Composure + Integration.

***Regeneration:** A Symbiote may spend Synch to recover Hit Points in combat as a free action, except for wounds caused by E, X, or magical sources.

****Delicious Brains:** If the Head of the consumed creature has not taken critical damage, for the remainder of the scene you can spend 1 Synch to use the consumed creature's skill ranks or specializations in place of your own for a single skill test.

*****Malleable:** By inflicting one point of damage to yourself, you may increase one of your physical stats by 2 until the end of the scene as the symbiote metabolizes and repurposes your collective flesh. This damage cannot be reduced in any way or healed by Regeneration.

******Spawn:** Once per scene, the hero may spawn a group of minions by inflicting damage to themselves equal to twice their Minions' Threat Rating. These Minions have a Damage Rating of 1. These Minions are a swarm of small creatures (but still equivalent to 5 normal creatures) and may pass through nooks and crannies inaccessible to the hero and obey her commands as a free action. The damage taken for this ability cannot be reduced in any way or healed through Regeneration, but the HP may be recovered by reappropriating the applied biomass.

*******Abomination:** Once per day, you and your tenant can become One. This behaves as Living Weapon. Your natural weapons gain +1k1 damage. Gain Stuff of Nightmares and Fear (3). You now have additional limbs and may take an additional half action per round. Gain +3 Size, Strength, and Constitution. This lasts for a number of rounds equal to your Constitution + Integration + Willpower.

Symbiote Vector Assets	
Name	Description
Blood	Your tenant is better at dealing with people than you are.
Breath	Your tenant tries to hold back the weird things in life.
Flesh	Your tenant provides such wonderful means of disembowelment.
Marrow	Your tenant tends to keep you in the fight.
Soil	Your tenant can read the ebb and flow of destiny.

Blood Vector

Blood represents the heat of passion and the wonder of emotion. Tenants with this vector show a stronger rapport with their hosts and with other humanoids. You do not gain the normal benefits or penalties of Unsettling. By spending 1 Synch you can gain +1k1 to any social Test as your Tenant adjusts your features and pheromones in just the right way to be enticing.

Breath Vector

Breath is an unceasing tide, drawing in from the world and flowing out to meet it... it calls the storm and sets it free. The tenant borne upon its host's breaths has a strange affinity for magic. When you use Living Weapon, you gain Aura equal to your Integration. In addition, you can spend 1 Synch to have your natural weapons gain the

Orgone Array special quality and treat them as magic for the remainder of the scene.

Flesh Vector

Flesh represents lust, hunger and thirst, madness and rage... it's the core of identity and the vector of change. The tenant housed within his host's flesh sings in ecstasy as you rip and tear and gouge at your foes. When you use Living Weapon, your natural weapons gain Penetration equal to your Integration, and you can spend 1 Synch to give your natural weapons the Razor Sharp and Balanced (R only); Two Hands mod, Volatile and Unbalanced (I only); or Reach and Flexible special qualities for the remainder of the scene.

Marrow Vector

Marrow represents secrets buried deep within the flesh, the power of dark and hidden places. The tenant secreted deep within his host's bones wants little more than to be left in peace, and offers his help by protecting his host. Gain +1 Resilience, and double the Armor gained while manifesting your Living Weapon.

Soil Vector

Soil resonates with the seminal urge, the lure of life and the power of decay, the hungry whispers that wait on the threshold between life and death. Your tenant pays attention to these whispers, translating their portent for you. Gain one rank of the Divination magical power. You may purchase this power as if it was part of any class you belong to. Get +1k1 on Focus Power tests to cast Divination spells.

Time Lord

By Weredrago2

There are beings that have existed long before time was measurable. They are also going to exist after time becomes immeasurable, and are existing now when time can still be measured. Regardless of when you find them, these extradimensional beings are known as Time Lords. Living outside the rigid boundaries of fate, Time Lords may move across the stream of history as they wish, but stay in the present in order to experience the world of today for themselves.

Time Lords are perpetual meddlers. Every one has a personal vision of what they think history would look like, and they often contradict each other. Even the ones who think history should be unmolested count, viewing themselves as the self-appointed guardians of time and space. They have multiple conspiracies revolving around their origins, at least half of which were started by other Time Lords. The only real answers to the origin of the Time Lords are locked within the vaults of Ordos Chronos, a fabled organization devoted to the study of time travel. Unfortunately, some cheeky berk went and prevented the Ordos Chronos from ever being founded in the first place.

Tell: When the Time Lord spends Ticks, a faint and steady beating resounds in the minds of everyone around, as if they were hearing the mechanism of Fate itself. As their Tell rises, the air around the Time Lord begins to smell of ozone and crackle with electricity.

Time Lord Powers

Outatime: You begin play with a free rank in the Divination Magic School and the Just As Planned feat. You may purchase ranks in Divination as if it appeared on your class track. Unless the caster spends a Hero Point, Divination spells that target you without your consent fail outright. As a side note, you always know the current time and date.

Time Flow: Time is like a river, and Time Lords can make it flow at whatever pace they wish. You can spend one Tick per round to trigger a change in the flow of time. The effect ends at the start of your next turn unless you spend more Ticks to maintain it.

- *Mach Speed:* You crank up the flow of time around you. Increase your Speed by your Continuum, and add a +2k0 bonus to your attack rolls.
- *Slow:* You crank down the flow of time around you. Increase your Static Defense by your Continuum, and add a +0k1 bonus to your damage rolls.

Retroactive Continuity: Fate has to make some readjustments every time you die. Whenever you would burn a Hero Point to survive death, you may shift around a number of Characteristic dots equal to your Continuum. •

Be Kind, Rewind: Time isn't cheap. Whenever the Time Lord spends a Tick, it turns into a Tock. On it's own, a Tock rewinds back into a Tick every minute. Tocks can also be rewound by spending them contrary to Ticks, in which case the Time Lord may spend a Tock to:

- Lose 1 Hit Point.
- Take a -1k0 penalty to a skill Test.
- Lose a Reaction.

Like Ticks, the amount of Tocks you can spend per round is capped at your Continuum. At no point can a Time Lord spend both Ticks and Tocks in the same round.

Power Stat: Continuum: Continuum is a measure of how divorced the Time Lord is from the monotonous flow of

time and space, and how seamlessly they can move through it.

Resource Stat: Ticks: The spaces between seconds are a Time Lord's currency. You have a maximum number of Ticks equal to twice your Continuum.

Powers Gained

***4-D Mind:** Treat all lore skills as Basic. You gain a +1k1 bonus to rolling lore skills, and gain three free specialties (Past, Present, and Future) in each.

****Quantum Leap:** You can spend a Tick to move up to twice your ground speed in any direction as a free action.

*****Time Skip:** You can spend 2 Ticks to have your future self appear and perform an action for you. This action is rolled at the time, but treated as a new round. Within (Continuum) rounds, you must spend 2 Ticks and go back and perform that action yourself, subtracting that action from the present round. If anything would prevent you from completing the time loop, roll for Perils. One instance of Time Skip must be resolved before you can activate it again.

******Paradox:** You can spend 2 Ticks per round to have both options of Time Flow occur at once.

*******Toki Wo Tomare!:** Once per scene, you can spend five Ticks to stop time. While time is stopped, you gain an extra turn (treated as a new round) to be taken after your current one. During this additional turn, nobody can take actions of any kind except for you.

Time Lord Assets

Guide

Guides seek to make changes in the past, for some self-righteous reason or another. You can activate the Just as Planned feat with a Tick instead of a Hero Point. You can only activate the feat this way once per scene, and the feat's effect costs an additional Tick every time it is activated this way during a session.

Historian

Historians know the ins and outs of the past, which helps when you're living in it. You gain the Research feat. Spending a Tick on a Academic Lore, Common Lore, or Forbidden Lore test grants a +2k0 bonus instead of +1k0.

Seer

Seers pose as sooth-sayers and wise men, using their knowledge of the future for personal gain and/or to act like cryptic assholes. You may spend a Tick when casting a Divination spell to add your Continuum to your effective Magic School rank.

Traveler

Travelers come to yesteryear in search of adventure and glory that can't be found tomorrow. You gain an additional hero point and a racial feat with your race as a prerequisite.

Mago Del Tiempo

Nobody knows what you're doing in the present -- yourself included. You can turn any number of your Ticks into Tocks as a free action. If you do, roll Warp Phenomena at +5 for every Tock converted into a Tick this way.

Alternate Exaltations



Alternate Daemonhost – Nephilim

By Eisenritter

Replace the following:

Demonic Tutor with *Entombed Vizier* (cosmetic)

Rejected by Creation with *Pariah Gene* (cosmetic)

Feeding with *Distortion Drive*

Daemonic with *Black Blood* (cosmetic)

Scorn Earth with *Tesseract Heart*

Not of this World with *Phaeron Transcendant* (cosmetic)

Black Miracle with *Strange Aeon*

Pariah Gene: Functions as *Rejected by Creation*. Whenever a Nephilim spends an Essence, she gains 1 Torment. The only way to regain spent Essence is to heal the Torment left by its use. Healing Torment is functionally identical to Erupting Resonance.

Distortion Drive: When rolling a magic test, your dice do not explode. If you would be affected by Psychic Phenomena, treat the effect applied to you as if the d100 roll had a penalty equal to 10 times your Arcanoi.

Tesseract Heart: You no longer need to eat, sleep, or breathe, and are immune to poisons, diseases, most environmental hazards, bleeding, and stunning.

Strange Aeon: Gain Regeneration 2. If you don't already have an artifact bionic heart, you gain the benefits of a Necrodermis Heart.

Nephilim Shard Assets	
Name	Description
Slayer	Wherever you stride, death follows.
Malefactor	Machines are your forte.
Defiler	Magical defenses mean little against you.
Scourge	Your hatred inspires fear in those you despise.
Fiend	Despair is as easy to you as killing.

Slayer Shard

The C'tan are said to be the origin of all mortals' fear of death; a terrible visage whose scythe was genocide, and whose image remains burned into the minds of mortals to this day. Any creature that is reduced to 5 critical damage by your attacks is killed unless they burn a Hero Point, even if they would normally not be in danger of death (for example, using R damage on a Vampire). Whenever you torment, toy with, or otherwise unnecessarily drag out the death of a creature at your mercy (or convince someone else to do so), you may convert a point of Torment back into Essence.

Malefactor Shard

The C'tan are said to be the ultimate origin of all technology, and its dominus. Gain the Binary Chatter and Mechadendrite Use feats. Whenever you convince someone to relinquish or otherwise give you sole responsibility of an item of technological nature (including damaged Prometheans) for any purpose, you may convert a point of Torment back into Essence.

Defiler Shard

The C'tan were powerful, and they could very well have changed the face of the Wheel... into a collection of tomb-worlds, likely, but change is change nonetheless. Such grand and terrifying energy yearns to be used. Reduce the Aura of all targets by an amount equal to your Arcanoi when calculating damage from a spell you have cast. Whenever you convince someone to act on their emotions in a destructive manner - throwing tantrums, starving themselves in melancholy, etc. - rather than a constructive one, you can convert 1 point of Torment back into Essence.

Scourge Shard

Not even the C'tan were proof against ravages of the mind... at least one is said to have turned upon its fellows, devouring them whole in an attempt at concentrating its power. Gain the Hatred feat, targeting a group of your choice. Each time you attack a member of a group you have Hatred for, you gain +1k0 to Intimidation rolls made against other members of that group who witnessed the attack. Whenever you leave a foe you have Hatred for alive and unharmed at the end of a battle (or convince someone else to do the same for a foe they have Hatred for), you may convert a point of Torment back into Essence.

Fiend Shard

As powerful as they were, the C'tan were never said to be straightforward; the phrase "absolute despair" appears many times on tablets that bear words from the War in Heaven. Add your Arcanoi as a bonus to your Mental Defense, and to the amount of Resolve that creatures can lose before becoming jaded to your social attacks during a scene. Whenever you convince someone into listening to you when they otherwise wouldn't, you can convert 1 point of Torment back into Essence.

Alternate Paragon – Fool

By GuardianTempest

Exaltations are like prizes in a lottery, some are blessings so great that they can set you for life while others seem like curses that require a lot of work to enjoy. For some bashers, winning the lottery in the first place is proof of the greatest power of them all. Fools are unwitting mortals blessed with luck so improbable that they are considered Exalts by themselves. Their mere presence warps fortune in their favor and fending off any harm onto others with jinxes. Paragons, who worked tirelessly for their status, tend to be upset at their effortless achievements.

Tell:

No visible effect on the Fools themselves except for appearing more and more out of place from their surroundings as they remain unaffected from coincidences erupting everywhere.

Power Stat: Excellence

Resource Stat: Action Points

Pressure Points are gained as normal but spent differently, they instead decrease the final total of another person's skill roll by 1.

Power	Replaced With
Statuesque	Born Lucky (cosmetic)
Flash	Flunk
Swift as the Coursing River	Misfortune's Gain
All the Force of a Great Typhoon	Coincidence Magnet (cosmetic)
Strength of a Raging Fire	Clutch
Mysterious as the Dark Side of the Moon	Winds of Destiny, Change!

Flunk: It's called a surprise attack because landing an attack on you takes a surprising amount of effort. Increase your Static Defense by your Excellence while you are Surprised and gain five times that amount against Opportunity Attacks. You may treat Defensive Mobility as an optional feat in your class track.

Excellence	Power Gained
**	Misfortune's Gain: No matter how bad it gets, a Fool's luck always ends up for the better. Whenever you fail a test, you recover one Action Point.
***	Coincidence Magnet: <i>As All the Force of a Great Typhoon.</i>
****	Clutch: Fools succeed when they look like they failed. Your dice explode on a roll of 1 as well as 10.
*****	Winds of Destiny, Change!: At this point the wheel of fortune is yours to control. You may spend one Action Point as a free action to reroll any single die rolled by you or another person within 50m. This can be done up to five times per round, choosing the same or a different dice result each time. Gain an Action Point on the fifth use of this ability per round.

Fool Wildcard Assets

Note: A Fool can purchase one additional exaltation asset during character creation.

Epic Fail

The greater the effort the more spectacular the catastrophe. Whenever another person within 25m rolls a 9 or 10 in any test or damage roll, you may spend one Action Point to change that into a roll of 1 that cannot be rerolled by specialties and any resulting dice explosions are ignored. Multiple instances of rolling 9 or 10 requires spending an equal amount of Action Points.

Klutz

Your real strength lies in your weaknesses. You may spend an Action Point to get a static bonus equal to five times your Excellence for a test involving two or less kept dice.

Disaster Dominoes

A Fool's misfortune is highly contagious, even a simple misstep is enough to throw chaos in their surroundings. Every time you fail a stunt, you may spend a Hero Point to force everyone who can see you in the area to make a test using Willpower or Composure (TN 10 + 5 x stunt level). Failing this test results in being stunned for rounds equal to twice the stunt level and gain a static penalty (Excellence x stunt level) on all tests until the end of the scene.

Comeback

You know what they say, a setback is a setup for a comeback. Whenever you fail a test, add half your rolled dice (round up) to the next one. These extra dice don't accumulate through consecutive failures and don't apply in tests you have zero characteristics in.

Murphy's Law

Everything goes wrong for the other Exalts when you're around. Whenever another person spends any amount of resource points or a Hero Point for any effect, you may spend one Action Point to negate it. You may also negate the effects of someone burning a Hero Point by burning one of your own and cause a non-sequitur event in the process.

Alternate Solar – Phoenix

By Eisenritter

Fire – that by which entire civilizations are tempered. Few can discount the power to be found in flames; from heat used to cook a simple meal, to blazing hell-storms used to raze entire kingdoms, fire is a regular source of both life and death. Yet, there are those that believe fire is their calling, harnessing incredible magic until they finally erupt in an astounding conflagration of flames...

And from the ashes, a Phoenix will rise.

Replace the following:

Celestial Body with *Immortal Fire Bird*

Shining Excellence with *Phoenix Rebirth*

Sunlight Yellow with *Burning Scarlet*

Aura of Light with *Everlasting Phoenix Tail*

Tell: A Phoenix surrounds herself with "feathers" of harmless, multicolored flames as she spends Heat, becoming stunning wings of fire at the highest levels.

Immortal Fire Bird: An empowered Phoenix gains additional Hit Points equal to twice her Sun Soul and is unaffected by extremes in temperature. Any time she would be affected by Fatigue, Poison, Disease, or the vacuum of space, she can spend 1 Heat to negate it.

Power Stat: Sun Soul: A Phoenix's body burns to a noticeable degree, a comforting heat reminiscent of hearth and home that builds into an everlasting conflagration as her Sun Soul grows more intense.

Phoenix Rebirth: As long as you have at least 2 Sun Soul, you are never in danger of death. Whenever you would burn a Hero Point to survive, you may instead permanently lose 1 Sun Soul. You may buy it again as normal.

Burning Scarlet: You gain the Channel Energy feat. Your attacks modified with Overdrive are now treated as magic and gain the Incendiary property, adding twice your Sun Soul to the TN to extinguish the flames.

Everlasting Phoenix Tail: You can cast the spell Energy Bits, using Sun Soul + Charisma instead of the normal magic test. While the spell is active and you have spheres left of it, you can spend Heat to create the same number of additional spheres as a Half Action once per turn.

Phoenix Aspect Assets	
Name	Description
Aurora	The power of the Sun infuses your magic.
Meridian	Such is your radiance that few can stand against you in debate.
Gloaming	Your radiance can calm the chaos of the Warp, to a degree.
Eventide	Like the Sun, you don't stay down for long.
Penumbra	The heat of the Sun is evident in your unarmed strikes.

Aurora Aspect

You are twin to the dawn, formless incandescence as the sun ascends the heavens. You can add your Sun Soul to damage dealt by your Evocation spells, and use Overdrive with damaging spells. Spells cast with Overdrive deal E damage.

Meridian Aspect

You are twin to the sun at its zenith, a grand star whose will must be immaculate. You can use Overdrive with a Social Attack, sapping an additional point of Resolve if successful as your radiance cowers those who would argue against you. This does not count toward the limit of how much Resolve your social attacks can drain before the target becomes jaded.

Gloaming Aspect

You are twin to the twilight, the tranquil light of a setting sun. You may spend 1 Heat to force the roiling Warp to ease around yourself when you cast a spell, adjusting the results of a number of rolled dice equal to your Sun Soul by a single point, or a single die by an amount equal to your Sun Soul, in either direction. Make this adjustment before determining if your spell has caused Psychic Phenomena.

Eventide Aspect

You are twin to the night, a restive flame in wait for the sun to rise once more. Once per scene, when the Hero spends Heat for any effect (or just to activate this, though it's a bit of a waste), she regains a number of Hit Points equal to her Sun Soul.

Penumbra Aspect

You are twin to the solar eclipse, a black shadow shrouded in a halo of fire. Your attacks deal an additional +1k0 damage and gain the Power Field property when using Overdrive. You can Parry weapon attacks using your unarmed strikes without stunting.

Alternate Vampire – Strigoi

By Eisenritter

The curse of the Vampire is spread by those who received the Embrace from other Vampires. This is true. A question remains, however: where did they receive the Embrace from? As millennia passed, the curse stemmed from those who drank the blood of Khaine had become relatively weaker. The Strigoi, those who drank directly from the fountain of the dying god, were nearly gods themselves. Though powerful, their numbers were few. Many were mobbed by the weak masses and thrown into the sunlight, where they would wither and die. The best and brightest among the Strigoi were sealed underground on distant Tomb Worlds, where they could bide their time until the truth of their origins became myth and legend.

They waited far too long. Eons have passed. Recently awakened Strigoi have lost many of their powers, making the infamous monsters mere shadows of their former selves. Memories and ancient connections have long atrophied in their undead minds, leaving many of them alone in a Wheel that passed them by. It's a good thing they are far from helpless. By consuming the bodies of the young and living, the Vampire precursors can make up for lost time. Their old lives are long gone - Long live the new Strigoi.

Tell: Like a Vampire, a Strigoi's fangs and claws become pronounced as she spends Vitae, her skin becomes pale and the whites of her eyes become black, while pupils take on an ominous red glow.

Replace the following:

Old Money with *Living Stone*

Blood Dependency with *Red Thirst*

Dread with *Thirsting Grotesque*

Dominate with *Dark Majesty*

Living Stone: The Strigoi didn't wait out history by playing card games; they hibernated. A Strigoi may spend 1 Vitae to turn their body into stone. A Strigoi turned into a rock is completely unaware of his surroundings and cannot take any action other than turn back to flesh by spending another Vitae. As a stone, the Strigoi's Resilience is doubled.

Sunlight Weakness: A Strigoi that isn't in stone form automatically loses 1 Hit Point per round they're exposed to sunlight. Critical damage uses the E chart and automatically goes to the body. A Strigoi killed by sunlight damage is reduced to dust and cannot be returned from the dead. A thick cloak and wide hat, a parasol, or similar careful protection is enough to protect a Strigoi, though they'll no doubt be quite uncomfortable.

Red Thirst: As *Blood Dependency*, but the Strigoi has a Claws and Teeth weapon instead of a Bite (which still uses the same profile), and may choose to become stone instead of lapsing into a coma; however, when becoming stone in this way the Strigoi cannot return to flesh unless he has Vitae equal to his Blood Potency. A Strigoi in stone form may be fed blood by another Strigoi or Vampire.

Thirsting Grotesque: While in stone form, you can attempt to drain blood from a creature that touches your body as a Reaction, treating it as a Claws and Teeth attack.

Dark Majesty: You may use Awe as the spell, using Blood Potency + Charisma instead of the normal Magic Test.

Strigoi Lineage Assets	
Name	Description
Sengir Scion	=
Bloodriver Scion	=
Scarlet Scion	=
Dracula Scion	=
Carstein Scion	=

Sengir Scion

Szadek Sengir is credited with the web of intrigues that ultimately made it possible for Khaine to die, and alone among the progenitors his get are similarly predisposed toward intrigue. Gain two additional background dots, and each time you gain a dot of Blood Potency, you gain an additional rank in Allies, Backing, Contacts, or Status, all to a maximum of 5.

Bloodriver Scion

Akasha Bloodriver is claimed to have been the first mortal to lay eyes upon Khaine's dying body, a mighty fighter who ensured the god's demise by devouring his heart. Her children in darkness are no less proficient warriors. Gain one rank in the [Dark Messiah](#) sword school. You can purchase ranks in this sword school as if it appeared in your class progression. Your natural weapons can always be used in special attacks that include advantages from the Dark Messiah sword school.

Scarlet Scion

Esidisi Scarlet was the greatest warlock known to the Wheel at the time of Khaine's death, who claimed her power was great enough to slay Khaine herself. Her get inherit both her power and her lunacy. Gain one minor derangement and one rank of Evocation magical power. You may purchase this power as if it was part of any class you belong to. You are not removed from play at 100 Insanity, though you continue to gain derangements as normal.

Dracula Scion

Tepes Dracula is credited with discovering the means to truly kill gods, rising to the challenge presented by the other progenitors and overcoming it handily. You may spend 1 Vitae to modify your body as if you had the Wild Shape and Improved Wild Shape feats. These changes last until the end of the scene.

Carstein Scion

For all that the other progenitors were embroiled in the idea of deicide, the spark of it is said to have come from one Dio Carstein, a complete nonentity at the time who swiftly rose to infamy after supping on Khaine's blood. Shielded by your bloodline's supreme ambition, you can spend 1 Vitae to ignore the effects of sunlight for 1 round. Doing so grants your unarmed strikes and any natural weapons the Snare property for that round.

Alternate Wraith – Ghostwalker

By Weredrago2

The living die and stay dead. If you're mortal, this is true. If you're Exalted... not so much. Wraiths are ghosts that come back to the land of the living. Conversely, Ghostwalkers are among the living, but they can project their souls out of their bodies and seemingly 'die' for short periods of time. Projecting allows Ghostwalkers to touch the land of the dead, but it leaves their bodies vulnerable to physical harm. Stronger Ghostwalkers are capable of activating their paranormal abilities without ever leaving their bodies.

Throughout history, Ghostwalkers have been given many names. Known as Sin-Eaters, Projectors, or Skimmers, Ghostwalkers function as mediators between the living and dead. Of course, these powers have a cost - in order to awaken as a Ghostwalker, you need to survive one or more near death experiences. Afterwards, the Ghostwalker will become exponentially more aware of the realms beyond. Some say that you must make a contract with a death spirit upon dying in order to return as a Ghostwalker, but the true answer is obscured.

Replace the following:

Dematerialize with Projection

Poltergeist with Ghostly Ripple

Second Death with Severed Soul

Ectoplasmic Form with Reaper

Static Powers

Projection: You may spend one Plasm as a half action to project. While projecting, you control an incorporeal (as per the Phasing trait) vessel for a number of rounds up to your Resolve. You can choose to send your projection to the Umbra instead of making it incorporeal. Your projection's body is identical to your own, but it uses Willpower for Strength and Wisdom for Dexterity. It shares your health pool and takes the place of your normal body on the initiative track.

Severed Soul: Your projection has the Undead trait. Your regular body cannot take actions while projecting, but is not considered helpless, unconscious, or unaware. If you run out of Plasm while projecting, your soul goes back to your body. You can return to your body at any time as a free action, but you take a wound from shock unless you are within a meter of your body when doing so.

Deathsight: As Wraith.

Ghost Dice: As Wraith.

Power Stat: Synergy

Resource Stat: Plasm

Ghostwalkers have maximum Plasm equal to their Resolve + Synergy. As they still have their physical bodies, Ghostwalkers regain Plasm at a rate of one per hour in the Materium, and two per hour in the Umbra.

Powers Gained

***Whispers:** As Wraith.

****Ghostly Ripple:** By spending a Plasm, you can take actions with your projection while its anchored to your body for a scene. It has a reach equal to twice your Synergy in meters. You can declare attacks with your projection as normal, but it cannot make opportunity attacks until Synergy 4.

*****Curse:** As Wraith.

******Shroud:** While not projecting, your ghost body provides Armor to your normal body equal to your Resolve. While projecting, your ghost body gains Aura instead of Armor.

*******Reaper:** You gain the Stuff of Nightmares trait. You can spend Plasm to gain Fear (X), where X is equal to the number of Plasm spent. This Fear lasts until the end of the scene or when dispelled as a free action.

Ghostwalker Threshold Assets

Torn

Death by violence. You can spend Plasm to Ready weapons out of raw ectoplasm, rolling your Synergy against the item's TN as if you were making a Wealth test. This weapon lasts until the end of the scene.

Silent

Death by deprivation. Subtract your Synergy from all attempts detect you with Perception. You can spend a Plasm to remove the Verbal keyword when spellcasting.

Prey

Death by nature. When you project, you can modify your projection as if you had the Wild Shape or Improved Wild Shape feats. These traits last until the projection ends. Your projection also gains a natural weapon with the following profile: 1k1 I or R; Melee, Brawling.

Stricken

Death by plague. You gain a free raise on all opposed tests. If you are attempting a skill test that an ally has failed in the current scene, you can spend Plasm to gain a +2k0 bonus to your roll.

Forgotten

Death by unfortunate and/or comical accident. You gain the Luck feat. You can spend Plasm to turn a bad Ghost Die effect into a good one. The numerical result of the die remains the same.

Homebrew Classes



More Base Classes

By Kwak

Hacker

Characteristics: Intelligence, Wisdom, Fellowship

Skills: Tech-Use, Drive, Common Lore, Academic Lore, Larceny, Deceive

Feats:

- Gain Access
- Eidetic Memory
- Paranoia
- Unremarkable
- Upgraded (Uncommon)
- *Skill Focus (Any)

Bonus for Completion: +1 to noncombat Opposed Tests

Noble

Characteristics: Charisma, Wisdom, Composure

Skills: Command, Politics, Scrutiny, Charm

Feats:

- Decadence
- Peer (Subjects)
- Skill Focus (Command)
- Redshirt Shield
- *Peer (Any)

Bonus for Completion: Gain the feat "Courtier's Privilege"

Huntsman

Characteristics: Dexterity, Wisdom, Strength

Skills: Animal Ken, Common Lore, Perception, Weaponry, Athletics, Ballistics, Stealth

Feats:

- Expert Tracker
- Heightened Senses (Any)
- Hatred (Any)
- Weapon Proficiency (Basic)
- *Armor Proficiency (Light)
- *Skill Focus (Any)
- Peer (Hacker Organization)

Bonus for Completion: +1 to all attack tests against non-sentient enemies

Sailor

Characteristics: Strength, Wisdom, Constitution

Skills: Tech-Use, Crafts, Arcana, Common Lore, Ballistics, Persuasion, Pilot

Feats:

- Ship Feat (*Choice of Miracle Worker/Detailed Analysis/Acceptable Losses/Worf Barrage*)
- Jack of All Trades
- Peer (Ship Crew)
- Skill Focus (Any)

Bonus for Completion: +1 to all Maneuver Actions

Punk	Strength, Willpower, Charisma	Acrobatics, Athletics, Brawl, Intimidation, Performer, Drive	Headstrong Discipline Unarmed Warrior Hardy Luck	+1 Resource Point
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Adventurer

By Weredrago2

Homebrew Class - Adventurer	
Attributes:	Dexterity, Intelligence, Wisdom
Skills:	Academic Lore, Acrobatics, Arcana, Athletics, Ballistics, Brawl, Common Lore, Drive, Forbidden Lore, Intimidate, Larceny, Perception, Persuasion, Scrutiny, Stealth, Weaponry
Sword Schools:	Devoted Spirit
Gun Kata:	Point Blank
Completion Bonus:	+1 to lore checks.

Level	Title	Prerequisites	Class Feats
1	Antiquarian	Any Lore 3, Athletics 2	Blind Fighting Decipher Glyphs Eidetic Memory Fast Reflexes Improved Feint Weapon Proficiency (Basic)*
2	Field Archaeologist	Any Lore 3, Athletics 3, Decipher Glyphs	Armor Proficiency (Light) Catfall Peer (School) Skill Focus (Any)* Sneak Attack Trusty Sidearm
3	Rogue Scholar	Any Lore 4, Athletics 3, Trusty Sidearm	Back Stab Danger Sense Fleet of Foot Keep Running Quick Draw Speak Language (Any)*
4	Relic Hunter	Any Lore 5, Athletics 4, Keep Running	Jaded Luck Skill Focus (Any) Speak Language (Any)* Walking Library Weapon Focus (Any)
5	Tomb Raider	Any Lore 5, Athletics 5, Walking Library	A Bad Feeling About This Devastating Critical Expanded Knowledge Improved Back Stab Speak Language (Any)* Step Aside

NEW Feats!

A Bad Feeling About This

Once per scene, you can cast the spell Augury, using your Level + Wisdom for the Focus Power Test.

Decipher Glyphs

You've spent countless hours studying ancient runes, symbols, and hieroglyphs. For this reason, you can always recognize what language a body of text is written in, regardless of whether or not you can read the language normally.

Keep Running

If you are in immediate danger and would take enough Fatigue to be knocked unconscious, you can make a TN 15 Constitution test to retain consciousness until the end of the scene.

Trusty Sidearm

Select a non-Artifact weapon you own that is of Uncommon rarity or lower. It gains the narrative protection of an Artifact. If ever lost or destroyed, you can either find a replacement in a day or apply this feat to a different weapon you have.

Walking Library

You gain a +2k0 bonus to lore tests you have an applicable specialty in.

Armamentalist

By Eisenritter

Characteristics: Wisdom, Willpower, Charisma

Skills: Academic Lore, Acrobatics, Arcana, Athletics, Ballistics, Deceive, Drive, Forbidden Lore, Intimidation, Scrutiny, Weaponry

Sword Schools: [Eldritch Advent](#)

Magic Schools: Conjunction, Evocation, Transmutation

Level Completion: Vehicles you pilot gain +1 Aura.

Herald

Level: 1

Prerequisites: Arcana 2, Drive 2

Feats:

*Arcane Blade

Arcane Mark

Armor Proficiency (Light)

*Sound Constitution

Spell Might

Tested

Weapon Proficiency (Basic)

Apostle

Level: 2

Prerequisites: Arcana 3, Drive 3, Eldritch Advent 1

Feats:

Danger Sense

Divine Bond

Eldritch Serpent

*Iron Tower

Spell Focus

*Weapon Focus (Any)

Weapon Proficiency (Melee 2)

Armamentalist

Level: 3

Prerequisites: Arcana 3, Drive 4, Divine Bond, Eldritch Serpent

Feats:

*Armor Proficiency (Medium)

Calm the Winds

Eldritch Exhaust

Jaded

Spell Book

Spell Parry

Spell Penetration

*Weapon Specialization (Any)

Grand Armamentalist

Level: 4

Prerequisites: Arcana 4, Drive 4, Eldritch Exhaust

Feats:

Daggerspell Stance

Fearless
Improvisational Magic
*Spell Book
Sword Beam
Touch Spell Specialization
Warp Driver
*Wizard Tradition

Ebon Rider

Level: 5

Prerequisites: Arcana 5, Drive 5, Daggerspell Stance, Warp Driver

Feats:

*Armor Proficiency (Heavy)
Blademaster
Greater Spell Penetration
Mental Fortress
*Spell Book
Spell Shield
Spell Specialization
Swift Attack

FEATS

Eldritch Exhaust

You've learned how to employ your vehicle's own systems as an interface for magical muckery. You can use your bonded vehicle as an implement when casting spells, substituting movements of your hands over the control interface for any somatic components. Further, any hand engaged in vehicular controls is considered to be empty for the purpose of other feats.

Eldritch Serpent

You may use Flails in martial maneuvers that use advantages or restrictions from the Eldritch Advent sword school.

Warp Driver

Whatever you choose to drive becomes a manifestation of magical might. Your bonded steed becomes sleek and matte in color, clouds of inky darkness clinging to the hooves, wheels, or other drive systems. This effect causes no penalties to the steed and in fact grants it the benefits of a Light Hexagrammatic Ward.

Baller

By Weredrago2

Baller

Slammer -> Jammer -> Dunkaroo-> Baller-> Ball Star

Sword Schools: Killer Doll, Hulking Hurler, Setting Sun

Gun Kata: Clay Pidgeon

Characteristics: Dexterity, Strength, Intelligence

Skills: Athletics, Ballistics, Weaponry, Acrobatics, Brawl, Ballistics, Performer, Common Lore

Completion Bonus: May use Verboten Jam +1 per session

Slammer

Level 1

Prerequisites: Athletics 3, Ballistics 2

Feats:

- Fast Reflexes
- Rebound
- Weapon Proficiency (Throwing)
- Verboten Jam
- ***Peer (Basketball Organization)**
- Quick Draw

Jammer

Level 2

Prerequisites: Athletics 3, Ballistics 3, Weapon Proficiency (Throwing)

Feats:

- ***Verboten Jam**
- Crack Shot
- Armor Proficiency (Light)
- ***Speak Language (B-Ball Vernacular)**
- Skill Focus (Athletics)
- Double Tap

Dunkaroo

Level 3

Prerequisites: Athletics 4, Ballistics 4, Skill Focus (Athletics)

Feats:

- Verboten Jam
- Pass Back
- ***Accessorize**
- Fleet of Foot
- Spheretrotter

Baller

Level 4

Prerequisites: Athletics 5, Ballistics 4, Fleet of Foot

Feats:

- Improvisational Warrior
- ***Verboten Jam**
- Skill Focus (Athletics)

- Defensive Mobility
- Far Shot

Ball Star

Level 5

Prerequisites: Athletics 5, Ballistics 5, Defensive Mobility

Feats:

- Feather Step
- ***Armor Specialization (Light)**
- Blind Fighting
- Matrixtrotter
- Verboten Jam
- Step Aside

NEW Feats

Verboten Jam

When you take this feat, select one Jam. Once per session, you may perform a Jam you have taken as a full action. You may take this feat multiple times, each time selecting a new Jam. Verboten Jams can only be used with throwing weapons. In the case of throwing weapons with an additional form of attack, you can only use it with a Verboten Jam if thrown. Verboten Jams cannot be used with Special Attacks or Trick Shots.

Double Team- Make a standard attack and roll to hit twice. You take the highest roll.

Vampslam- Perform a standard attack, and recover one hit point for every two hit points your target loses.

Ghost Muscle- Gain Armor and Aura equal to your level until the end of the scene. This Armor and Aura does not stack with other sources of Armor and Aura.

Showboat Jam- In addition to a making a standard attack, make a Performer test against your target's Mental Defense. If you pass the test, your enemy is Stunned for a number of rounds equal to your Level.

Holy Dunk- You may use your thrown weapon in melee range without penalty, and add the Orgone Array property to it. If your weapon already has Orgone Array, the Warp Phenomena roll is done at +5. This Jam lasts for the rest of the scene.

Rebound

After using a thrown weapon, you can return it to your hand as a free action by making a successful Athletics + Dexterity test against TN 15 + 2 for every enemy around you. If you have another ability that would cause a thrown weapon to return to your hand, you may use that power instead.

Pass Back

As a reaction, you may make an opposed Athletics + Dexterity test to catch a throw weapon targeted at you and throw it back. You can not perform this reaction if you're engaged in melee combat.

Spheretrotter

You may use your thrown weapon to push or manipulate objects at a distance. You can press buttons, flip switches, push objects, and otherwise do anything you can manage with a closed fist or finger. The SM has final say on what will and will not work with Globetrotter.

Matrixtrotter

You can use a thrown weapon to manipulate electronics from a distance. This can be used to open or close electronic locks, shut down machinery, and anything else the SM deems dramatically appropriate.

Bellator

By Eisenritter

Characteristics: Strength, Willpower, Charisma

Skills: Crafts, Common Lore, Athletics, Ballistics, Brawl, Drive, Weaponry, Intimidation, Perception, Command, Scrutiny

Sword Schools: [Infernal Monster](#), [Twisted Metal](#), White Raven

Gun Kata: Crisis Zone

Level Completion: Vehicles you drive roll at -1 on their crit table when taking damage.

Cavalier

Level: 1

Prerequisites: Weaponry 3, Drive 2

Feats:

Armor Proficiency (Light)

*Armor Proficiency (Medium)

Frenzy

*Hardy

Hatred (Any)

Peer (Military)

Powerful Charge

Power Attack

Weapon Proficiency (Any)

Warhound

Level: 2

Prerequisites: Weaponry 3, Drive 3, Frenzy, Peer (Military)

Feats:

Armor Proficiency (Medium)

*Armor Proficiency (Heavy)

Combat Master

Divine Bond

Guardian

Jaded

*Sound Constitution

Weapon Focus (Any)

Weapon Proficiency (Any)

Bellator

Level: 3

Prerequisites: Weaponry 4, Drive 3, Combat Master, Divine Bond

Feats:

Armor Proficiency (Heavy)

*Armor Proficiency (Extreme)

Cleave

Crushing Blow

Mounted Charger

Swift Attack

*Weapon Proficiency (Any)

Weapon Specialization (Any)

Bellator Apex

Level: 4

Prerequisites: Weaponry 4, Drive 4, Crushing Blow, Mounted Charger

Feats:

Armor Proficiency (Extreme)

*Battle Rage

Fearless

Good Reputation (Military)

Improved Weapon Focus (Any)

Iron Jaw

Wall of Steel

Warp Driver

*Weapon Proficiency (Any)

Crimson Rider

Level: 5

Prerequisites: Weaponry 5, Drive 5, Good Reputation (Military), Warp Driver

Feats:

Blademaster

Counter Attack

Improved Weapon Specialization (Any)

Lightning Attack

*Sound Constitution

Supreme Cleave

True Grit

*Weapon Proficiency (Any)

FEATS

Mounted Charger

Nothing says you're a big man quite like slapping someone from the back of a moving vehicle. Your melee attacks gain a static bonus to damage equal to your vehicle's current Momentum.

Supreme Cleave

The true warrior fights with his feet, not his hands. Which is to say, when you follow through on your swing, you're skilled enough to step in first. When you use Cleave, you can take a Shift action before choosing the target of the new attack. You still may take only one Shift action per turn.

Warp Driver

Whatever you choose to drive becomes an armored monstrosity suited to your stature. Your bonded steed swells and broadens with suppressed power, armoring itself with plates of molten brass limned with scarlet flames lining the hooves, wheels, or other drive systems. This effect causes no penalties to the steed and in fact grants it the benefits of a Light Hexagrammatic Ward.

Danmaku Duelist

By Methodia

Danmaku Duelist

Characteristics:	Dexterity, Intelligence, Wisdom
Skills:	Arcana, Acrobatics, Ballistics, Charm, Crafts, Perception, Performer, Intimidation, Scrutiny
Gun Kata:	Clay Pigeon Crisis Zone Elemental Gearbolt
Level Completion:	+1 to Dodge Tests

Level	Title	Prerequisites	Class Feats
1	Spellslinger	Acrobatics 2, Ballistics 2	Warning Shot Fleet of Foot Implement Focus Gun Blessing *Weapon Proficiency (Basic) *Skill Focus (Arcana OR Acrobatics OR Ballistics)
2	Magidancer	Acrobatics 2, Ballistics 3, Warning Shot	Spellcard Crafter Double Tap Evasion Crack Shot *Weapon Proficiency (Ranged 1) *Skill Focus (Crafts)
3	Arcane Artist	Acrobatics 3, Ballistics 3, Spellcard Crafter, Gun Blessing	Hip Shooting Spell Card Expert Deadeye Shot *Weapon Proficiency (Ranged 2) *Lead Fingers
4	Hexsculpter	Acrobatics 4, Ballistics 4, Spell Card Crafter, Spell Card Expert	Daredevil Dodger Rock and Roll Hard Target Combat Insight *Meditation *Pinball Wizard
5	Bullet Pattern God	Acrobatics 5, Ballistics 5, Spell Card Expert, Daredevil Dodger	Bullet Pattern Architect Fan the Hammer Step Aside

Spell Card Crafter

Danmaku Duelists fight with magical items called Spell Cards. Spell Cards are custom weapons, built using the ranged custom weapon rules from Book 2 but with a mod limit of your Level. It requires a Crafts check equal to the TN of the Wealth check to acquire it and taking the same amount of time. These Spell Cards require a TN 20 Arcana check to reload, at whatever action the Spell Card would normally take to reload. Alternatively, an hour of meditation will also reload all Spell Cards. Spell card attacks count as magic weapons. While Spell Cards can take many forms – from actual cards to dolls to futuristic guns – they all function similarly.

Spell Card Expert

Your expertise with Spell Cards allows you to quickly replenish their power. Reduce the amount of time it takes to reload a Spell Card either by one action, or to the next lowest action (Examples: 2 Full to Full, Full to Half, Half to Reaction).

Bullet Pattern Architect

You're capable of altering the effects of your Spell Cards on the fly. Three times per scene, you're capable of selecting an additional mod for your Spell Cards and applying its effect immediately. This additional mod lasts until the end of the scene, or until you use Bullet Pattern Architect to replace the mod with a different one.

Warning Shot

You can make a shot hurt, but not kill. When dealing Critical Damage with a ranged attack, you may instead opt to inflict an equivalent level of Fatigue.

Daredevil Dodger

After dodging, if an attack misses you by less than 5, you receive a +1k0 bonus to ranged attacks performed on your next turn.

Deathknight

By Eisenritter

Characteristics: Dexterity, Willpower, Composure

Skills: Acrobatics, Arcana, Athletics, Brawl, Command, Drive, Forbidden Lore, Intimidation, Larceny, Perception, Politics, Scrutiny, Tech-Use, Weaponry

Sword Schools: [Dark Messiah](#), [Golden Riverside](#)

Magic Schools: Abjuration, Necromancy

Level Completion: Vehicles you drive gain +1 Maneuver.

Harbinger

Level: 1

Prerequisites: Composure 3, Forbidden Lore 3, Drive 1

Feats:

Armor Proficiency (Light)

*Chem Geld

Danger Sense

Hardy

Jaded

*Tested

Weapon Proficiency (Any)

Reaper

Level: 2

Prerequisites: Composure 3, Forbidden Lore 4, Drive 2, Dark Messiah or Necromancy at 1

Feats:

Armor Proficiency (Medium)

Decadence

Divine Bond

Evasion

Iron Tower

*Tested

Deathknight

Level: 3

Prerequisites: Composure 4, Forbidden Lore 4, Drive 3, Dark Messiah or Necromancy at 2, Decadence, Divine Bond

Feats:

Armor of Contempt

Armor Proficiency (Heavy)

Mounted Charger

Strong Minded

*Tested

Two Weapon Fighting

Deathlord

Level: 4

Prerequisites: Composure 4, Forbidden Lore 4, Drive 4, Dark Messiah or Necromancy at 2, Armor of Contempt, Mounted Charger

Feats:

*Armor Proficiency (Extreme)

Daggerspell Stance

Fearless

Hard Target
Swift Attack
Warp Driver

Pale Rider

Level: 5

Prerequisites: Composure 5, Forbidden Lore 5, Drive 5, Dark Messiah or Necromancy at 3, Warp Driver

Feats:

*Armor Proficiency (Power)

Death Before Defeat

Devastating Critical

Mental Fortress

Step Aside

FEATS

Mounted Charger

Nothing says you're a big man quite like slapping someone from the back of a moving vehicle. Your melee attacks gain a static bonus to damage equal to your vehicle's current Momentum.

Warp Driver

Whatever you choose to drive inevitably falls apart. Your bonded steed rusts, rots, or otherwise shifts into a visual state that can be accurately described as "complete disrepair," with ghastly green flames "patching" any holes that result, or otherwise lining the hooves, wheels, or other drive systems. This effect causes no penalties to the steed and in fact grants it the benefits of a Light Hexagrammatic Ward.

Dragoon

By Eisenritter

Characteristics: Dexterity, Intelligence, Charisma

Skills: Acrobatics, Athletics, Ballistics, Command, Drive, Academic Lore, Forbidden Lore, Performer, Perception

Gun Kata: [Blazing Sunz](#), [Daemon Trigger](#)

Magic Schools: Enchantment, Illusion

Level Completion: Vehicles you drive gain +1 Static Defense.

Powder Monkey

Level: 1

Prerequisites: Ballistics 2, Drive 2

Feats:

Armor Proficiency (Light)

Danger Sense

Fast Reflexes

Gun Blessing

*Speak Language (Any)

Weapon Proficiency (Basic)

*Weapon Proficiency (Any Ranged or Thrown)

Musketeer

Level: 2

Prerequisites: Ballistics 3, Drive 2, Danger Sense, Gun Blessing

Feats:

Commanding Note

Divine Bond

Evasion

Jaded

Lead Fingers

*Speak Language (Any)

Weapon Proficiency (Ranged 2)

*Weapon Proficiency (Any)

Dragoon

Level: 3

Prerequisites: Ballistics 3, Drive 3, Commanding Note

Feats:

Armor of Contempt

Deadeye Shot

Decadence

Drive-By Gunner

*Meditation

*Speak Language (Any)

Weapon Proficiency (Ranged 1)

Dragoon Ace

Level: 4

Prerequisites: Ballistics 4, Drive 4, Drive-By Gunner

Feats:

Crack Shot

Fearless

Hard Target
*Sound Constitution
*Speak Language (Any)
Strong Minded
Warp Driver
Weapon Proficiency (Thrown)

Alabast Rider

Level: 5

Prerequisites: Ballistics 5, Drive 5, Crack Shot, Warp Driver

Feats:

Double Tap
Hip Shooting
Sharpshooter
*Sound Constitution
*Speak Language (Any)
Spell Bullet
True Grit

FEATS

Commanding Note

You speak as though a crown were set upon your brow, and those who listen would do well to heed you. Add your Command as a static bonus to Command, Intimidation, and Persuasion tests.

Drive-By Gunner

Some berks like to stay and play, but you know it's smarter to hit and quit it. While aboard a moving vehicle, you can attack with a handheld ranged weapon while zooming past your targets. You can make a number of attacks equal to the current Speed multiplier applied to your vehicle's Static Defense, but take the same number in rolled dice as a penalty to each attack roll.

Warp Driver

Whatever you choose to drive becomes an expression of your grandeur. Your bonded steed becomes sleek and gleaming, sparkling with clean white light at the hooves, wheels, or other drive systems. This effect causes no penalties to the steed and in fact grants it the benefits of a Light Hexagrammatic Ward.

Duelist

By Weredrago2

Homebrew Class - Duelist	
Attributes:	Charisma, Dexterity, Fellowship
Skills:	Academic Lore, Acrobatics, Athletics, Charm, Command, Common Lore, Deceive, Disguise, Intimidation, Perception, Performer, Persuasion, Politics, Scrutiny, Weaponry
Sword Schools:	Diamond Mind, Platinum Perfect, Shadow Hand
Completion Bonus:	+1 to all social attacks.

Level	Title	Prerequisites	Class Feats
1	Noble	Deceive 2, Persuasion 3, Weaponry 3	Armor Proficiency (Light) Fast Reflexes Jack of All Trades Professional Insult Fighter Weapon Proficiency (Melee 2)
2	Dilettante	Deceive 3, Persuasion 3, Weaponry 3, Professional Insult Fighter	Danger Sense Evasion Improved Feint Quick Draw Taunt
3	Duelist	Deceive 3, Persuasion 4, Weaponry 4, Taunt	Flynning Furious Assault Luck Swift Attack Two Weapon Fighting
4	Knight-Commander	Deceive 4, Persuasion 5, Weaponry 5, Flynning	Armor of Contempt Combat Master Hard Target Psyche Out Wall of Steel
5	Duke-Commander	Deceive 5, Persuasion 5, Weaponry 5, Psyche Out	Air of Authority Counter Attack Fearless Lightning Attack Step Aside

NEW Feats!

Professional Insult Fighter

You can use the Monologue/Study, Social Attack, and Wordplay social combat actions in standard combat. Characters you target with social attacks in standard combat can spend reactions to Refute you as if they were in social combat. Social combat actions provoke opportunity attacks when performed in the middle of standard

combat.

Taunt

In a duel, allowing your concentration to waver for even a second can result in defeat or death. If you perform a successful Wordplay action against a target in standard combat, your next melee attack against that same target cannot be dodged or parried. If your next action is anything other than a standard attack, the advantage of wordplay is lost.

Flynning

You can use fancy swordplay to make your opponents dance. Instead of making a damage roll for a successful melee attack, you can choose to move yourself and a target you're engaged in combat with a number of meters equal to your Dexterity. This movement does not provoke opportunity attacks.

Psyche Out

You really know how to throw people off their game. When you overcome a target with a social attack in standard combat, you can force them to either spend Resolve or count as being under the effects of the Unluck spell (including the benefits for getting raises on your roll, to a limit of -5k0) until the end of their next turn. This effect replaces the normal effects of your social attacks.

Helmsman

By Kwak

Level 2 - Flight Controller

Prerequisites: Pilot 2 OR Drive 2, Perception 1

Characteristics: Dexterity, Intelligence, Wisdom

Skills: Ballistics, Crafts, Command, Drive, Pilot, Perception, Tech-Use

Feats:

Smooth Flying

Shake and Bake

Cat and Mouse

Skill Focus (Pilot) OR Skill Focus (Drive)

**Heightened Senses*

Bonus for Completion: +1 to Crew Quality for Maneuver Actions for any ship on which you serve as Tactical Officer.

Level 3 - Helmsman

Prerequisites: Pilot 4 OR Drive 4, Perception 3

Characteristics: Dexterity, Intelligence, Wisdom

Skills: Ballistics, Crafts, Command, Drive, Pilot, Perception, Tech-Use

Feats:

Leaf on the Wind

Fly Apart

Reverse Thrusters

Combat Sense

**Skill Focus (Drive)*

**Skill Focus (Pilot)*

Bonus for Completion: +1 to Crew Quality for Maneuver Actions for any ship on which you serve as Tactical Officer.

Feats

Smooth Flying

On any successful Maneuver Action or Control Test, you may add 1 to your Static Defense for every raise on the Test until the start of your next turn.

Shake and Bake

You may use an Evasive Maneuvers action on an ally no more than a Half Move's distance away from you, who then receives the TN bonus you normally would.

Cat and Mouse

During a chase, you may add +1 Speed for every other vehicle or ship involved in the chase.

Leaf on the Wind

While serving as Helmsman on a ship, once per session, you may prevent the loss of crew by taking 1 point of critical damage for every point of crew that would have been lost.

Fly Apart

While operating any vehicle, you may reroll a failed Control Test, Maneuver Action or Fightercraft Action by triggering a roll a d10 on the corresponding Critical chart, adding +1 for every time this feat is used more than once per scene.

Reverse Thrusters

While serving as Helmsman on a ship, once per session, as an Maneuver Action you may reverse your ship's Acceleration and Maneuverability for one round.

[High Flyer](#)

By Methodia

Acrobat -> Adrenaline Junkie -> Stuntman -> Speed Demon -> Dare Devil

Attributes: Dexterity, Fellowship, Wisdom

Skills: Acrobatics, Ballistics, Brawl, Charm, Common Lore, Drive, Perception, Performer, Persuasion, Pilot, Weaponry

Completion Bonus: You may reroll a failed Performer or Acrobatics check once per session

Schools:

[Freedom Flight](#)

[Lion Heart](#)

[Daemon Trigger](#)

Clay Pigeon

ACROBAT

Requirements: Acrobatics 2, Performer 2

Catfall

Fleet of Foot

Heightened Senses (Sight)

Tightrope Walker

Skill Focus (Perception)*

Weapon Proficiency (Basic)*

ADRENALINE JUNKIE

Requirements: Acrobatics 3, Performer 2, Tightrope Walker

Nerves of Steel

Headstrong

Zen Shooting

Raven's Eye

Skill Focus (Performer)*

Weapon Proficiency (Any)*

STUNTMAN

Requirements: Acrobatics 3, Performer 3, Tightrope Walker

Defensive Mobility

Eagle Eye

Deadeye Shot

Lights, Camera, Action

Luck

Skill Focus (Ballistics)*

Weapon Proficiency (Trigger)*

SPEED DEMON

Requirements: Acrobatics 4, Performer 4, Lights Camera Action

Danger Sense

Bounding Beast

Double Tap

Swift Attack

Skill Focus (Weaponry)*

Weapon Focus (Any)*

DARE DEVIL

Requirements: Acrobatics 5, Performer 5, Lights Camera Action

Death Before Defeat

Feather Step

Step Aside

Stunt Double

True Grit

Fearless*

Skill Focus (Acrobatics)*

Tightrope Walker: Gain a +2k0 to any checks having to do with keeping your balance.

Eagle Eye: You halve any distance penalties for vision-based perception checks.

Lights, Camera, Action: Whenever you succeed on a 2-dice Stunt or greater, you may immediately cast Image or Ghost Sound with a Focus Power roll of (Performer + Fellowship)

Stunt Double: Whenever you Succeed on a 2-Dice Stunt or greater you may immediately cast the spell Mislead with a Focus Power roll of (Performer + Fellowship)

Maid

By Eisenritter

Characteristics: Dexterity, Fellowship, Composure

Skills: Acrobatics, Animal Ken, Charm, Common Lore, Crafts, Deceive, Disguise, Drive, Intimidation, Larceny, Perception, Performer, Persuasion, Scrutiny

Sword Schools: [Ancient Temple](#), [Killer Doll](#)

Magic Schools: Abjuration, Enchantment

Level Completion: +1 Mental Defense

Scullery Maid

Level: 1

Prerequisites: Charm 2, Crafts 2

Feats:

At Your Service

Luck

Protocol

*Speak Language

*Unremarkable

Weapon Proficiency (Any)

Apprentice Maid

Level: 2

Prerequisites: Charm 3, Crafts 2, At Your Service

Feats:

Hidden Objects

*Improvisational Warrior

Jack of All Trades

Peer (Nobility)

*Research

Wholeness of Body

Zen Shooting

Housemaid

Level: 3

Prerequisites: Charm 3, Crafts 3, At Your Service, Jack of All Trades

Feats:

Decadence

Divine Grace

Elegance

*Improvisational Master

Nick of Time

*Weapon Focus (Any)

Head Maid

Level: 4

Prerequisites: Charm 4, Crafts 4, Elegance

Feats:

Accessorize

Fearless

*Improvisational Savant

Maid's Duty

*Mental Fortress
Well Connected

Perfect Maid

Level: 5

Prerequisites: Charm 5, Crafts 5, Elegance, Maid's Duty

Feats:

Armor of Contempt

*Feather Step

Perfect Self

Perfectly Elegant

*Weapon Specialization (Any)

World for Two

FEATS

Accessorize

You always know the right outfit for the situation. You gain a +2k0 bonus to any skill check when wearing an "appropriate" outfit, such as a lab coat for science, a cheongsam for kung fu, a robe and pointed hat when using magic, etc.

At Your Service

Maids are masters of elegance and politeness. You gain +2k0 to Charm, Performer, and Persuasion tests in "polite" settings.

Hidden Objects

You take no penalty on checks to conceal large, oddly shaped, or strange objects inside your clothes or on your body as long as it is no larger than you are.

Elegance

Maids move with purpose and grace. They can make movement actions without provoking an attack of opportunity in combat.

Maid's Duty

Your loyalty and duty can allow you to push yourself as far as an exalt... and if you *are* an exalt, that much farther. You gain a Hero Point that can only be spent to activate abilities that require spending Hero Points. You cannot spend it normally or burn it.

Nick of Time

A Maid is no good if she cannot be where she is needed. By spending a Hero Point, you may arrive at any scene immediately. If it is a combat scene, you can roll initiative and arrive when your turn comes up.

Perfectly Elegant

You have achieved perfect grace, where you can avoid the pitfalls that many others fall into. You never suffer more than the basic effect of a failed test, no matter how many checks on the roll.

Well Connected

Maids have been to many places and spoken to many people. You may spend a Hero Point to declare that you know someone, however improbable that is. This will not instantly make them an ally, though they might be willing to talk or give up some non-sensitive information.

World for Two

You have achieved the pinnacle of maidhood, the ability to tap into the maid force to slow down time itself. You

may spend a Hero Point to lock yourself and up to one other person in a moment of stopped time. Neither of you may affect other things like this; however, you can continue to affect each other. Outside of combat this can last a number of minutes equal to your Charisma, but the stress of combat causes it to only last for a single round.

Monster Hunter

By Methodia

Rookie -> Tracker -> Pro Hunter -> Ace Hunter -> Apex Hunter

Attributes: Strength, Composure, Constitution

Skills: Acrobatics, Athletics, Ballistics, Weaponry, Stealth, Animal Ken, Intimidation, Scrutiny, Common Lore, Crafts, Tech-Use

Completion Bonus: May take 1 additional Fatigue before passing out.

Schools:

[Lion Heart](#)

Stone Dragon / [Raging Locomotive](#)

Crisis Zone

Silent Scope / [Lunatic Princess](#)

Rookie:

REQUIREMENTS: Perception 2, Animal Ken 2

Heightened Sense (Sight **OR** Hearing)

Carving King

Weapon Proficiency (Basic)

Armor Proficiency (Light)

Peer (Hunter Association) *

Sound Constitution *

Tracker:

REQUIREMENTS: Perception 3, Animal Ken 2

Expert Tracker

Furious Assault **OR** Far Shot

Armor Proficiency (Medium)

Weapon Proficiency (Melee 3 **OR** Ranged 1)

Weapon Proficiency (Trigger) *

Sound Constitution *

Pro Hunter:

REQUIREMENTS: Perception 3, Animal Ken 3, Expert Tracker

Evasion

Crushing Blow **OR** Crack Shot

Armor Proficiency (Heavy)

Weapon Proficiency (Any)

Wild Empathy

Good Reputation (Hunter Association) *

Sound Constitution *

Ace Hunter:

REQUIREMENTS: Perception 4, Animal Ken 3, Carving King

Hardy

Giant Slayer

Swift Attack **OR** Double Tap

Armor Proficiency (Extreme)

Weapon Proficiency (Any) *

Sound Constitution *

Apex Hunter:

REQUIREMENTS: Perception 5, Animal Ken 4, Giant Slayer

Fearless

True Grit

King of Monsters

Weapon Focus (Any)

Armor Proficiency (Power)

Weapon Specialization (Any) *

Sound Constitution *

Carving King: After you slay an enemy, you may make a TN (Monster's Size x 5) Crafts check on it's corpse. If this TN is successful, you gain a chunk of usable material from this monster. This gives you a +10 on the next Wealth/Acquisition/Crafting check you make, if you expend the usable material, and make an item using the monster's parts which makes the item a Best Quality version. You may only successfully carve one part from a monster, though as many people up to the monster's Size may also carve parts before the monster is considered picked clean.

Giant Slayer: If an enemy's size is twice your own or greater, gain +1k1 to Attack and Damage against them.

King of Monsters: You may use Animal Ken to use Social Attacks on non-sapient wild animals and monsters. If you manage to reduce a monster's Resolve to 0, you can begin to use Breaking Alignment (the monster's devotion being equal to it's level) to start increasing it's disposition towards you. If you manage to make a monster's Disposition reach the Fanatical Level towards you, you may spend a Hero Point to have it bond to you and act as an animal companion. You gain the monster as an Ally with dots equal to level. If it's disposition towards you ever goes lower than Friendly, you lose it as an animal companion and an Ally and must make it Fanatical towards you again before you can re-bond with it, spending another Hero Point to do so. This does not work on anything with the [Elder Wyvern](#), Mindless, Machine, or Undead traits. Monsters require the equivalent support of it's Level in dots in things like Followers, Backing, Wealth, Dedicated Holdings, or something of the sort equal to level or disposition will drop one step per day.

Pathfinder

By Yog-Sothoth

Shazbot -> Llama -> Rabbit -> Eagle -> Pathfinder

Used a few feats from Book 3; thanks to their authors.

Level 1 - Shazbot

Requirements: Acrobatics 2, Ballistics 2

Characteristics: Wisdom, Dexterity, Constitution

Skills: Perception, Tech-Use, Acrobatics, Athletics, Ballistics, Stealth, Weaponry, Performer

Feats:

- Armor Proficiency (Light)
- Catfall
- *Danger Sense
- Fleet of Foot
- Heightened Senses (Sight)
- Hip Shooting
- Weapon Proficiency (Ranged 1)
- *Skill Focus (Acrobatics OR Athletics OR Ballistics)

Gun Kata: [Divine Flame](#), [Gravity Ski](#), [Quaking Fortress](#)

Bonus for Completion: +1 to all Acrobatics tests

Level 2 - Llama

Requirements: Acrobatics 3, Ballistics 2, Fleet of Foot

Characteristics: Wisdom, Dexterity, Constitution

Skills: Perception, Tech-Use, Acrobatics, Athletics, Ballistics, Stealth, Weaponry, Performer

Feats:

- Defensive Mobility
- Eagle Eye
- Far Shot
- Hard Target
- Lead Fingers
- *Skill Focus (Acrobatics OR Athletics OR Ballistics)
- Weapon Focus (Any Launcher)
- *Weapon Focus (Any Launcher)

Gun Kata: Divine Flame, Gravity Ski, Quaking Fortress

Bonus for Completion: +1 to all Acrobatics tests

Level 3 - Rabbit

Requirements: Acrobatics 4, Ballistics 3, Hard Target

Characteristics: Wisdom, Dexterity, Constitution

Skills: Perception, Tech-Use, Acrobatics, Athletics, Ballistics, Stealth, Weaponry, Performer

Feats:

- Armor Specialization (Light)
- Crack Shot
- Evasion
- Fast
- Headstrong
- *Skill Focus (Acrobatics OR Athletics OR Ballistics)
- Weapon Specialization (Any Launcher)
- *Weapon Specialization (Any Launcher)

Gun Kata: Divine Flame, Gravity Ski, Quaking Fortress

Bonus for Completion: +1 to all Acrobatics tests

Level 4 - Eagle

Requirements: Acrobatics 4, Ballistics 4, Evasion

Characteristics: Wisdom, Dexterity, Constitution

Skills: Perception, Tech-Use, Acrobatics, Athletics, Ballistics, Stealth, Weaponry, Performer

Feats:

- Fast Reflexes
- Paranoia
- Improved Weapon Focus (Any Launcher)
- *Improved Weapon Focus (Any Launcher)
- Quick Draw
- *Skill Focus (Acrobatics OR Athletics OR Ballistics)
- Step Aside

Gun Kata: Divine Flame, Gravity Ski, Quaking Fortress

Bonus for Completion: +1 to all Acrobatics tests

Level 5 - Pathfinder

Requirements: Acrobatics 5, Ballistics 5, Step Aside

Characteristics: Wisdom, Dexterity, Constitution

Skills: Perception, Tech-Use, Acrobatics, Athletics, Ballistics, Stealth, Weaponry, Performer

Feats:

- Feather Step
- Keep Running!
- Raven's Eye
- Improved Weapon Specialization (Any Launcher)
- *Improved Weapon Specialization (Any Launcher)
- *Skill Focus (Acrobatics OR Athletics OR Ballistics)
- Strip the Flesh

Gun Kata: Divine Flame, Gravity Ski, Quaking Fortress

Bonus for Completion: +1 to all Acrobatics tests

Pirate

By Eisenritter

Swabbie -> Rapsallion -> Corsair -> Dread Pirate -> Scourge o' the Stars

Swabbie

Level: 1

Prerequisites: Larceny 2, Pilot 2

Characteristics: Dexterity, Intelligence, Charisma

Skills: Perception, Common Lore, Acrobatics, Ballistic, Larceny, Stealth, Scrutiny, Charm, Deceive, Pilot, Disguise, Tech-Use, Intimidation, Brawl

Feats:

Blind Fighting

Danger Sense

Fast Reflexes

Weapon Proficiency (Basic)

*Weapon Proficiency (Melee 2)

*Weapon Proficiency (Ranged 1)

Gun Kata:

Clay Pidgeon

Point Blank

Bonus for Completion: +1 to Fame, to a maximum of 5.

Rapsallion

Level: 2

Prerequisites: Larceny 2, Pilot 3, Danger Sense

Characteristics: Dexterity, Intelligence, Charisma

Skills: Perception, Common Lore, Acrobatics, Ballistic, Larceny, Stealth, Scrutiny, Charm, Deceive, Pilot, Disguise, Tech-Use, Intimidation, Brawl

Feats:

Armor Proficiency (Light)

Catfall

Evasion

Skill Focus (Any)

*Skill Focus (Any)

Sneak Attack

Gun Kata:

Clay Pidgeon

Point Blank

Bonus for Completion: +1 to Fame, to a maximum of 5.

Corsair

Level: 3

Prerequisites: Larceny 3, Pilot 3, Evasion

Characteristics: Dexterity, Intelligence, Charisma

Skills: Perception, Common Lore, Acrobatics, Ballistic, Larceny, Stealth, Scrutiny, Charm, Deceive, Pilot, Disguise, Tech-Use, Intimidation, Brawl

Feats:

Fleet of Foot

High-Risk Trading

Luck

Quick Draw

Skill Focus (Any)

*Skill Focus (Any)

Weapon Focus (any Ranged)

Gun Kata:

Clay Pidgeon

Point Blank

Bonus for Completion: +1 to Fame, to a maximum of 5.

Dread Pirate

Level: 4

Prerequisites: Larceny 4, Pilot 4, Sneak Attack

Characteristics: Dexterity, Intelligence, Charisma

Skills: Perception, Common Lore, Acrobatics, Ballistic, Larceny, Stealth, Scrutiny, Charm, Deceive, Pilot, Disguise, Tech-Use, Intimidation, Brawl

Feats:

Hard Target

Hip Shooting

Improved Sneak Attack

Jaded

Mark of Infamy

Skill Focus (Any)

*Skill Focus (Any)

Gun Kata:

Clay Pidgeon

Point Blank

Bonus for Completion: +1 to Fame, to a maximum of 5.

Scourge o' the Stars

Level: 5

Prerequisites: Larceny 5, Pilot 5, Improved Sneak Attack, Mark of Infamy

Characteristics: Dexterity, Intelligence, Charisma

Skills: Perception, Common Lore, Acrobatics, Ballistic, Larceny, Stealth, Scrutiny, Charm, Deceive, Pilot, Disguise, Tech-Use, Intimidation, Brawl

Feats:

Combat Master

Devastating Critical

Fearless

Skill Focus (Any)

*Skill Focus (Any)

Step Aside

Gun Kata:

Clay Pidgeon

Point Blank

Bonus for Completion: +1 to Fame, to a maximum of 5.

FEATS

High-Risk Trading

Every two-stinger thief needs a fence, but emptying a cargo hold full of ill-gotten goods is another beast entirely. You're a whiz at locating dodgy markets and shady middlemen to convert the take into liquid assets. You can sell almost anything by making a Fellowship test against the same TN as if you were trying to buy it, gaining Wealth instead of losing it if this would result in Wealth Strain. But it ain't always a good idea to flaunt that jink, berk: If this causes you to gain permanent dots of Wealth, you could gain a *lot* of attention you really don't need,

effectively gaining the Wanted hindrance in the crystal sphere you sold it in.

Mark of Infamy

After all that you've done, it's almost a shame that anyone can recognize your jolly roger and the cutter who flies it. You have a distinctive emblem, tattoo, scar, or other device that is immediately recognizable to anyone who's heard tales of your exploits. Gain a static bonus on Charm, Command and Intimidation tests equal to your Fame against anyone who can see your mark.

Psycho

By Eisenritter

Characteristics: Strength, Constitution, Dexterity

Skills: Acrobatics, Athletics, Ballistics, Brawl, Drive, Intimidation, Perception, Weaponry

Sword Schools: Tiger Claw, [Viae Furoris](#)

Gun Kata: [Close Range](#)

Level Completion: +10 Insanity; after level 3, the character is no longer removed from play at 100 Insanity.

Maniac

Level: 1

Prerequisites: Weaponry 2, Athletics 1; one or more Minor derangements OR 10 Insanity

Feats:

Danger Sense

Feed the Meat

Frenzy

Sound Constitution

Sound Constitution

Weapon Proficiency (Any)

*Weapon Proficiency (Any)

Lunatic

Level: 2

Prerequisites: Weaponry 3, Athletics 2, Frenzy; 1-2 Minor derangements OR 20 Insanity

Feats:

Hurl Weapon

Jaded

Quick Draw

Light Sleeper

*Sound Constitution

Strip the Flesh

Weapon Focus (Any)

*Weapon Proficiency (Any)

Psycho

Level: 3

Prerequisites: Weaponry 4, Athletics 3, Strip the Flesh, Frenzy; one or more Severe derangements OR 30 Insanity

Feats:

Crushing Blow

Fire Fiend

Furious Assault

Salt the Wound

Sound Constitution

*Sound Constitution

Swift Attack

*Weapon Proficiency (Any)

Hellborn Psycho

Level: 4

Prerequisites: Weaponry 5, Athletics 4, Fire Fiend, Frenzy; any combination of 1-2 Minor and 1-2 Severe derangements OR 40 Insanity

Feats:

Burn, Baby, Burn
Cleave
Fearless
Fuel the Fire
Hellfire Halitosis
Numbed Nerves
*Sound Constitution
*Weapon Proficiency (Any)
*Weapon Focus (Any)

Badass Psycho

Level: 5

Prerequisites: Weaponry 5, Athletics 5, Numbed Nerves, Frenzy; one or more Acute derangements OR 50 Insanity

Feats:

Battle Rage
Lightning Attack
Power Attack
Sound Constitution
*Sound Constitution
True Grit
*Weapon Proficiency (Any)

FEATS

Burn, Baby, Burn

You are immune to Fatigue from being on fire. In addition, whenever dice explode on your melee attack roll with a weapon that has the Incendiary property, you can set yourself on fire.

Feed the Meat

Gain Armor equal to your Constitution on all body locations, which does not stack with other sources of Armor. This feat is treated as Wholeness of Body for the purpose of interacting with other feats and class completion bonuses.

Fire Fiend

Whenever dice explode on your melee attack roll, the weapon you're attacking with gains the Incendiary property for that attack.

Fuel the Fire

Your attacks using the Weaponry skill and with the Ballistics skill at Short Range or closer deal extra damage equal to your level. If you are on fire, double this extra damage.

Hellfire Halitosis

You can spend 1 Hero Point to breathe fire, using the statistics of a Flamer.

Hurl Weapon

You can use any one-handed Melee weapon as a Thrown weapon with a range of 3m per dot of Strength.

Numbed Nerves

While you are on fire, you gain +1 Resilience.

Salt the Wound

Whenever you take damage, your attacks deal extra damage equal to your level until the end of your next turn. This does not stack.

Strip the Flesh

Whenever dice explode on your melee attack roll, or an attack roll with a ranged weapon that deals X damage or has the Scatter property, the target must make a Constitution test (TN 15) or suffer Blood Loss.

[Rassler](#)

By Eisenritter

Grabber -> Slammer -> Grappler -> Rassler -> Rasslord

Grabber

Level: 1

Prerequisites: Brawl 2; Intimidation OR Performer 1

Characteristics: Strength, Dexterity, Charisma

Skills: Crafts, Athletics, Brawl, Drive, Acrobatics, Weaponry, Intimidation, Perception, Command, Performer

Feats:

Bear Hug

Hardy

Peer (Entertainment)

Skill Focus (Intimidation) OR Skill Focus (Performer)

*Sound Constitution

Weapon Focus (Improvised)

Weapon Proficiency (Improvised)

*Weapon Proficiency (Basic)

Sword Schools:

[Raging Locomotive](#)

[Show Stopper](#)

Bonus for Completion: +1 to all tests while grappling.

Slammer

Level: 2

Prerequisites: Brawl 3; Intimidation OR Performer 2; Bear Hug

Characteristics: Strength, Dexterity, Charisma

Skills: Crafts, Athletics, Brawl, Drive, Acrobatics, Weaponry, Intimidation, Perception, Command, Performer

Feats:

Decadence

Improvisational Warrior

Jaded

Powerful Charge

Sound Constitution

*Sound Constitution

World-Breaker Grip

Sword Schools:

[Raging Locomotive](#)

[Show Stopper](#)

Bonus for Completion: +1 to all tests while grappling.

Grappler

Level: 3

Prerequisites: Brawl 4; Intimidation OR Performer 3; Improvisational Warrior, World-Breaker Grip

Characteristics: Strength, Dexterity, Charisma

Skills: Crafts, Athletics, Brawl, Drive, Acrobatics, Weaponry, Intimidation, Perception, Command, Performer

Feats:

Crushing Bear

Good Reputation (Entertainment)

Improvisational Master

Nerves of Steel

Screaming Meat-Shield

*Sound Constitution

Weapon Specialization (Improvised)

Sword Schools:

Raging Locomotive

Show Stopper

Bonus for Completion: +1 to all tests while grappling.

Rassler

Level: 4

Prerequisites: Brawl 5; Intimidation OR Performer 4; Crushing Bear, Screaming Meat-Shield

Characteristics: Strength, Dexterity, Charisma

Skills: Crafts, Athletics, Brawl, Drive, Acrobatics, Weaponry, Intimidation, Perception, Command, Performer

Feats:

Armor to Coffin

Improvisational Savant

Iron Jaw

Living Plowshare Rampage

Sound Constitution

*Sound Constitution

Sword Schools:

Raging Locomotive

Show Stopper

Bonus for Completion: +1 to all tests while grappling.

Rasslord

Level: 5

Prerequisites: Brawl 5; Intimidation OR Performer 5; Armor to Coffin, Living Plowshare Rampage

Characteristics: Strength, Dexterity, Charisma

Skills: Crafts, Athletics, Brawl, Drive, Acrobatics, Weaponry, Intimidation, Perception, Command, Performer

Feats:

Air of Authority

Combat Master

Devastating Critical

Hero-Sundering Hands

*Sound Constitution

True Grit

Sword Schools:

Raging Locomotive

Show Stopper

Bonus for Completion: +1 to all tests while grappling.

FEATS

Armor to Coffin

Your attacks inexorably leave their mark on your foe, cracking scales and crushing plates until you can damage your victim. When you attack a grappled opponent, you can choose to take up to a -Xk0 penalty on the damage roll, where X is your Strength. If you do, the target loses X AP on the struck location (after taking damage) as you devote your force to crushing their protective gear. If the target is wearing metal armor, he takes the same penalty to Speed. These penalties last until the armor is repaired (or the end of the scene, in case of "natural" armor). These penalties don't stack, because crushed armor can't crush more, addle-cove.

Living Plowshare Rampage

The dragon's fangs make for a nice crop, and its other end produces fine fertilizer... but what to till the fields with? Ah, of course: Its *face*. When you choose to push a grappled opponent, the pushed distance can be up to your full move distance, and you can assign the damage dealt by the Crushing Bear feat to the opponent's head.

Hero-Sundering Hands

When you choose to attack a grappled opponent, you can assign the damage dealt by the Crushing Bear feat to the location hit by the attack.

Screaming Meat-Shield

When you are attacked while grappling an opponent, if you are aware of the attack and in control of the grapple, you can make an opposed Strength test as a Reaction to interpose your held victim between yourself and the attack, causing them to become the new target.

World-Breaker Grip

You gain a number of rolled dice equal to your level on Brawl tests made to initiate a grapple and on opposed Strength tests while you are the controller of a grapple.

Remodeler

By Kwak

Characteristics: Wisdom, Strength, Constitution

Skills: Athletics, Brawl, Common Lore, Crafts, Drive, Perception, Tech-Use, Weaponry

Sword Schools: Broken Home, Stone Dragon

Magic Schools: Transmutation

Level Completion: +1 to all building, repairing, and remodeling tests

Homeowner

Level 1

Prerequisites: Crafts 1, Holdings 1

Feats:

- Foresight
- *Home Remodel*
- Jack of all Trades
- Improvisational Warrior
- Skill Focus (Crafts)
- Armor Proficiency (Light)*
- Weapon Proficiency (Basic)*

DIY Remodeler

Level 2

Prerequisites: Crafts 2, Holdings 2, Skill Focus (Crafts)

Feats:

- *Personally Involved*
- *Home Remodel*
- *Things to Consider*
- *Hammerspace*
- Skill Focus (Crafts)*
- Sound Constitution*

Remodeler

Level 3

Prerequisites: Crafts 3, Holdings 3, Things to Consider

Feats:

- *Craftsmaster*
- *Home Remodel*
- *Structural Engineering*
- *Safety Hazard*
- Protocol*
- Skill Focus (Crafts)*

Architect

Level 4

Prerequisites: Crafts 4, Holdings 4, Craftsmaster

Feats:

- *Hasty Job*
- *Home Remodel*
- *Time is Money*
- *Dirty Hands*
- Improvisational Master

- Tested*
- Skill Focus (Crafts)*
- Upgraded (Common)*

Extreme Remodeler

Level 5

Prerequisites: Crafts 5, Holdings 5, Time is Money

Feats:

- *Rapid Prototyping*
- *Home Remodel*
- *Forgeless Forging*
- *Specialized Tools*
- Weapon Proficiency (Any)*
- Armor Proficiency (Any)*

Home Remodel

You get the most out of your remodeling budget by opting to do the project yourself. You gain an additional dot of Holdings that does not need to be supported by additional Backgrounds.

Personally Involved

Like many homeowners, you enjoy being personally involved in a project. Gain a free raise to any Crafts or Tech-Use Tests made on you and your allies' Backgrounds.

Things to Consider

You can use free raises from Foresight on any Test, not just an Intelligence test.

Hammerspace

You are never without your trusty hammer. Even when bathing or naked. Unless something specifically disarms you of your Hammer, you can always call on its use as a Hand Weapon dealing 1 damage. Unlike most Hand Weapons, you can choose to use it Two-Handed, using both hands to use it but dealing +1k1 damage.

Craftsmaster

May reroll Craft Tests, provided the character has a specialty in the attempted Craft. You can only do so once per item or occasion.

Structural Engineering

You aren't always aware of unforeseen problems...until you're opening up walls and pulling up flooring, that is. Once per session you may use your expertise to roll Crafts in place of a single Wisdom-based skill Test, describing your actions as you would a 2-die Skill Test.

Safety Hazard

Injuries you inflict can be relatively minor but can also be very serious or even fatal. When one of your damage dice would normally explode, you may spend a Hero Point to deal 1 point of Critical Damage instead of keeping the die.

Hasty Job

The character forges an item quickly – but pays the price; such an item may not be made of any special material, as they take special preparations. Instead, the character creates a serviceable, if of Common quality, item of no greater Rarity than Rare and no moving parts he doesn't have available, but only in a single scene. At the end of the scene it is used in, the item falls apart.

Time is Money

You wisely remember that if you don't have the time to do the project right, hire professionals who will. Once per session, you can spend a Hero Point to replace a single Test with a Wealth Test.

Dirty Hands

Due to the satisfaction of getting your hands dirty, you never take penalties to Tests from Fatigue.

Forgeless Forging

You can create items without your forge, or what you would substitute with it.

Specialized Tools

A true professional never lets their tools sit in the attic collecting dust. Similar to Hammerspace, you are always considered to have the necessary tools to attempt any Skill Test.

[Rigger](#)

By Yog-Sothoth

Mechanic -> Machinist -> Rigger -> Roboticist -> Master Draftsman

Level 1 - Mechanic

Requirements: Tech-Use 2, Drive 2

Characteristics: Intelligence, Wisdom, Dexterity

Skills: Academic Lore, Common Lore, Crafts, Perception, Tech-Use, Athletics, Ballistics, Drive, Pilot, Weaponry

Feats:

- Common Sense
- DIY
- Eidetic Memory
- Foresight
- Handyman
- *Skill Focus (Tech-Use)

Martial Discipline: [Twisted Metal](#), [Steel Hound](#), [Metro Holografix](#)

Bonus for Completion: Vehicles you create or modify gain +1 HP

Level 2 - Machinist

Requirements: Tech-Use 3, Drive 2, DIY

Characteristics: Intelligence, Wisdom, Dexterity

Skills: Academic Lore, Common Lore, Crafts, Perception, Tech-Use, Athletics, Ballistics, Drive, Pilot, Weaponry

Feats:

- Handyman
- Jack of All Trades
- Joystick Jockey
- Maker
- *Upgraded (Uncommon)
- Weapon Proficiency (Vehicle)

Martial Discipline: [Twisted Metal](#), [Steel Hound](#), [Metro Holografix](#)

Bonus for Completion: Vehicles you create or modify gain +1 HP

Level 3 - Rigger

Requirements: Tech-Use 4, Drive 3, Maker

Characteristics: Intelligence, Wisdom, Dexterity

Skills: Academic Lore, Common Lore, Crafts, Perception, Tech-Use, Athletics, Ballistics, Drive, Pilot, Weaponry

Feats:

- Cogitator-Aided Design
- *Fair Usage
- Fine Tuning
- Handyman
- Jerry Rig
- Rapid Prototyping

Martial Discipline: [Twisted Metal](#), [Steel Hound](#), [Metro Holografix](#)

Bonus for Completion: Vehicles you create or modify gain +1 HP

Level 4 - Roboticist

Requirements: Tech-Use 4, Drive 4, Cogitator-Aided Design

Characteristics: Intelligence, Wisdom, Dexterity

Skills: Academic Lore, Common Lore, Crafts, Perception, Tech-Use, Athletics, Ballistics, Drive, Pilot, Weaponry

Feats:

- Bodge Together
- Datajack Dronemaster
- Extremely Rapid Prototyping
- Handyman
- Mental Map
- *Upgraded (Rare)

Martial Discipline: [Twisted Metal](#), [Steel Hound](#), [Metro Holografix](#)

Bonus for Completion: Vehicles you create or modify gain +1 HP

Level 5 - Master Draftsman

Requirements: Tech-Use 5, Drive 5, Datajack Dronemaster

Characteristics: Intelligence, Wisdom, Dexterity

Skills: Academic Lore, Common Lore, Crafts, Perception, Tech-Use, Athletics, Ballistics, Drive, Pilot, Weaponry

Feats:

- Extremely Rapid Prototyping
- Handyman
- Mentat Machining
- Miracle Worker
- Very Fine Tuning

Martial Discipline: [Twisted Metal](#), [Steel Hound](#), [Metro Holografix](#)

Bonus for Completion: Vehicles you create or modify gain +1 HP

Cogitator-Aided Design: Every vehicle you actively maintain gains 2 additional armor.

Datajack Dronemaster: When controlling a vehicle using a remote uplink system, you may take reaction actions for the vehicle.

DIY: You gain a raise on Tech-Use tests to assemble vehicles from available/purchased parts/chassis.

Extremely Rapid Prototyping: This feat can be taken multiple times. The time required to construct a vehicle using the Rapid Prototyping feat is divided in half for every time you have taken this feat, and the constructed vehicle gains an additional hitpoint. As well, double the maximum allowed drive rating.

Fair Usage You can't expect a bicycle to take you up in its arms and carry you: you got to show intelligence. After all, it's machinery. You may spend a Hero Point whenever a vehicle you're piloting has zero HP to delay its destruction for a round.

Fine Tuning: Every weapon on every vehicle you actively maintain gains +1k0 damage.

Handyman: This feat can be taken multiple times. For the purposes of vehicle repair and maintenance, you double the number of people you count as for every time you have taken this feat.

Joystick Jockey: When controlling a vehicle via Remote Uplink, you may take a Full Action to perform a Full Action or two Half Actions for the vehicle. You may also use Trick Shots and Special Attacks with the vehicle.

Maker: Every vehicle you actively maintain gains 2 additional slots.

Mentat Machining: Every vehicle you actively maintain gains 1 additional resilience.

Rapid Prototyping: You may, using parts and scrap on-hand, jury-rig a vehicle of Uncommon quality with a drive rating no higher than 5. If the parts available are entirely unsuitable, you may perform a Tech-Use test with a TN appropriate to the jury-rigging difficulty to fabricate the needed components. This vehicle has one flaw which does not provide VP. The time required for assembly is a number of hours equal to half the constructed vehicle's size.

Very Fine Tuning: Every weapon on every vehicle you actively maintain gains +0k1 damage.

Shaman

By Weredrago2

Homebrew Class Track - Shaman	
Characteristics:	Charisma, Willpower, Wisdom
Skills:	Animal Ken, Arcana, Command, Common Lore, Forbidden Lore, Medicae, Scrutiny
Magic Schools:	Conjuration
Level Completion:	+1 to all Conjuration tests.

Level	Title	Prerequisites	Class Feats
1	Dreamspeaker	Arcana OR Forbidden Lore 2, Command 1	Minor Magic Conjure Spirit Obtain Familiar OR Implement Focus Speak Language (Any) *Weapon Proficiency (Any)
2	Medium	Arcana OR Forbidden Lore 3, Command 2, Conjuration rank 1, Conjure Spirit	Spell Might Spell Focus (Conjuration) Bind Spirit *Pure Faith Peer (Spirits)
3	Conjurer	Arcana OR Forbidden Lore 4, Command 3, Conjuration rank 2, Bind Spirit	Daemonic Compendium *Speak Language (Any) Spell Specialization (Conjuration) Spell Penetration Strong Minded
4	Shaman	Arcana OR Forbidden Lore 5, Command 4, Conjuration rank 2, Daemonic Compendium	*Calm the Winds Mental Fortress Rebinding Greater Spell Focus (Conjuration) Good Reputation (Spirits)
5	Shaman King	Arcana OR Forbidden Lore 5, Command 5, Conjuration rank 3, Rebinding	*Speak Language (Any) Virgil's Guidance Expanded Knowledge Greater Spell Penetration

NEW Feats!

Conjure Spirit

You can conjure a spirit (made with the Monster Creation rules) by spending resource points equal to spirit's level and making a full action Focus Power test (Conjuration + Willpower, Somatic, Verbal) against TN 10 + (spirit level *

5). If successful, the conjured spirit owes you a service, plus one for every raise. The spirit performs these services until all services are paid or until the next sunrise/sunset (whichever is sooner), then returns to its home plane. You have a telepathic bond with the spirit until then. Only one spirit may be conjured at a time.

Bind Spirit

You can now bind spirits. The ritual takes an hour, after which you spend the resource points and make your magic roll against the initial summoning TN + 10. If you beat the test, the spirit is bound to you, and does not leave your service until all services are paid. You can spend a half action to summon or dismiss a bound spirit. You can have a number of spirits bound equal to your Charisma, but can still only have one spirit active at a time.

Daemonic Compendium

As a free action, you may spend a resource point switch out one bound spirit you have summoned for another. This new spirit takes the place of the previous one on the initiative track, and may only perform a half action on their next turn.

Rebinding

You've figured out how to wring new favors out of spirits you've already bound. The ritual takes a number of hours equal to the spirit's Level, after which you spend resource points and make the magic roll as if you were summoning a new spirit. After a successful roll, you can add the new services to the total number of services your chosen spirit owes you.

Sohei

By Eisenritter

Characteristics: Strength, Charisma, Willpower

Skills: Acrobatics, Athletics, Intimidation, Brawl, Perception, Scrutiny, Forbidden Lore, Weaponry

Sword Schools: [Ancient Temple](#), [Infernal Monster](#), [Thousand-Wounds Gear](#)

Level Completion: +1 Speed.

Brute

Level: 1

Prerequisites: Brawl 2, Athletics 1, Intimidation 1

Feats:

Frenzy

Danger Sense

Hatred (Daemons)

Power Attack

*Sound Constitution

Unarmed Warrior

*Weapon Proficiency (Any)

Atavist

Level: 2

Prerequisites: Brawl 2, Athletics 2, Intimidation 2, Frenzy, Unarmed Warrior

Feats:

Bear Hug

Bounding Beast

Hardy

Jaded

Ki Strike

*Sound Constitution

*Weapon Proficiency (Any)

Sohei

Level: 3

Prerequisites: Brawl 3, Athletics 3, Intimidation 3, Frenzy, Ki Strike

Feats:

Battle Meditation

Fiery Fist

Furious Assault

Nerves of Steel

Wholeness of Body

*Weapon Proficiency (Any)

Asura

Level: 4

Prerequisites: Brawl 4, Athletics 4, Intimidation 4, Battle Meditation

Feats:

Battle Rage

Fearless

Iron Jaw

Short Fuse

Unarmed Master

*Weapon Proficiency (Any)

Asurendra

Level: 5

Prerequisites: Brawl 5, Athletics 5, Intimidation 5, Short Fuse

Feats:

Armor of Contempt

Counter Attack

*Swift Attack

True Grit

Wall of Steel

FEATS

Battle Meditation

Others find their zen in peace and quiet. You find yours in the din and chaos of battle. You no longer take a penalty to Wisdom while using Frenzy.

Bounding Beast

When you're mad enough to take on all comers, weapons just slow you down. While you are using Frenzy and not carrying anything in your hands, you gain the Quadruped trait.

Fiery Fist

Your fury ignites your ki and informs your victims the hard way of the heat of your passions. You may spend a Hero Point to give your unarmed strikes the Incendiary property for one round.

Short Fuse

You're just a shade bit above your seething temper. You can Frenzy as a Half Action.

Warlock

By Eisenritter

Characteristics: Intelligence, Charisma, Willpower

Skills: Arcana, Charm, Common Lore, Deceive, Forbidden Lore, Intimidation, Persuasion

Magic Schools: Conjuraction, Enchantment, Evocation, Illusion, Necromancy

Level Completion: +2 to Focus Power tests when Pushing a spell.

Wind Charmer

Level: 1

Prerequisites: Arcana 3, Forbidden Lore 2

Feats:

Arcane Blade OR Arcane Mark

Eldritch Trick

Implement Focus OR Obtain Familiar

Spell Might

*Weapon Proficiency (Basic)

Wind Caller

Level: 2

Prerequisites: Arcana 3, Forbidden Lore 3, any two magical schools at rank 1, Eldritch Trick

Feats:

*Armor Proficiency (Light)

Calm the Winds

Eldritch Trick

Spell Focus

Strong Minded

*Tested

Warlock

Level: 3

Prerequisites: Arcana 4, Forbidden Lore 3, any two magical schools at rank 2, Calm the Winds

Feats:

*Combo Maker

Delay the Storm

Eldritch Trick

Minor Magic

Spell Penetration

*Tested

Tempest Warlock

Level: 4

Prerequisites: Arcana 4, Forbidden Lore 4, any two magical schools at rank 2, any one magical school at rank 3,

Delay the Storm

Feats:

Eldritch Trick

Improvisational Magic

*Minor Magic

Poker Face

Redirect the Hurricane

*Tested

Storm Lord

Level: 5

Prerequisites: Arcana 5, Forbidden Lore 5, any two magical schools at rank 3, any magical school at rank 4, Redirect the Hurricane

Feats:

Adamant Will
Eldritch Trick
*Fettered Push
Mental Fortress
Spell Specialization
Stop the Tide
*Tested

FEATS

Adamant Will

Your force of will is such that it grants you an additional raise on all opposed tests as part of spells or feats that deal with spells (such as Redirect the Hurricane).

Calm the Winds

If you would suffer any type of Psychic Phenomena, you may spend resource points up to your level. Doing so allows you to adjust the roll of Psychic Phenomena by up to 5 points per resource point spent.

Combo Maker

When casting a Spell Combo, reduce the Focus Power TN by 5.

Delay the Storm

If you would cause any type of Psychic Phenomena, you may make a Focus Power test (TN 20 + 5 per exploded die) as a free action. If it succeeds, delay the onset of all Psychic Phenomena caused by you by up to 5 rounds. However, if you have accrued more Psychic Phenomena by that time, those effects stack and unleash at the same time.

Eldritch Trick

You learn, by hook, crook, or just plain luck, one of the following abilities. "Spending" raises to use this feat's effects prevents them from being counted toward inherent effects in the spell, but you can apply multiple instances of this feat as long as you have enough raises for all the effects used.

Accuracy Mastery: You can spend 1 raise when casting a spell with the Touch or Ranged Touch keyword to gain 1 raise on the attack roll instead.

Blast Mastery: You can spend 2 raises to increase or decrease the Blast radius of a spell by 1.

Damage Mastery: You can spend 1 raise to add +1k0 to the damage of a spell, or 3 raises to add +0k1. If the spell cast copies itself, this applies only to the first copy unless those copies are based on raises.

Ether Mastery: You can spend 1 raise to force a creature targeted by the spell to take 1 check on any opposed tests made against the spell.

Fatal Mastery: You can spend 2 raises when casting a spell that deals damage to have that spell deal at least 1 wound, regardless of the target's Resilience.

Piercing Mastery: You can spend 1 raise when casting a spell to reduce the Aura of one target when calculating damage from that spell by 1.

Range Mastery: You can spend 1 raise to increase the range of the spell by 5m.

Fettered Push

You can halve the dice gained by Pushing a spell in order to treat it as Unfettered for determining Psychic Phenomena.

Redirect the Hurricane

Once per round, if you would be within the effect of any Psychic Phenomena, you can make an opposed Focus Power test using Willpower + Arcana against the result of the roll that caused the phenomena (as well as any other characters using this feat) as a Reaction. If you succeed, you can choose where the Psychic Phenomena occur, within 50m and in your line of sight. If the phenomena was not caused by a roll (such as an Atlantean unraveling Paradox), this feat cannot be used.

Stop the Tide

If you would cause or be affected by Psychic Phenomena, you can spend a Hero Point to stop it from occurring.

Homebrew Sword Schools



Ancient Temple

By Eisenritter

Long ago, a noble woman died, and returned as a Wraith. Without descendants, she declared that she would continue maintaining her estate and demanded all of the comforts she enjoyed while alive. Most of her previous servants fled in fear of their now-undead master, but her loyal gardeners remained, taking on all of their tasks. But despite their loyalty, there was only so much they could do when faced with the hunters who came in droves upon hearing of their undead master... until the ghostly lady intervened. With skills honed by years of cutting plants with their blades, the gardeners soon turned the tables on the would-be adventurers, whose survivors spread this, the story of the Ancient Temple sword school.

Crafts is the key skill of the Ancient Temple, born as it was from the discipline of horticulture. Fencing weapons, with their long, slender blades are the discipline's preferred weapons, often wielded in pairs to simulate gardening shears. It is thought that Elves, known for their love of nature, were the gardeners who developed this sword school.

Level 1: Apprentice

-Weapon (Fencing): Use Fencing weapons with your martial maneuvers.

-Action (Multiple Attacks): Use Multiple Attacks actions in martial maneuvers. Any advantages applied to this attack are applied to the first attack of the Multiple Attacks action.

Level 2: Initiate

(-1)Mortal Realm's Deluded Swords: Apply the target's Aura in addition to its Armor when determining damage from this attack.

(2)Beast Realm's Brute Swords: If this attack misses the target, make another attack against the target using a melee weapon in your other hand, with the same bonuses and penalties.

Level 3: Journeyman

(-1)Skill (Crafts): As part of this attack, make a Crafts check against the Static Defense of the target. If it fails, the attack fails.

(3)Hell Realm's Lotus Cutter: The attack deals +1k0 damage for each raise you get on the attack roll. If you are wielding a melee weapon in each hand, you can add the base damage of the weapon in your other hand once instead.

Level 4: Master

-Mastery (Six Realms' Ageless Obsession): While you are wielding a non-artifact Rending weapon you are proficient with in one hand, you can use a Ready action to create a copy of it in your other hand. This copy disappears if it leaves your grasp or you put away the real weapon.

(3)Ghost Realm's Spirit Blades: All attacks made as part of this attack ignore the Phasing trait. If used with a magic weapon, they gain the Tearing and Razor Sharp qualities instead.

Level 5: Grandmaster

(5)Deva Realm's Divine Blades: Each time a damage die explodes as part of this attack, add the base damage dealt by the weapon in your other hand instead of rolling the die again.

Broken Home

By Username

Everything in its place, every tool for its trade. But who is to say what is the right tool for a Job and where things belong? That is the purview of the disciples of the Broken Home style, who master the keen abilities that allow them to reorganize and remodel the combatants they fight with and against. Through ingenuity and skill their strikes serve to ensure the very battle itself is changed to suit their needs and liking.

Craft is the primary skill for Homewreckers, knowing perfectly how a weapon is made lets you know how it is best to be used. Adepts of the school do not allow themselves to be tied to any one tool, rather drawing from the battlefield itself to find the right weapon for the job at hand. It is said that the School was first practiced by a young human left to defend a fortress from bandits by himself, and turned the fortress itself into his most potent weapon to defeat them.

A character entering the first level of any class progression that offers the Setting Sun sword school can choose instead to gain access to the Broken Home sword school from that class. The inversion holds true as well, with classes with the Broken Home style being able to substitute in Setting Sun instead. This choice applies only when entering the first level of a class, and applies to all levels in that class's progression afterward.

Level 1: Apprentice

-Weapon (Improvised): Use Improvised weapons with your Martial Maneuvers.

-Action (Ready): Use Ready actions with your martial maneuvers. The benefit from this special attack applies to your next standard attack unless stated otherwise; that attack may not be a special attack.

Level 2: Initiate

(-2)It only works once: If this Special Attack hits the target, you may not attack with the weapon used again during the scene.

(2)Deconstruction: If this attack hits the enemy, reduce the Quality of their weapon and armor by 1 step for the rest of the scene.

Level 3: Journeyman

(-1)Skill (Craft): As part of this attack, make a Craft test against the Static Defense of the target. If it fails, the attack fails.

(2/4) Catch: If this attack hits your target, they must make a weaponry test to oppose yours. If they fail, the weapon you were holding replaces the one they were using/holding, while the one they were using falls to the floor. For 4 advantage points, instead of falling to the floor, whatever they were using ends up in your hands instead.

Level 4: Master

-Mastery (Feng Shui): Improvisational Weapons are always considered to be Best Quality when you fight using them.

(3)Timeshare: When you strike a target with this attack, you may sacrifice a half action on this turn or the next to allow an Ally of your choice to immediately take a half action, as per the Boost spell.

Level 5: Grandmaster

(4)Remodeling: If this special attack kills the enemy, for the rest of the scene you may use their corpse as an Improvised Weapon, with a base damage of XkY , where X is the enemy's size and Y is the enemy's Level.

Dark Messiah

By Eisenritter

It's said that the first Dark Messiah was a Daemonhost, who taught this lack of discipline to a small enclave of Vampires before disappearing into the ether. It is not a forgiving school of combat. There is no harmony, no discipline, no control of strength or economy of motion. The Dark Messiah school is *not* and that is how it is defined. It is, quite simply, perfectly designed for breaking things and ending lives, while feeding the unexistences of its original masters.

The picture of serenity even as he throws his enemies' entrails across the room, a Dark Messiah adept is a profoundly terrifying individual. The school favors the Intimidation skill, even if it rarely teaches it. One does not learn Dark Messiah to *protect*. One learns Dark Messiah because *killing is not enough*.

Level 1: Apprentice

-Weapon (Brawl): Use Unarmed attacks with your martial maneuvers.

-Action (Multiple Attacks): Use Multiple Attacks actions in martial maneuvers. Any advantages applied to this attack are applied to the first attack of the Multiple Attacks action.

Level 2: Initiate

(-2)Agony's Crucible: You may only use this attack if you have lost at least as many hit points as the attack has Style Points.

(1*)Ebon Lightning: You can move 1m for each time you took this advantage as part of this attack.

Level 3: Journeyman

(-1)Skill (Intimidation): As part of this attack, make an Intimidation test against the Static Defense of the target. If it fails, the attack fails.

(2*)Ravering Maw: If the attack hits and deals damage, you regain hit points equal to the number of times you took this advantage. If you are a Vampire or Strigoi, you also gain the same amount of Vitae.

Level 4: Master

-Mastery (Void Avatar Prana): Your melee attacks gain the Tearing property.

(3)Illustrative Overkill Technique: If the attack kills the target, each creature within 3 times your martial adept level meters must immediately test as if you had a Fear rating equal to your martial adept level.

Level 5: Grandmaster

(4)Artful Maiming Onslaught: This attack deals a point of critical damage in addition to its normal damage.

Eldritch Advent

By Eisenritter

There are those who regularly seek to mix martial prowess and mastery of the Warp. These people, through countless eons of continued experimentation and practice, sought to create a school of fighting unlike any other. Some would channel it through weaponry, others through their own bodies, but the overall effect was the same - the Eldritch Advent sword school had been created.

The favored skill of Eldritch Advent is Arcana, for no other school possesses such mastery of the arcane as the practitioners of this. Indeed, for some, this school is the next in their mastery of the Warp - for them, those chaotic energies are naught but a natural extension of their own being, channeling it through themselves or their weaponry.

Level 1: Apprentice

-Weapon (Ordinary): Use Ordinary weapons with your martial maneuvers.

-Action (Focus Power): Use Focus Power tests in martial maneuvers. Any advantages or restrictions that would apply to the special attack can be applied to the spell cast instead, if it has the Attack and Touch keywords.

Level 2: Initiate

(-2)Warp Resonance: You may only use this attack if you have cast a spell since the start of your last turn.

(2)Elemental Blade: Apply this only to a Focus Power action. You can deliver melee-range spells using a weapon as part of this attack, Testing the appropriate weapon skill and Level rather than Brawl and level. If the spell has a casting time of one half action or more, you may choose to add a standard attack using the same weapon to the spell.

Level 3: Journeyman

(-1)Skill (Arcana): As part of this attack, make an Arcana test against the target's Static Defense. If it fails, the attack fails.

(1*)Warp Aegis: Gain 1 Aura until your next turn for every point of this advantage.

Level 4: Master

-Mastery (Controlled Release): You can delay the attack and effect of a Touch or Ranged Touch spell for a number of rounds up to your ranks in the spell's school. If you do not make the attack in this time, the spell is lost.

(3)Chaos Blade: The attack is treated as if it were Magic, applying the target's Aura instead of Armor.

Level 5: Grandmaster

(5)Armageddon Blade: If this attack hits, the target is subjected to Perils of the Warp.

Freedom Flight

By Methodia

The Freedom Flight discipline was the result of a desperate people fighting for their very lives against an enemy that outclassed them in almost every single regard, fighting for the right to continue living. Freedom Flight is all about outmaneuvering and hampering your foe as much as possible with your attacks before going in for the kill. Not even the largest foes can stand against someone using the Freedom Flight sword school who is backed into a corner.

Perception is the key skill for Freedom Flight, as a keen eye is needed to pinpoint an enemy's weak spots in the heat of battle. Simple and straightforward weapons are generally used with this discipline as the focus is more on your movement and accuracy of strikes rather than employing the benefits of any certain weapon. Some say the original masters of Freedom Flight were inspired by the flight patterns of predatory birds, and how they soared through the skies.

<p>Level 1: Apprentice</p> <p>Weapon (Ordinary): (-) Use Ordinary weapons with your martial maneuvers.</p> <p>Action (Maneuver): (-) Use the Maneuver action for 3D Maneuver Gear with your special attacks. The benefit from this special attack applies to your next standard attack; that attack may not be a special attack.</p>
<p>Level 2: Initiate</p> <p>Muscle Over-strain: (-1/-3) After your attack, make a Constitution test against a TN of 15 or be stunned for a round. For -3 cost, the TN is 30 instead.</p> <p>Jarring Hit: (3) Targets hit by your attack are Dazzled and Deafened until the end of their next turn.</p>
<p>Level 3: Journeyman</p> <p>Skill (Perception): (-1) Make a Perception test against the target's static defense, if the rolls fails the attack fails.</p> <p>Debilitating Blow: (3) Targets hit by your attack lose any form of Regeneration until the end of their next turn.</p>
<p>Level 4: Master</p> <p>Mastery (Melee Maneuvering): (-) If you use the Maneuver action to close the distance between you and an enemy, you may make a standard melee attack against them in the same turn, or special attacks with the <i>Action (Maneuver)</i> restriction.</p> <p>Tactical Slice: (3) Targets hit by your attack are Immobilized until the end of their next turn.</p>
<p>Level 5: Grand Master</p> <p>Titan Slaying Skill: (5) For every two raises you roll on the attack roll for this Martial Maneuver the target's resilience is treated as 1 less to a minimum of 1 total.</p>

Requires [3D Maneuver Gear](#) and possibly [Plug-In Blades](#). Used in the class [High Flyer](#).

Infernal Monster

By Eisenritter

Rage shapes the world. Violence is the potential within every being's nature, simmering anger waiting only for the right trigger. A man jealous of his brother's possession begins a war for it that rearranges the face of the world. A cat, in its boredom, kills a bird and leaves it to rot in the sun. Every act of violence, every fit of anger, all of it is the Infernal Monster straining at the bonds of its prison.

Mortals are not the first to tap into its power, nor will they be the last. The martial tradition bearing the Monster's name is not to be taken lightly. It cannot be taught, nor mastered... the only way to learn it is to lose yourself in the Monster's grip, give in to the black rage and the resulting orgy of violence. It is, as one might expect, a singularly terrifying way to fight, and thus has particular resonance with the Intimidation skill.

Level 1: Apprentice

-Weapon (Brawl): Use Unarmed attacks with your martial maneuvers.

-Action (All-Out Attack): Use All-Out Attack actions in martial maneuvers.

Level 2: Initiate

(-2)Hands of Fury: You may only use this attack while you are using Frenzy.

(2)Retribution Will Follow: If the target hits you before the start of your next turn after you hit with this attack, you can make a standard attack against it as a Reaction. This attack may not be a special attack.

Level 3: Journeyman

(-1)Skill (Intimidation): As part of this attack, make an Intimidation test against the Static Defense of the target. If it fails, the attack fails.

(3)Impatient Slaughter Speed: You can move up to your speed toward the target before making the attack.

Level 4: Master

-Mastery (Wrathful Daeva Method): While you are using Frenzy, you gain an additional Reaction each round.

(4)Grind Your Bones: If the attack hits and deals at least 2 points of critical damage, you can choose to assign any amount of that critical damage to any body location on the target. You must still deal at least 1 point of critical damage to the hit location.

Level 5: Grandmaster

(5)Untamed Apocalypse Shintai: You can use Frenzy as part of the action to use this attack. If you do, each ally within 10m can also enter a Frenzy as if he had the feat.

Infinite Choir

By Arcanist

All of reality moves to the same fundamental rhythm - an interplay of thoughts and deeds that colors who we are and what we do. Nothing expresses this great truth better than the sonorous sound of the Infinite Choir. The practitioner can hear the very resonance of the battle around them, and understand better than any how to exploit it.

The first lesson of the Infinite Choir, then, is that if violence is music, then battle is its dance - and one can achieve certain victory by simply following the steps. As such, the key skill for Infinite Choir is Acrobatics, as the adept weaves dizzying circles around their foes. Because of its emphasis on quick, elegant movements, the favored weapons are compact and easy to maneuver - of the Fencing and Ordinary variety.

Level 1: Apprentice

-Weapon (Fencing OR Ordinary): Use either Fencing or Ordinary weapons with your special attacks, chosen at the time you take your first rank in Infinite Choir.

-Action (Half Move): Use Half Move actions with your special attacks. The benefit from this special attack applies to your next standard attack; that attack may not be a special attack.

Level 2: Initiate

(-1)Lose Yourself To Dance: You cannot use this maneuver without first moving at least your full Speed this round.

(2)Infinite Tempo: If an attack modified by Infinite Tempo hits, move your Speed. This movement provokes attacks of opportunity, and if it does, you may take another standard attack against that target, which may not be a special attack - it resolves first.

Level 3: Journeyman

(-1)Skill (Acrobatics): As part of this attack, make an Acrobatics test against the Static Defense of the target. If it fails, the attack fails.

(3)Infinite Cadence: If an attack modified by Infinite Cadence hits, move your Speed - this movement does not provoke attacks of opportunity from your initial target, but provokes from others as normal. If you end this movement within reach of a different enemy, you may take a standard attack against them, which may not be a special attack.

Level 4: Master

-Mastery (Dance to the Choir): When you succeed at a Dodge or Parry reaction action, you may move up to your Speed. This movement does not provoke attacks of opportunity.

(1)Infinite Crescendo: Move your full Shift before making your attack - if both your starting and ending position would engage the same foe in melee, you count as two people against them for the purposes of Ganging Up.

Level 5: Grandmaster

(4)Infinite Waltz: When you hit an opponent with an attack modified by Infinite Waltz, take a move action. Your target moves in the same direction and at the same speed. Neither of you provoke attacks from one another for this movement, but you both provoke from others as normal. Should this movement force your victim into something hilariously lethal, they are permitted a TN 25 Acrobatics test to end their movement as close as they can be to the hazard without suffering harm.

Killer Doll

By Eisenritter

Victory means nothing if not done with beauty. The Killer Doll discipline emphasizes grace and elegance, certainty of movement and *not getting blood on one's clothes*. The most graceful victory is one struck from afar, against an opponent unable to come close before he meets his end. Killer Doll maneuvers thus favor barrages of thrown weapons, sometimes so swiftly that they must appear to stop time to drop so many blades at once.

The key skill of the Killer Doll school is Performer, entralling the enemy with elegant movements before throwing your blade at their neck. Killer Doll weapons are thrown weapons, small and easily concealed so as not to mar one's appearance with such crude items in view. The original practitioners of the Killer Doll school were favored servants, using the school's knack for hidden weaponry to keep their masters safe at all times.

As with gun kata, this sword school cannot be used with weapons that have the Blast quality.

Level 1: Apprentice

Weapon (Thrown): Use Thrown weapons with your martial maneuvers.

Action (Multiple Attacks): Use Multiple Attacks actions in martial maneuvers. Any advantages applied to this attack are applied to the last attack of the Multiple Attacks action.

Level 2: Initiate

(-2)Memorizing the Arena: You can only use this attack if you have not moved since the beginning of your last turn.

(2)Ricochet Mastery: The attack ignores cover and the weapon returns to your hand. Apply this only to attacks with Thrown weapons.

Level 3: Journeyman

(-1)Skill (Performer): As part of this attack, make a Performer test against the Static Defense of the target. If it fails, the attack fails.

(3)Inscribe Red Soul: The first hit you land as part of this attack is actually two; roll damage for that hit twice. If the attack hits multiple targets, apply this advantage only to the first target hit.

Level 4: Master

Mastery (4-D Armoury): You have an arbitrary number of Thrown weapons of Common or lower rarity at all times, except for weapons with the Blast quality.

(3)Illusionary Misdirection: If the attack is successfully Dodged, you can attack a different enemy within 5m. Apply this only to attacks with Thrown weapons.

Level 5: Grandmaster

(2/5)ZA WARUDO! For 2 points, make the attack once against each enemy within 3m. For 5 points, make the attack once against each enemy within 5m. Apply this only to attacks with Thrown weapons.

Lion Heart

By Kwak

Lion Heart

There is no sword. There is no gun. Blending the principles of Sword School and Gun Kata, The Lion Heart discipline sees its adept's arms as a total weapon, each fluid position representing a maximum kill zone. Lion Heart maneuvers are elaborate, flashy, and hide a superhuman precision that shatters enemy lines in a matter of moments.

The key skill for Lion Heart is Ballistics, the ability to make your every shot count. Lion Heart weapons are Exotic, particularly Trigger, weapons that demand such a reckless combination of fighting techniques. Reports indicate that Lion Heart was originally practiced by renegade Tech Priests who taught that the position of foes on the battlefield was a statistically predictable element.

Level 1: Apprentice

Weapon (Exotic) - Use Exotic weapons with your martial maneuvers

Action (Reload) - Use Reload actions in martial maneuvers. Any attack-related advantages applied to this special attack are applied to the next attack that expends the ammunition. That attack may not be a Special Attack.

Level 2: Initiate

(-2) Wyvern's Fire - Your attack gains the Unreliable and Overheats properties.

(1) Rough Divide - This attack gains the Razor Sharp property.

Level 3: Journeyman

(-1) Skill (Ballistics) - As part of this attack, make a Ballistics check against the static defense of the target. If it fails, the attack fails.

(2) Fated Circle - On a successful hit, all opponents adjacent to you or the target must make a Pinning Test.

Level 4: Master

(-) Mastery (Paradigm Shift) - You may shift up to 5m on any round in which you spend ammunition.

(3) Blasting Zone - The attack gains Blast (2) and can only be Dodged.

Level 5: Grandmaster

(1*) Omnislash - This attack can be used on a Full Auto Burst action with a firing profile of S/X, where X is the number of times you take this advantage. Trigger mods repeat their effects for every raise on the attack's Ballistics Test.

Ocean Soul

Even in this age of spelljammers plying the stars, the seas still hold a power and a mystery all their own. The Ocean Soul sword school was developed by those races most affected by the tides, powerful techniques inspired by benthic currents and the great pelagic beasts who inhabit the deep sea. Nowadays it is used almost exclusively by the Sahuagin, in their mad attempts to claim what they see as theirs.

Athletics is the key skill for the Ocean Soul, the ability to fight and weather the undertow and surface currents alike. While the current masters of the school prefer to use their claws, Cavalry weapons are the traditional tools of Ocean Soul adepts, the logical extension of fishing spears and harpoons.

Level 1: Apprentice

-Weapon (Cavalry): Use Cavalry weapons with your martial maneuvers.

-Action (Bull Rush): Use Bull Rush actions in martial maneuvers.

Level 2: Initiate

(-1/-3)Sea Legs: For 1 point, this attack can't be used unless you are standing in liquid at least up to your knees. For 3 points, this attack can't be used unless you are completely submerged.

(2)Selkie's Dance: Until your next turn, the target's attacks against you gain the Provokes keyword.

Level 3: Journeyman

(-1)Skill (Athletics): As part of this attack, make an Athletics check against the Static Defense of the target. If it fails, the attack fails.

(2)Kraken's Grasp: Grapple the target as part of this attack. Use the result of the attack roll in place of your Brawl test.

Level 4: Master

-Mastery (Ebbing Wounds): Gain Regeneration 2 while submerged in water.

(3)Sea Devil's Cruelty: This attack deals +5 damage if you hit the target with an attack on your previous turn. If you and the target are submerged, this attack deals +10 damage instead, and the target sinks as if its weight was doubled and cannot swim for the rest of the round.

Level 5: Grandmaster

(4)Leviathan's Wake: As part of this attack, make an opposed Strength test against everyone within 2m of you, as if making a Bull Rush action against everybody (you roll Strength once and compare it to everyone else's result). Anyone you succeed against is moved 2m, plus 2m for every raise you got against them, and anyone moved at least 4m also falls prone. If you move during this attack, this affects everyone that you come within 2 meters of. A target can only be affected by this effect once per round.

Raging Locomotive

By Weredrago2

A Sword School that eschews any sort of disciple or grace, Raging Locomotive channels the raw force of a pissed off war machine to get you from Point A to Point B in the fastest way possible: a straight line. Though there are much subtler means of roaring into the heat of battle, nothing is as effective at striking terror into the hearts of your foes as seeing a Raging Locomotive practitioner mow through their conscript ranks and deliver a fatal blow to their commanding officer.

The key skill of the Raging Locomotive school is Athletics, as the demands of constant running and hitting things require peak physical ability. The ideal Raging Locomotive weapons are Brawling weapons, but a thick pair of gauntlets might do in a pinch. It should be no surprise that this Sword School has roots in the hilariously violent sport of Blood Bowl.

Level 1: Apprentice

Weapon (Brawl): Use unarmed weapons with your special attacks.

Action (Charge): Use Charge actions in martial maneuvers.

Level 2: Initiate

(-X)Long Run: Every time this Disadvantage is taken, increase the distance you must charge before making this attack by 4 meters.

(1/3)Gentle Shove: At 1 point, your attack knocks your opponent back 1 meter for every wound dealt. At 3 points, your attack knocks your opponent back 2 meters for every wound dealt.

Level 3: Journeyman

(-1)Skill (Athletics): As part of this attack, make an Athletics test against the Static Defense of the target. If it fails, the attack fails.

(X)Speed Booster: Every time you take this advantage, you gain (half your Strength + Dexterity) Speed until your next turn.

Level 4: Master

Mastery (Unstoppable Juggernaut): You can charge through a number of obstacles equal to your Strength + Constitution without being slowed down or stopped, and add your Speed as a static bonus to all Bull Rush actions.

(3)Hard Landing: Your opponent falls after being hit by your attack. Add the number of meters you charged this round to the effective height of their fall, to a limit of twice your Martial Level in meters.

Level 5: Grandmaster

(3)Shinespark: You can move in three dimensions while charging. If your charge ends in the air, you start to fall unless you have a means of keeping yourself in the air.

Show Stopper

By Methodia

All across the Great Wheel, performance fighting is practiced in many different forms. The Show Stopper discipline usually rears it's head in these environments, leaving bodies in it's wake when it does. Show Stopper is a vicious style that incorporates grabs, throws and pins that viciously rattle opponents around. Many people claim to be the original grandmaster of Show Stopper, but that title has become fiercely contested and has traded hands many times over the years.

Under the bright lights of the stage only the most hype survive, marking Performer as the key skill of Show Stopper. The only constant in performance fighting is bare knuckle action, fists and bodies clashing together so Show Stopper is typically used with raw unarmed attacks, though some heels like to use it with power fists and brass knuckles. Grand masters of Show Stopper are unstoppable melee fighters, dispatching enemies left and right and bringing joy and excitement to the crowds

Level 1: Apprentice

Weapon (Brawl) (-) Use Brawling weapons or Unarmed attacks with your martial maneuvers.

Action (Grapple) (-) Use the Grapple action as part of your martial maneuvers. You may choose to apply damage bonuses to the 'Attack with Weapon' option, or add damage bonuses instead to the Opposed Strength test to maintain the grapple, decided when the Maneuver is created.

Level 2: Initiate

Selling Out (- 2) Using this attack ends the grapple after it is resolved.

Command Grab (2/3) You may initiate a grapple as a free action as part of an attack in addition to dealing damage if the attack hits. You must have at least one hand free. For 3 points it doesn't deal damage, but you may immediately use a grapple option as a free action if you succeed on a free-action opposed strength test.

Level 3: Journeyman

Skill (Performer) (-1) Make a Performer test as part of this attack against the static defense of the target. If this test fails, the attack fails.

Scuffle Shuffle (3) During a grapple, you may forgo one of the normal options to make a shift action that moves your target with you automatically.

Level 4: Master

Mastery (Iron Grip) (-) The base TN to Slip Free from your grapple is 25.

Spinning Piledriver (4) During a grapple you may forgo one of the normal options to make a jumping check, dealing falling damage that cannot be reduced by acrobatics (though it still counts as an intentional fall for you) to your target. This falling damage is capped at 2 x Martial Adept level.

Level 5: Grandmaster

German Suplex (5) For every two raises you get on the opposed strength test to maintain a grapple, you gain +1k1 damage on the 'Attack with Weapon' option, and your target is automatically Immobilized for 1 round and knocked prone.

Thorn Dance

By Eisenritter

While one may be able to easily shrug off the prick of a rose's thorns, a thousand similar pricks is a much different story. If you attack an enemy enough times, even if they seem unfellable, something will get through to them eventually. The Thorn Dance emphasizes attacking your enemy as much as you can, filling them with lots of tiny holes. Though Thorn Dance practitioners do not strike blindly, perfection of the discipline involves careful placement of strikes.

With the importance of a well placed strike being vital, the key skill for Thorn Dance is *Medicae*. One must know anatomy and bodily awareness to know the effect a jab or a pierce might have on your enemy. Thorn Dance is taught using Parrying weapons, as something small and light is much easier to use for the discipline's methods. Dusty tomes speak of a league of greybeard doctors who when challenged by a group of mercenaries, developed Thorn Dance to prove the might of intelligence and finesse.

<p>Level 1: Apprentice</p> <p>Weapon (Parrying) (-) You may use Parrying weapons with your martial maneuvers.</p> <p>Action (Multiple Attacks) (-) You may use the Multiple Attacks action with your martial maneuvers. Any advantages applied to this attack are applied to the last attack of the Multiple Attacks action as a finisher.</p>
<p>Level 2: Initiate</p> <p>Double Grip (-1) You may only use this special attack while dual wielding melee weapons.</p> <p>Combat Spacing (1) This attack gains the Reach quality.</p>
<p>Level 3: Journeyman</p> <p>Skill (Medicae) (-1) You must make a <i>Medicae</i> test against the target's Static Defense. If this test fails, the attack fails.</p> <p>Pressure Points (3) Enemies hit by your attack are Immobilized for 1 round.</p>
<p>Level 4: Master</p> <p>Mastery (Tireless Assault) (-) You gain an additional Reaction each round. This Reaction may only be used in a Multiple Attacks action.</p> <p>Eight Trigrams Rotation (3) Roll your attacks against all targets in your melee range.</p>
<p>Level 5: Grand Master</p> <p>Death of a Thousand Cuts (4) Gain a bonus amount of attacks at half total damage, equal to the amount of attacks made before this one. These attacks gain bonus penetration equal to the total amount of attacks being attempted. These bonus attacks may not be special attacks.</p>

Twisted Metal

By ReptileViking

The roar of engines. The flash of afterburners. The reek of burning fuel. These are the heart of the Twisted Metal martial school. It teaches that fighting on foot is for pansies and that your enemies are best served as hood ornaments. It isn't a discipline so much as a rough collection of techniques developed simultaneously in destruction derbies, automotive blood sports and vicious rally races the Wheel over. Although usually only used in ground vehicles, there are tales of crazy or immensely skilled pilots willing to take the risk.

Because of their intimacy with the inner workings of their vehicles, the key skill for Twisted Metal Adepts is Tech Use. The weapon of Twisted Metal is anything big, metal and motorized they can use to run over the competition.

Level 1: Apprentice

-Weapon: Vehicle

-Action: Punch it

Level 2: Initiate

(2) Drive me closer! – As part of the maneuver you or a designated passenger may make a standard attack with a melee weapon. Note: This only works if they can reach outside the vehicle, no making melee attacks from the enclosed engine room of a landraider.

(-2) Need for Speed – You cannot use this maneuver below momentum 6

Level 3: Journeyman

(-1) Skill (Tech use) - As part of this maneuver, make a Tech Use check against the target's static defence. If it fails, the attack fails.

(X) Take the Lead – When successfully resolving the Ramming Speed check, you can take x momentum from the other vehicle and add it to your own. This has no effect on targets without momentum ratings. If you go above 10 momentum the extra speed only lasts until the end of your next turn.

Level 4: Master

Mastery (Mach-a-go-go) – Any vehicle you drive gains +2 to its maneuver rating.

(3) Traffic check – Upon colliding you may move your target up to your vehicle's current speed. The movement must be within 90 degrees of your own direction.

Level 5: Grandmaster

(5) Push It Tough – Instead of dealing damage on collision with another vehicle you may attempt to force the other driver to perform a specific action. First you must make an Opposed Driving/Pilot Test. If you are successful you may force the target to perform any Vehicle action on their turn. Instead of performing the action, the target can choose to bail or immediately roll on the Out of Control table.

Viae Furoris

By Eisenritter

When you gaze into the Abyss, the Abyss also gazes into you. Viae Furoris maneuvers corrupt the mind and body, stripping the inhibitions off the user's mortal mind and making possible the maddening blight of the Immaterium. The user melts senses with tuneless humming, learns to use the angles of time and space to her own advantage, all from the counterintuitive first lesson of gaining initiative by giving it up.

The key skill for Viae Furoris is Forbidden Lore, knowledge of the Warp and the corrupted weapons found within. Corrupt, Daemonic weapons whisper the secrets of Viae Furoris special attacks into their user's mind, laying bare to her the secrets of the universe blinded by mortal ignorance. The fighting style was last seen during the War of Monster's Fall, employed to terrific effect by the Aboleth's twisted minions.

Level 1: Apprentice

-Weapon (Daemonic): Use weapons that have the [Daemonic](#) special quality with your martial maneuvers.

-Action (Delay): Use Delayed actions in martial maneuvers. If the action taken does not include an attack with a weapon, any attack-related advantages you apply to the special attack are instead applied to your next melee attack. That attack may not be a Special Attack.

Level 2: Initiate

(-2)Tabula Rasa: After making this attack, you can't use any special attacks, trick shots, or spell combos you know during the next round.

(1/3)Distracting Harmonies: For 1 point, the target takes -1k0 to all tests made as part of a Reaction or Multiple Attacks action until your next turn. For 3 points, the target takes -2k0 to those tests instead.

Level 3: Journeyman

(-1)Skill (Forbidden Lore): As part of this attack, make a Forbidden Lore test against the Static Defense of the target. If it fails, the attack fails.

(3)Reminder of Frailty: The attack is treated as if it were magic, and gains the Orgone Array quality.

Level 4: Master

-Mastery (Alien Geometries): You take your Size as a penalty to your Static Defense, instead of twice your Size.

(3)Negative Inertia: Move up to your Speed instead of making an attack. Other advantages and restrictions on this attack take effect on the next standard attack you make.

Level 5: Grandmaster

(2*)Memento Mori: You may take this advantage up to five times on one attack. You may only apply this to actions that include an attack with a weapon. This attack deals no damage. Instead, the target loses 1 hit point for each time this advantage was taken.

Homebrew Gun Kata



Blazing Sun

By Doc

Created by an ork with the vision of riding a motorcycle on a violence-packed streak throughout the entire Astral Sea, the Blazing Sun Gun Kata is all about going fast. It is not a subtle school – unsurprising, considering its creator. Practitioners of the style tend to view their vehicles and weapons less as tools for the task at hand, and more as extensions of their body and soul. In this way, Blazing Sun grandmasters are less people on motorcycles firing guns, and more sound-barrier-busting engines of destruction and exhaust fumes. And the ork who made Blazing Sun would have it no other way.

Unsurprisingly, the key skill of Blazing Sun is Drive, as being able to aim your armored death machine is rather important. Just as important is the ability to use that death machine's weaponry, which is why the preferred action of Blazing Sun is Fire Mounted Weapon.

Level 1: Apprentice

-Force of a Chimera: You gain a static bonus to Ballistics damage rolls equal to the current Momentum of your vehicle.

-Action (Fire Mounted Weapon): Use Fire Mounted Weapon actions with Trick Shots.

Level 2: Initiate

(-X)Speed Demon: This Trick Shot can only be used if your vehicle's Momentum is above X multiplied by 2.

(1)Da Red Wunz Go Fasta!: As part of this Trick Shot, you may use the Speed option of the Punch It action.

Level 3: Journeyman

(-2)Skill (Drive): You need to be driving a vehicle as part of this Trick Shot. As part of this attack, make a Drive test against the static defense of the target. If it fails, the attack fails.

(2)Tokyo Drift: As part of this Trick Shot, you may use the Turning option of the Punch It action.

Level 4: Master

-Quick 'n' Angry: Once per turn, you may use any option of the Maintain Control action as a Free Action.

(2)Asphalt Assault: If this Trick Shot deals damage, then the enemy must test their Strength against a TN equal to the damage rolled or be Knocked Down. If the enemy is instead a vehicle, they must instead make a Control test against the same TN.

Level 5: Grandmaster

(4)MAXIMUM OVERDRIVE: For this Trick Shot, increase the used weapon's Full Auto ROF by your vehicles Momentum.

Burning Love

By Neveron

The Key Skill for Burning Love is Intimidate. Few things are more instinctively feared than a wildfire, but adepts of Burning Love like to consider themselves to be one of them.

Add this Gun Kata to the Heavy Weapons Guy and Cleric class progressions.

Level 1: Apprentice

-Action (Move): Use Move actions with Trick Shots. Any attack-related advantages applied to this trick shot are applied to your next standard attack instead if you use a ranged weapon that you were wielding while moving. That attack may not be a trick shot of its own.

-Light Up The Night: Use weapons with the Flame special quality with your Trick Shots. Restrictions that would decrease attack rolls may not be applied to Trick Shots with those weapons.

Level 2: Initiate

(-1)Great Balls Of Fire: This attack may only be made with Flame Weapons.

(1)Push It To The Limit: This attack does not deal damage. Instead, those hit are moved to the end of your weapons range. Apply this Advantage only to attacks with the Flame special quality.

Level 3: Journeyman

(-1)Skill (Intimidate): As part of this attack, make an Intimidate test against the static defense of the target. If it fails, the attack fails.

(2*)Set The World On Fire: Increase the range of this attack by +20m for each time you use this advantage.

Level 4: Master

-Greased Lightning: You can unjam and reload any weapon as a Free Action.

(1)Reckless Fire: If this attack could hit multiple creatures, you may choose who is and is not targeted by the attack.

Level 5: Grandmaster

-Ring of Fire: Whenever you make a ranged attack, you may choose for all character within 10m to make a Dexterity test (TN is equal to 5x your Dexterity) or be lit on fire.

Crimson Sickle

By Yog-Sothoth

There are those who work exclusively for their own personal benefit at the expense of others, and there are those who share in their spoils with their compatriots. Crimson Sickle was created by the latter for use against the former, and as such the original users of Crimson Sickle techniques are thought to have been a group of Tau revolutionary laborers fighting for the Greater Good.

The key skill for Crimson Sickle is Politics; it's all about knowing who are your worker allies, knowing who are the bourgeois oppressors, and then taking the initiative to lay on the sweet, sweet, vengeance.

This gun kata is available to ~~the Peasant class and~~ the Guardsman class track.

Level 1: Peasant

-Second Strike Capability: You may make a ranged Opportunity Attack against anyone who attacks an ally within 10m. Your attack takes place after theirs resolves.

-Action (Spend a Hero Point): Use Spend a Hero Point actions in martial maneuvers. Any attack-related advantages you apply to the trick shot apply to the ranged attack made after spending the Hero Point. That attack may not be a Special Attack of its own.

Level 2: Activist

(-1/-2)Miniplenty: For one point, only a weapon of Common or Poor quality may be used with this attack. For two points, only a weapon of Poor quality may be used with this attack.

(2)Camaraderie: If your attack is successful, you may spend a Hero Point to give an ally within 10m a temporary Hero Point. This temporary Hero Point may not be burned, and is lost if it is not used before the end of combat.

Level 3: Revolutionary

(-1)Skill (Politics): As part of this attack, make a Politics check against the static defense of the target. If it fails, the attack fails.

(2)Arranging the Blocks: If your attack is successful, you may spend a Hero Point to to give a +1k0 bonus to the next attack within this combat each ally within 10m makes. If they have Hatred applicable to the target, they may choose to gain +0k1 instead.

Level 4: Commissar

-Hero of the People: Gain a Hero Point, and you may spend a Hero Point as a reaction action.

(2)Two Minutes Hate: If your attack is successful, you may spend a Hero Point to increase the next damage roll within this combat each ally within 10m makes by +1k0. If they have Hatred applicable to the target, they may choose to gain +0k1 instead.

Level 5: Chairman

(-5)Patriotic War: You must spend a Hero Point to use this attack.

Daemon Trigger

By Weredrago2

The origins of the Daemon Trigger Gun Kata have been lost to the sands of time and memory impairing recreational drugs. As the story goes, the Gun Kata was created by a Tiefling (or Human with Tiefling blood, depending on the translation) who was so stylish, he could show even the Prince of Pleasure a good time. The validity of this tall tale is unknown, but you can understand how people could come to that conclusion after seeing Daemon Trigger in action.

The key skill for Daemon Trigger is Performer. It's a skill that pushes (if not *exceeds*) the limit of how much fun one should have during a fight, like any good Slaaneshi art form should. Daemon Trigger is a Gun Kata that thirsts for constant momentum and action, so Shift actions are used to travel around the battlefield in style.

Level 1: Dull

-Trickster: You gain a number of free reactions per round equal to half your Gunslinger level (rounded up). These reactions can only be used for dodging.

-Action (Shift): Use Shift actions with Trick Shots. Any attack-related advantages applied to this Trick Shot are applied to the next attack you make after shifting.

Level 2: Cool!

(-2)Devil Arms: This attack may only be made with Daemonic Weapons.

(+1)Rain Storm: This attack can be performed midair and reduces your effective fall distance by half.

Level 3: Bravo!

(-1)Skill (Performer): As part of this attack, make a Performer check against the static defense of the target. If it fails, the attack fails.

-Twosome Time: When dual wielding pistols, you can perform Multiple Attacks as a half action.

Level 4: Absolute!

(-3)Crazy Combo: This attack cannot be performed unless you successfully performed a melee attack on your target during the previous turn.

(+2)Honeycomb Fire: This attack ignores armor.

Level 5: Stylish!

(+4)Absolutely Crazy: If this attack is successful, your opponent must roll on the Shock Table as if they failed a Fear test. Add +1 to their roll for every two raises on the attack roll.

Divine Flame

By Eisenritter

The Divine Flame refers to the energy born of the stars, the potential within every atom to create life and light and burning hellscapes... a power conceived with the very first fission bomb detonated in a crystal sphere, researched and refined until the advent of plasma weaponry allowed men to hold the very Sun in one hand. It goes without saying that the only difference between a Divine Flame adept and a teenage pyromaniac is that the former still has both her original hands.

The Divine Flame's key skill is Tech-Use, learning to enhance and maintain the delicate machinery that allows the nuclear power to work. Originally developed for use with plasma guns, Divine Flame trick shots heavily favor energy weapons, providing very little for their solid projectile cousins.

Level 1: Apprentice

(1)Shooting Sun: Apply this only to a trick shot using the Reload action. This trick shot gains a static bonus to damage equal to the number of rounds taken to reload, up to your gunslinger level. If the trick shot is made using a weapon that deals E damage, this cap is equal to twice your gunslinger level instead.

-Action (Reload): Use Reload actions with trick shots. Any attack-related advantages applied to this trick shot instead are applied to the next attack using the reloaded gun, which can't be a trick shot.

Level 2: Initiate

(-1)Melting White: This attack may only be made with Plasma weapons.

-Flare Up: Your trick shots that deal E damage gain the Incendiary property.

Level 3: Journeyman

(-1)Skill (Tech-Use): As part of this attack, make a Tech-Use test against the Static Defense of the target. If it fails, the attack fails.

(2)CAUTION!! CAUTION!!: This attack gains the Volatile and Overheats properties.

Level 4: Master

-Hell's Tokamak: Whenever you take E damage, you may instantly reload a gun in your hands that deals E damage. If that gun has the Recharge property, it is also primed and ready to fire immediately.

(3)Sunburst Cannon: This attack gains Blast (2).

Level 5: Grandmaster

(6)Atomic Fire: This attack ignores Armor and halves Resilience (rounded down). Apply this only to an attack using a weapon that deals E damage.

Gravity Ski

By Yog-Sothoth

For every action, there is an equal and opposite reaction. This is the core tenet of the Gravity Ski Gun Kata, a martial discipline emphasizing high-velocity maneuvers and the rapid calculation of the exact trajectory necessary to hit a chosen target midair with a krak grenade while performing aforementioned high-velocity maneuvers. Adepts of this discipline are quite skilled in hit-and-run, and an elite few can even chase down fast vehicles on their own two feet.

The key skill for Gravity Ski is Acrobatics, which is a necessary skill to have should one want to avoid tripping over themselves and shredding their face against the ground at a hundred meters per second. The Gravity Ski discipline has a rich history and it can be traced far back to the days where warring tribes were the greatest powers in the Wheel.

Apprentice:

Potential Energy: If on a Run action you run downhill, add your Dexterity once more to your Speed for the purpose of the Run action.

Action (Run): Use Run actions with your special attacks. The benefit from this special attack applies to your next standard attack; that attack may not be a special attack.

Initiate:

(-1)Brachistochrone Transfer: This attack may only be made with Launcher weapons.

(1)Conservation of Momentum: You may, if you perform a Run action this turn, elect to maintain course the round after this special attack. Perform an Acrobatics test with a TN equal to your Speed each turn you maintain course; success allows you to spend a half action to continue running in the same direction at the same speed, and failure results in you losing the half action that you would have spent running and taking Fall Damage as though you fell a distance equal to your Speed.

Journeyman:

(-1)Skill (Acrobatics): As part of this attack, make an Acrobatics test against the static defence of the target. If it fails, the attack fails.

(2)Change Vector: If you would collide with a wall during a run action in this turn or the next, you may opt to climb a distance up that wall equal to the remaining running distance after reaching the wall. If you would collide with a ceiling after that, you may fly a distance across that ceiling equal to the remaining running distance after reaching the ceiling. After that, presuming you fail to find something to hold onto on the ceiling, you fall, unless you managed to reach another wall, in which case you can run down the wall and back to the floor if you have sufficient distance remaining.

Master:

(3)Ballistic Arc: If you would run over a gap, such as a hole in the ground or the space between the roofs of buildings, in this turn or the next, as long as there is solid ground at the end point of your Run action, you may treat the gap as solid ground.

Frictionless: You do not take fatigue from overusing the Fleet of Foot feat.

Grandmaster:

(4)Blue Plate: If you performed a Run action in this round or the last, add a static bonus to your damage rolls equal to your Speed. Double this bonus if the enemy is hit while they're in the air.

Immortal Smoke

By Eisenritter

The first user of the art now known as Immortal Smoke is said to be a Phoenix whose hatred toward [a Perpetual rival](#) burned so hot and bright that she resorted to increasingly more creative lengths to kill the unkillable, eventually resulting in the birth throes of a style hybridizing her humble inferno pistol with the smoke from the fires it created. From behind the veil of smoke and embers, an Immortal Smoke adept dances like flames, in an intricate and beautiful dance of bullets meant to confound her opponent and burn them to ash.

The key skill for Immortal Smoke is Deceive, the blinding haze that gives the style its name. Energy weapons such as the inferno pistol are the traditional weaponry associated with its techniques, though they work just as well with more archaic solid projectiles.

Level 1: Apprentice

-Eternal Haze Kata: You may Feint using a gun, using Ballistics in place of Weaponry.

-Action (Feint): Use Feint actions with trick shots. Any attack-related advantages you apply to the trick shot apply to the normal attack made after a Feint. That attack may not be a Trick Shot of its own.

Level 2: Initiate

(-1)Innocent's Curse: This attack has no effect on targets that have caused no damage to you during this Scene.

(3)Hollow Giant's Hate: This attack deals no damage to the target. Instead, treat the attack as if it had hit someone else within 3m of the target.

Level 3: Journeyman

(-1)Skill (Deceive): As part of this attack, make a Deceive test against the target's Static Defense. If it fails, the attack fails.

(3*)Imperishable Shooting: Make an additional attack with your gun as part of this attack.

Level 4: Master

-Phoenix Possession: Add your gunslinger level as a static bonus to Feint and Dodge attempts.

(4)Honest Man's Death: The target takes a penalty to Static Defense when attempting to Dodge this attack, instead of gaining a bonus.

Level 5: Grandmaster

(2*)Limiting Edict: You may take this advantage up to five times on one attack. An opponent hit by this attack loses 1 resource point for each time you took this advantage.

Last Line

By Doc

Many know of Cadia, that fortress built on the only safe entrance and exit to the Abyss. Standing as the only thing between the Astral Sea at large and the daemonic hordes held within, it goes without saying that the Cadians must always remain vigilant, both for themselves and those around them – after all, nobody knows when the next major attack might happen, and the minor ones before then certainly don't help to lessen the mood. Countless years of this mentality has led to the creation of the Last Line Gun Kata. More a way of life than a true fighting style, the Last Line school emphasizes the use of teamwork to turn the tide against seemingly insurmountable odds, allowing the Cadians to stand against daemonic incursion and hold the goddamned line.

The key skill of Last Line is Command, as coordinating tactics is one of the most important parts of teamwork. Of course, another one is the willingness to actually work together. As such, the preferred action of Last Line is Aid Another, to give your allies the edge they need to win the day.

The Last Line Gun Kata is part of the Guardsman and Heavy class tracks.

Level 1: Apprentice

-Helping Hand: You can use Aid Another on any ally within 10m. Furthermore, you gain the same benefits from using the Aid Another action, including any advantages from Trick Shots. However, you also suffer the disadvantages of any Trick Shot.

-Action (Aid Another): Use Aid Another actions with Trick Shots. Any attack-related advantages applied to this Trick Shot are applied to the ranged attack you aided in.

Level 2: Initiate

(-2)We Die Standing: You may only use this Trick Shot on the turn after you or an ally was dealt damage.

(2)Covering Fire!: Any enemy dealt damage by this Trick Shot is incapable of making Opportunity Attacks until your next turn.

Level 3: Journeyman

(-1) Skill (Command): As part of this attack, make a Command test against the static defense of the target. If it fails, the attack fails.

(X)Hold The Line: Any enemy that is hit by this Trick Shot has their Speed reduced by X until your next turn.

Level 4: Master

-Righteous Fury: So long as you're wielding a gun, any enemy that manages to deal damage to an ally while within the Short Range of that gun provokes an Opportunity Attack from you, using that gun. You can also make an additional Opportunity Attack every round, but only to use this ability.

-Look Out Sir!: You may make the Dodge action on behalf of an ally you are adjacent to. If you have the Evasion feat, you can also pull them along.

Level 5: Grandmaster

(4)Concentrate Fire! (AKA "A Whole Lotta Diddely"): When you use this Trick Shot, any ally within 10m of you and wielding a ranged weapon can make an Opportunity Attack on the same enemy as you. Any attacks made this way that connect – including yours – add their damage together into a single attack on one Body Location.

Lunatic Princess

By Kwak

Legend has it that Lunatic Princess was developed by a Perpetual monarch who used five bizarre weapons to endlessly duel [her Phoenix rival](#). Using every resource at her disposal, the princess's elaborate plots to kill the unkillable sank further and further into madness until they brought forth a delicate, yet devious, fighting style. Its adherents master the use of the eternal and the instantaneous, always alternating between attrition and annihilation.

The key skill for Lunatic Princess is Disguise, as it requires the user to hide the purpose and timing of every shot until the perfect opportunity arises. It is especially effective with Exotic weapons, amplifying their unconventional methods to debilitate foes over time.

A character entering the first level of any class progression that offers the Silent Scope gun kata can choose instead to gain access to the Immortal Smoke gun kata from that class. The inversion holds true as well, with classes with the Lunatic Princess style being able to substitute in Silent Scope instead. This choice applies only when entering the first level of a class, and applies to all levels in that class's progression afterward.

Level 1: Apprentice

(1) Five-Colored Shots - This attack deals an Insanity Point for every five points on the damage roll.

(-)Action (Delay) - Use Delay actions with trick shots. Any attack-related advantages applied to this trick shot are applied to the attack being delayed. That attack may not be a Special Attack.

Level 2: Initiate

(-2) Divine Treasure - This attack may only be made with Exotic Weapons.

(2*) Impossible Request - Increase the difficulty of Tests to resist this attack's effects by 5 each time this advantage is taken.

Level 3: Journeyman

(-1) Skill (Disguise) - As part of this attack, make a Disguise check against the static defense of the target. If it fails, the attack fails.

(1) Life Spring Infinity - Add a damage bonus equal to the amount of Hit Points you lost this round.

Level 4: Master

(-) Patient Mind - You may spend a Reaction to use Delay on a Full Action.

(2) Indomitable Will - A target hit by this attack loses a Reaction next turn.

Level 5: Grandmaster

(2*) Trial of Guts - This attack deals no damage. Instead, X allies within range may make an opportunity attack, where X is the number of times you took this advantage

Quaking Fortress

By Neveron

The Key Skill for Quaking Fortress is Athletics. A surprising amount of rolling and jumping is required for one to become a *true* master of explosives.

Add Quaking Fortress to the Heavy Weapons Guy and Guardsman class progressions.

Level 1: Apprentice

-Action (Delay): Use Delay actions with Trick Shots. Any advantages applied to this trick shot are applied to the first ranged attack made with the Delayed action. That attack may not be a trick shot of its own.

-Demolitions Expert: Use weapons with the Blast special quality with your trick shots.

Level 2: Initiate

(-1)Somebody Set Up Us The Bomb: This attack may only be made with weapons with the Blast special quality.

(1)Guaranteed Hit: If your attack would completely miss, it does not expend any ammunition.

Level 3: Journeyman

(-1)Skill(Athletics): As part of this attack, make an Athletics test against the static defence of the target. If it fails, the attack fails.

(2)Tightly Packed Ordinance: If this attack kills an enemy, increase the maximum clip size of the killing weapon by 1 for the rest of the Scene and reload it.

Level 4: Master

-Danger Zone: You get +10 AP against hits from your own weapons.

(3)Explosive Express: If you fire this attack at your feet, you can immediately move in a straight line to any point within six times your Speed in meters. If you are airborne at the end of your turn, you will probably fall unless you have some way around that. This advantage can only be applied to attacks with the Blast special quality.

Level 5: Grandmaster

(4)Air Strike: You may make a second ranged attack as part of this attack. If you move during this Trick Shot, this second attack can be made during any point of the movement.

Homebrew Magical Material – Adamantine

By Eisenritter

Adamantine is a cyan metal that develops in strands from stone heavily exposed to magical energy, first discovered in the depths of Pandaemonium. These strands, once extracted, can be woven into a shining, silk-like cloth or compacted into wafers. Objects crafted from adamantine seem to feed on magic, growing warmer in its presence as they leech on the residual energies and disrupt the natural flow of magic in a given area.

Weapons and armor made from adamantine are universally elegant and fashionable. Adamantine artifacts rarely need more than a few threads of the material to fulfill their purpose, but items made whole-cloth from the metal are not unheard of. In fact, adamantine armor is light enough that it can be easily be disguised as civilian wear without compromising its durability.

Melee Weapon: The weapon ignores the Daemonic trait. It also ignores magical defenses against attacks (such as the Shield or Mage Armor spells) unless the target succeeds on an Arcana+Willpower test opposed by your attack roll.

Ranged Weapon: The weapon ignores magical defenses against attacks (such as the Shield or Mage Armor spells) unless the target succeeds on an Arcana+Willpower test opposed by your attack roll.

Special Ammunition: Adamantine strands are woven tightly around a lead slug and compacted by the casing. Adamantine ammunition ignores the Daemonic trait.

Armor: The Max Dex of adamantine armor is increased by 1. Adamantine armor provides only half the normal penalty for wearing it, and no penalty at all for heavy armor if proficient. Armor that isn't primarily metal can be made from Adamantine, and generally resembles normal clothing.

Bionic Arm: The arm ignores critical damage caused by magical sources. Weaponless unarmed strikes using the arm gain the benefits of an Adamantine melee weapon, and can deal I or R damage as desired.

Bionic Locomotion: Gives the user +2k0 on Athletics and Acrobatics tests, and ignores critical damage caused by magical sources.

Bionic Heart: An adamantine heart bolsters its wearer's magic resistance. You gain the Magic Resistance asset. If you already have it, increase the TN of all spells targeting you by your level.

New Promethean Asset

Adamantine

Adamantine is an ultralight blue-green metal that inhibits the effects of magic. Gain Aura equal to 3 + your Generation, that does not stack with other sources of Aura. You can spend a Pyros to increase your Aura by 3 until the end of the scene.