By Sword And Spell

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GENESYS FOUNDRY

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1: Introduction

Welcome to **By Sword and Spell**! This book is a guide for Game Masters who wish to run a fantasy campaign using the **Genesys** RPG. Unlike many fantasy RPGs, **By Sword and Spell** has no default setting or assumed cosmology.

Required Reading

In order to get the most out of this book you will need a copy of the **Genesys** Core Rulebook and the **Expanded Player's Guide**. Both books contain rules, skills, talents and so forth with no assumption of setting, genre, or tone. This book is aimed at bringing those elements together under a specific genre and you bring the setting and tone.

Realms of Terrinoth is not required—indeed, it is assumed you will *not* be using that setting book. This book is all about how to make your own setting, and **Realms of Terrinoth** has a vast history and setting baked in. Therefore, this book will assume that **Realms of Terrinoth** does not exist and is not at your table.

If you wish to use material from **Realms of Terrinoth**, please see Chapter 7 for specific details.

How this is Different from Realms of Terrinoth

Realms of Terrinoth is a complete setting, not just a genre supplement. It has a history, cosmology, lore, known relics of the past, named characters, and more. **By Sword and Spell** aims to give you just enough rules, items, talent suggestions, and species to get you started. The setting, history, et al is up to you and your table to create!

Suggestions, not Declarations

Everything in this book is nothing more than suggestions. Please don't feel constrained to only use what is found within. Instead, think of it as a starting point. This will give you what you need to start, and you can add, subtract, or modify anything you need to make it your own!

A Fantasy Primer

Most people are familiar with fantasy as a genre: elves, dwarves, skeletons, evil creatures, magic, etc.

Pages 138–141 of the **Genesys** Core Rulebook has the basic breakdown of the fantasy genre. It includes tropes, themes, and different styles of fantasy. It is highly recommended that you read those few pages to get in the fantasy mindset and better acquaint yourself with the literary and game-related tropes.

If you're feeling especially brave (or foolhardy, depending on your definition) there is also TV Tropes that has a vast amount of information about almost every trope known to humankind. Be warned, however, that it is full of links to new tropes that have even more links to even more tropes…so *caveat emptor*.

2: Session Zero

Before the game begins—even before you all sit down to make characters together—your game table should have a Session Zero. This is the time for everyone to get together and discuss the game you are about to play.

The **Genesys** Core Rulebook touches on this on pages 126 and 127: Before Play Begins. As the GM, you should read through that page-and-a-half to familiarize yourself with some of the things that should be discussed.

If you've done a Session Zero with your group before, this should be easy and brief. But if you haven't, en this may take an entire session to get through (hence the name!).

What Is Session Zero?

At its most basic, Session Zero is where the table sits down and discusses the game that's about to be played.

Some things that are discussed include:

1. The Social Contract
2. The game rating
3. The Setting
4. Rules discussions (including house rules)
5. PC starting point
6. Character creation

The Social Contract

The social contract is the most important thing to discuss during Session Zero. It sets behavioral guidelines, allowed and disallowed content, trigger warnings, and so much more.

This topic is too important and too vast to be covered in just one section of a game supplement. Instead, you are encouraged to do an internet search for "RPG social contract". Ask your friends for good social contract resources. Read Consent in Gaming by Monte Cook Games. Listen to podcasts about social contracts.

All of these resources are going to go more in depth and give the topic the attention it deserves.

Game Rating

Think of this like a movie or TV show rating. As a group, decide what rating you'd give the game. You can use TV ratings, movie ratings, come up with your own or do an internet search for "RPG rating system" and see if there is something that you like.

This is just so everyone is on the same page regarding language, violence, gore, sexual content, etc.

The Setting

Many RPG groups come together and the players have characters already made and the GM has a storyline all planned out and the first few sessions is a fight to get the characters on-board and give them a reason to follow the GMs plot.

Instead, during Session Zero, your table should discuss, together, what the main points of the setting and story will be. Discuss what characters would go well in the setting and what characters wouldn't work. As the GM it is important that you're *discussing* this with your players and not *telling* them.

At the table, it's important that everyone is having fun. If someone's wishes or suggestions are ignored at this stage it sets a bad precedence for the rest of the campaign.

If you're building the game world together, this is a great time to do that!

Rules Discussion

This is the time that the GM will inform the players of what books are being used, which rules will be in effect, what rules are being *modified*, what house rules are in play, and any other point of rules-related information. Of course, the players should have a say in the game they're about to play and a bit of discussion and negotiation usually results.

This is good! The more everyone at the table is involved in this step the more invested they will be in the game you're about to play! Player buy-in is im-

portant for long-term investment in their character and the game.

PC Starting Point

Where is the first adventure supposed to happen? Do the PCs know each other already? How do they know each other? What brings them to adventure?

This step is all about making sure the characters have a reason to be at the initial adventure site instead of starting everyone in a tavern all looking at the same quest giver.

Character Creation

Finally, after the rest of the setting and world are decided on, you can move on to character creation. As with everything else during Session Zero, this should be done together. It doesn't matter if everyone is at the same table discussing it or in a video chat doing it virtually: the important thing is that creating characters happens as a group.

Discuss what kind of character everyone wants, making sure their idea fits in with the campaign idea (as discussed in The Setting, above). Bounce ideas off of each other both for character inspiration, but also in regards to how each character knows one another. Again, the more the group works together, the more invested everyone will be in their characters and the game.

3: Character Creation

As with any game of **Genesys**, each player will need to make their own character. **By Sword and Spell** follows the steps outlined in Part I Chapter 2: Creating Characters that starts on page 32 of the **Genesys** Core Rulebook.

There are a few differences, however. In this chapter you will find species, careers, skills and talents for your fantasy characters. Also of note is that, in **Step 7: Choose Gear, Appearance, and Personality**, By Sword and Spell characters have 1,000 coins to purchase gear and equipment. This is twice the usual starting 500 coins described on page 51 of the **Genesys** Core Rulebook.

Species

Most fantasy stories we're used to include elves, dwarves, and humans. Many have their own unique take on other species like gnomes, fairies, goblins, or trolls. **By Sword and Spell** will focus on the more traditional species, but does include a number of lesser-used species to give a few more options.

Changeling

Changelings are children born in areas of high magic, where it permeates all things, especially the people. They all have an obvious animalistic feature that belies their supernatural heritage: ram's horns, cloven hooves instead of feet, cat's eyes, etc.

Archetype Abilities

2	2	2	2	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Starting Wound Threshold:** 10 + Brawn

- **Starting Strain Threshold:** 9 + Willpower

- **Starting Experience:** 90

- **Starting Skills:** Changelings begin with one rank in Athletics, Coordination, or Resilience. They obtain this rank before spending experience points, and this skill may not be increased above rank 2 during character creation.

- **Magical Heritage:** Before spending starting experience, choose one of the following abilities for your changeling character:

  - **Natural Weapons:** Your changeling character's unarmed attacks have their damage increased by +2 and have a Critical Rating of 3.

  - **Fleet of Hoof:** Your changeling character can perform a second maneuver to move without suffering strain. They still cannot exceed the limitations of two maneuvers in a turn.

  - **Winged:** Your changeling character can hover. See page 100 of the **Genesys** Core Rulebook.

- **Skittish:** When making Vigilance checks, a changeling can suffer 1 strain to add ◻ to the roll.

- **Starsight:** When making skill checks, changeling remove ■ imposed due to darkness.

Dwarf

Dwarves are a stout and tough lot. As eager to fight as they are to drink, they are loyal to their friends and hold grudges against their foes forever. They are commonly portrayed as living and/or working underground in mines. They are the best smiths in the land, and their ability to work with metals and gems is unrivaled by any other mortal species.

Archetype Abilities

2	1	2	2	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Starting Wound Threshold:** 11 + Brawn

- **Starting Strain Threshold**: 9 + Willpower

- **Starting Experience:** 90

- **Starting Skills:** Dwarves begin with one rank in Resilience. They obtain this rank before spending experience points, and Resilience may not be increased above rank 2 during character creation

- **Dark Vision:** When making skill checks, dwarves remove up to ■■ imposed due to darkness.

- **Of Harty Stock:** Once per encounter, when a dwarf suffers wounds, they may suffer a number of strain no greater than their ranks in Resilience. If they do so, reduce the number of wounds suffered by twice the number of strain suffered.

Halfling

Halflings are small and very mischievous. They are usually looked down upon due to their small stature and lack of physical prowess. But what they lack in might they make up for in ingenuity.

They are sneaky and tricky by nature, living on of the fringes of society. Because of this, they have learned their way around the shadier parts of civilization. This species block can also be used for other small species, like goblins or gnomes.

Archetype Abilities

1	2	2	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Starting Wound Threshold** 8 + Brawn
- **Starting Strain Threshold:** 11 + Willpower
- **Starting Experience:** 95
- **Starting Skills:** Halflings start with one rank in Vigilance. They obtain this rank before spending experience points, and Vigilance may not be increased above rank 2 during character creation.
- **Small:** Halflings are silhouette 0.
- **Sneaky Git:** Halflings add ☐ to all Skulduggery and Stealth checks.

High Elf

High elves are the enlightened ones, those of a higher order even than of the wood elf. They live in their gilded cities on the edge of creation, honing their skills over millennia. High elves are commonly regarded as the first species to tame the wilds of magic. Many scoff at the idea, but never in the presence of a high elf.

Archetype Abilities

2	2	3	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Starting Wound Threshold:** 9 + Brawn

- **Starting Strain Threshold:** 11 + Willpower

- **Starting Experience:** 95

- **Starting Skills:** A high elf begin with one rank in Discipline. They obtain this rank before spending experience points, and Discipline may not be increased above rank 2 during character creation.

- **Knowledge of the Ages:** A high elf adds automatic ⋀ to the results of any Knowledge checks they make.

- **Starsight:** When making skill checks, high elves remove ■ imposed due to darkness.

Human

Humans are everywhere. They are the most populous species in fantasy and thus they have no common appearance—they are as varied as on Earth.

Archetype Abilities

2	**2**	**2**	**2**	**2**	**2**
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Starting Wound Threshold:** 10 + Brawn

- **Starting Strain Threshold:** 10 + Willpower

- **Starting Experience:** 100

- **Starting Skills:** A human starts with one rank in each of two different non-career skills at character creation. They obtain this rank before spending experience points, and these skills may not be increased higher than rank 2 during character creation.

- **Back to the Wall:** Once per session, when the Game Master has more Story Points in their pool than the players, you may use this ability as an out-of-turn incidental to move one Story Point from the Game Master's pool to the players' pool.

Wood Elf

The wood elves are born and raised in the deep wilds of the world. They don't have interactions with other species until well after puberty is over and they are young adults. Some, of course, break the mould and visit other cities without the blessings of their elders.

Archetype Abilities

2	3	1	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Starting Wound Threshold:** 9 + Brawn

- **Starting Strain Threshold:** 10 + Willpower

- **Starting Experience:** 90

- **Starting Skills:** A wood elf starts with one rank in Survival. They obtain this rank before spending experience points, and Survival may not be increased above rank 2 during character creation.

- **Deft:** You may spend ⋀ from any skill check to perform an immediate free maneuver that does not exceed the limit of two maneuvers per turn. In addition, once per round on an opponent's turn, you may spend ⟳ to perform one maneuver as an out-of-turn incidental.

- **Starsight:** When making skill checks, wood elves remove ■ imposed due to darkness.

Careers

Many of the careers in the **Genesys** Core Rulebook are applicable to a fantasy game. Because of the toolkit nature of **Genesys**, several of the careers in the Core Rulebook have optional skill substitutions for different genres. For ease of use, the skill lists are reproduced below with the fantasy substitutions already made for you.

Druid

Druids are connected to the primal, natural magic of the world. They are one with the wilderness and many claim to be defenders of the wild places. Others use their power to do good or ill where needed—after all, nature can be both good and bad.

The Druid counts the following skills as career skills: **Athletics**, **Brawl**, **Coordination**, **Melee (Heavy)**, **Primal**, **Resilience**, **Survival**, and **Vigilance**. Before spending experience during character creation, a Druid may choose four of their career skills and gain one rank in each of them.

Entertainer

The Entertainer plies their trade on their ability to perform. This could be an artist, a storyteller, a con artist, a musician, or any of a number of other more social gifts. Many a bard are entertainers.

An Entertainer counts the following skills as career skills: **Charm**, **Coordination**, **Deception**, **Discipline**, **Leadership**, **Melee (Light)**, **Skulduggery**, and **Stealth**. Before spending experience during character creation, an Entertainer may choose four of their career skills and gain one rank in each of them.

Explorer

Explorers are more at home in the wild than anywhere else in creation. They might have grown up there or just have a knack for the places most people shy away from. Explorers excel at surviving, hunting, and tracking. Some may even have been enlisted by the local lord's military to serve as a scout.

The Explorer counts the following skills as career skills: **Athletics**, **Brawl**, **Coordination**, **Deception**, **Perception**, **Ranged**, **Stealth**, and **Survival**. Before spending experience during character creation, an Explorer may choose four of their career skills and gain one rank in each of them.

Healer

While others may focus on causing harm or avoiding it, Healers focus on helping others recover from it. It takes a special kind of person to tend to the wounds of another and requires not only skill at healing, but keeping their cool under pressure, knowing what herbs are and aren't helpful, and a fair hand with the tools of the trade.

The Healer counts the following skills as career skills: **Cool**, **Discipline**, **Knowledge (General)**, **Medicine**, **Melee (Light)**, **Resilience**, **Survival**, and **Vigilance**. Before spending experience during character creation, a Healer may choose four of their career skills and gain one rank in each of them.

Knight

Knights are noble warriors. Their station not only teaches them how to fight, honorably, but usually includes land, privilege, and wealth. This, in turn, carries a duty to their liege lord and those who live in their lands.

The Knight counts the following skills as career skills: **Athletics**, **Discipline**, **Leadership**, **Melee (Heavy)**, **Melee (Light)**, **Resilience**, **Riding**, and **Vigilance**. Before spending experience during character creation, a Knight may choose four of their career skills and gain one rank in each of them.

Leader

A Leader is a people-person, a charismatic individual able to not only gain a following but lead them. They take charge of tense situations, but their leadership methodologies vary. Some are soft-spoken while others lead through fear.

The Leader counts the following skills as career skills: **Charm**, **Coercion**, **Cool**, **Discipline**, **Leadership**, **Melee (Light)**, **Negotiation**, and **Perception**. Before spending experience during character creation, a Leader may choose four of their career skills and gain one rank in each of them.

Mad Alchemist

Mad Alchemists defy the natural laws of the world and impose their own will on the world around them. Some seek immortality while others just want to unlock the secrets of the world. Mad Alchemists are adept at creating both short-lived potions and tonic, as well as capable of crafting long-lasting items that just shouldn't work.

The Mad Alchemist counts the following skills as career skills: **Alchemy**, **Coercion**, **Knowledge (General)**, **Mechanics**, **Medicine**, **Operating**, **Skulduggery**, and **Ranged**. Before spending experience during character creation, a Mad Alchemist may choose four of their career skills and gain one rank in each of them.

Priest

Some are touched by the divine essence that pervades creation. In some settings Priests are actually touched by the gods, while in others it's the strength of their belief that gives them power. Regardless, a Priest is able to use divine magic to heal those they consider worthy and smite those who are not.

The Priest counts the following skills as career skills: **Charm**, **Coercion**, **Cool**, **Discipline**, **Divine**, **Medicine**, **Melee (light)**, and **Negotiation**. Before spending experience during character creation, a Priest may choose four of their career skills and gain one rank in each of them.

Scoundrel

A sharp wit can get a character out of trouble even easier than a sharp blade…except for when a sharp blade is exactly what's needed. A Scoundrel knows when to use which and is proficient in both. Some call them thieves, scalawags, rogues, or pirates. Regardless of the moniker, their stock and trade is underhanded tactics that give them the advantage.

The Scoundrel counts the following skills as career skills: **Charm**, **Cool**, **Coordination**, **Deception**, **Ranged**, **Skulduggery**, **Stealth**, and **Streetwise**. Before spending experience during character creation, a Scoundrel may choose four of their career skills and gain one rank in each of them.

Socialite

Words have a power of their own, and no one knows how to wield such power better than a Socialite. Their words are as dangerous as any blade. Their ability to speak between the lines is enough to make any fairie proud. Many of the ruling class are Socialites, anyone who's adept with words and can get the best of any social situation can become one. Anyone who can get the best of any social situation is encouraged to be a Socialite.

The Socialite counts the following skills as career skills: **Charm**, **Cool**, **Deception**, **Knowledge (General)**, **Negotiation**, **Perception**, **Streetwise**, and

Vigilance. Before spending experience during character creation, a Socialite may choose four of their career skills and gain one rank in each of them.

Soldier

The most dangerous weapon in the land is not a sword or bow, it's the Soldier who knows how to use them. Always at home on the battlefield, Soldiers are skilled with all manner of arms but they prefer large weapons if given the choice. Soldiers are the rank and file of any kingdom's army.

The Soldier counts the following skills as career skills: **Athletics**, **Brawl**, **Coercion**, **Melee (Heavy)**, **Perception**, **Ranged**, **Survival**, and **Vigilance**. Before spending experience during character creation, a Soldier may choose four of their career skills and gain one rank in each of them.

Tradesperson

A Tradesperson is a skilled laborer that not only knows how to make items but also how to get the best price for them. An adventuring Tradesperson can use their knowledge to spot bad equipment or get better prices by haggling.

The Tradesperson counts the following skills as career skills: **Athletics**, **Brawl**, **Discipline**, **Mechanics**, **Negotiation**, **Perception**, **Resilience**, and **Streetwise**. Before spending experience during character creation, a Tradesperson may choose four of their career skills and gain one rank in each of them.

Wizard

Wizards are those who have studied and practiced the arcane arts to the exclusion of all else. While their main focus is magic, a Wizard is also known for their attention to detail and their ability to stay on task when all others would lose focus.

The Wizard counts the following skills as career skills: **Alchemy**, **Arcana**, **Coercion**, **Discipline**, **Knowledge (Supernatural)**, **Leadership**, **Skulduggery**, and **Vigilance**. Before spending experience during character creation, a Wizard may choose four of their career skills and gain one rank in each of them.

Skills

This section details the skills you will find useful in a **By Sword and Spell** game. Many of the skills from the **Genesys** Core Rulebook are applicable for the fantasy genre. There is a bit of insight into using non-standard skills in **By Sword and Spell**. In addition, the new Knowledge skills can be found below.

Control Skills

Operating and Piloting, and Riding are the three main skills used to control vehicles. Of course, Athletics can be used in certain situations (see the Unorthodox Control Skills sidebar on page 59 of the **Expanded Player's Guide**).

More often than not, ground-based vehicles in a **By Sword and Spell** game will use Riding, since they rely on animals for locomotion. However, if your setting has magictech or includes a weird west vibe, Driving might be useful for magically powered ground vehicles.

Operating is going to be the mainstay skill that is used for sailing. Any vehicle that requires a crew to properly operate falls under the umbrella of this skill.

Piloting is mostly used for magically propelled vehicles. It is used for any vehicle that flies and only requires one person to properly operate it. If it flies but requires a crew, use the Operating skill instead.

While vehicle control skills are important in games that feature vehicles, keep in mind that you only make skill checks with these skills under two conditions:

- The Dangerous Driving action (see pages 227–228 of the **Genesys** Core Rulebook)
- The Gain the Advantage action (see pages 229–230 of the **Genesys** Core Rulebook)

GMs should not be calling for control skill checks in any other situation. This means that more often than not, player characters can operate a vehicle with no skill ranks (and even a 1 in the linked characteristic).

Gunnery

Most fantasy games eschew this skill, given its roots as the skill used for

squad support weapons. However, cannons on a sailing ship and siege weapons all use this skill.

KNOWLEDGE SKILLS

The **Genesys** Core Rulebook includes just one Knowledge skill. And while that is appropriate for a generic toolkit, each setting and genre should have their own custom Knowledge skills. Page 99 of the **Expanded Player's Guide** gives us the Knowledge (Supernatural) skill, which is reprinted for your convenience below.

This book uses the Knowledge (Supernatural) skill found in the **Expanded Player's Guide** as well as the generic Knowledge skill from the Core Rulebook.

GENERAL (INTELLECT)

This Knowledge skill covers all mundane aspects of the world. It includes knowing where various villages and landmarks are, who is the local lord, what common customs are, and more.

This skill is just a re-named version of the Knowledge skill found on page 66 of the **Genesys** Core Rulebook.

SUPERNATURAL (INTELLECT)

This Knowledge skill covers everything magical in nature, from artifacts to magical creatures to everything in between.

Please see page 99 of the **Expanded Player's Guide** for more information.

Table 3-1: Skills

Skill	Type	Source
Alchemy (Int)	General	Core Rulebook
Arcana (Int)	Magic	Core Rulebook
Athletics (Br)	General	Core Rulebook
Brawl (Br)	Combat	Core Rulebook
Charm (Pr)	Social	Core Rulebook
Coercion (Will)	Social	Core Rulebook
Deception (Cun)	Social	Core Rulebook
Discipline (Will)	General	Core Rulebook
Divine (Will)	Magic	Core Rulebook
Driving (Ag)	General	Core Rulebook
Gunnery (Ag)	Combat	Core Rulebook
Knowledge (General) (Int)	Knowledge	Core Rulebook
Knowledge (Supernatural) (Int)	Knowledge	Expanded Player's Guide
Leadership (Pr)	Social	Core Rulebook
Mechanics (Int)	General	Core Rulebook
Medicine (Int)	General	Core Rulebook
Melee (Heavy) (Br)	Combat	Core Rulebook
Melee (Light) (Br)	Combat	Core Rulebook
Negotiation (Pr)	Social	Core Rulebook
Operating (Int)	General	Core Rulebook
Perception (Cun)	General	Core Rulebook
Primal (Cun)	Magic	Core Rulebook
Piloting (Ag)	General	Core Rulebook
Ranged (Ag)	Combat	Core Rulebook
Resilience (Br)	General	Core Rulebook
Riding (Ag)	General	Core Rulebook
Skulduggery (Cun)	General	Core Rulebook
Stealth (Ag)	General	Core Rulebook
Streetwise (Cun)	General	Core Rulebook
Survival (Cun)	General	Core Rulebook
Vigilance (Will)	General	Core Rulebook

Talents

This section introduces new talents specific for fantasy settings. These talents, along with talents from the Core Rulebook listed in **Table X–X: Genesys Talents for a Fantasy Setting**, can be used in any **Genesys** game set in a fantasy world.

Table 3–2: Talents

Talent	Ranked	Source
Tier 1		
Bought Info	No	Core Rulebook (page 72)
Cantrip	Yes	Page 22
Clever Retort	No	Core Rulebook (page 73)
Component Casting	No	**Expanded Player's Guide** (page 95)
Desperate Recovery	No	Core Rulebook (page 73)
Duelist	No	Core Rulebook (page 73)
Durable	Yes	Core Rulebook (page 73)
Elementalist	No	**Expanded Player's Guide** (page 95)
Ensorcelled	No	**Expanded Player's Guide** (page 95)
Forager	No	Core Rulebook (page 73)
Grit	Yes	Core Rulebook (page 73)
Hamstring Shot	No	Core Rulebook (page 73)
Jump Up	No	Core Rulebook (page 73)
Knack for It	Yes	Core Rulebook (page 73)
Know Somebody	Yes	Core Rulebook (page 74)
Let's Ride	No	Core Rulebook (page 74)
Lightning Draw	No	Page 23
One with Nature	No	Core Rulebook (page 74)
Parry	Yes	Core Rulebook (page 74)
Proper Upbringing	Yes	Core Rulebook (page 74)
Quick Draw	No	Core Rulebook (page 74)
Quick Strike	Yes	Core Rulebook (page 74)
Rapid Reaction	Yes	Core Rulebook (page 74)
Second Wind	Yes	Core Rulebook (page 74)
Surgeon	Yes	Core Rulebook (page 74)
Swift	No	Core Rulebook (page 75)
Toughened	Yes	Core Rulebook (page 75)
Unremarkable	No	Core Rulebook (page 75)

Talent	Ranked	Source
Tier 2		
Berserk	No	Core Rulebook (page 75)
Brilliant Casting	No	**Expanded Player's Guide** (page 95)
Coordinated Assault	No	Core Rulebook (page 75)
Counteroffer	No	Core Rulebook (page 75)
Defensive Stance	Yes	Core Rulebook (page 75)
Dual Wielder	No	Core Rulebook (page 76)
Ensorcelled (Improved)	No	**Expanded Player's Guide** (page 95)
Flurry of Steel	No	Page 23
Heightened Awareness	No	Core Rulebook (page 76)
Inspiring Rhetoric	No	Core Rulebook (page 76)
Inventor	Yes	Core Rulebook (page 76)
Lucky Strike	No	Core Rulebook (page 76)
Rote Spell	Yes	Page 23
Scathing Tirade	No	Core Rulebook (page 77)
Side Step	Yes	Core Rulebook (page 77)
Tier 3		
Animal Companion	Yes	Core Rulebook (page 77)
Body Guard	Yes	Page 24
Dodge	Yes	Core Rulebook (page 78)
Druid	No	**Expanded Player's Guide** (page 96)
Eagle Eyes	No	Core Rulebook (page 78)
Elementalist (Improved)	No	**Expanded Player's Guide** (page 96)
Ensorcelled (Supreme)	No	**Expanded Player's Guide** (page 96)
Explosive Casting	No	**Expanded Player's Guide** (page 97)
Face of the Wild	No	**Expanded Player's Guide** (page 97)
Field Commander	Yes	Core Rulebook (page 78)
Flurry of Steel (Improved)	No	Page 24
Innate Focus	No	**Expanded Player's Guide** (page 97)
Inspiring Rhetoric (Improved)	No	Core Rulebook (page 78)
Master of Illusion	No	**Expanded Player's Guide** (page 97)
Painkiller Specialization	Yes	Core Rulebook (page 79)
Scathing Tirade	No	Core Rulebook (page 79)
Heroic Will	No	Core Rulebook (page 79)
Mage Armor	No	Page 24
Natural	No	Core Rulebook (page 79)
Parry (Improved)	No	Core Rulebook (page 79)
Rapid Archery	No	Core Rulebook (page 79)
Smite	No	Page 24

Talent	Ranked	Source
Tier 4		
Can't We Talk About This?	No	Core Rulebook (page 79)
Deadeye	No	Core Rulebook (page 79)
Defensive	Yes	Core Rulebook (page 80)
Defensive Driving	Yes	Core Rulebook (page 80)
Elementalist (Supreme)	No	**Expanded Player's Guide** (page 97)
Enduring	Yes	Core Rulebook (page 80)
Field Commander (Improved)	No	Core Rulebook (page 80)
Flicker Step	No	**Expanded Player's Guide** (page 97)
How Convenient!	No	Core Rulebook (page 80)
Inspiring Rhetoric (Supreme)	No	Core Rulebook (page 80)
Masterful Casting	No	**Expanded Player's Guide** (page 97)
Polymorph	No	**Expanded Player's Guide** (page 97)
Quicken Spell	No	Page 24
Scathing Tirade (Supreme)	No	Core Rulebook (page 81)
Strength of Faith	No	**Expanded Player's Guide** (page 97)
Teleportation	No	**Expanded Player's Guide** (page 97)
Tier 5		
Dedication	Yes	Core Rulebook (page 81)
Dire Animal Companion	No	**Expanded Player's Guide** (page 98)
Flurry Attack	No	Page 25
Indomitable	No	Core Rulebook (page 81)
Master	No	Core Rulebook (page 81)

Tier 1

Cantrip

Tier: 1
Activation: Passive
Ranked: Yes

When your character gains this talent, choose one magic action. When your character casts that spell with no additional effects (even those that are free via equipment or talents) the cost is reduced by 1 strain.

Each additional time you purchase this talent for your character, choose another magic action. When you cast that spell with no additional effects (even those that are free via equipment or talents) the cost is reduced by 1 strain.

Stacking Talents

While many of these talents seem potent, especially if used in conjunction with many found in **Realms of Terrinoth**, they are not intended to be used together.

The talents found here are designed to be used with the **Genesys** Core Rulebook and the Expanded Player's Guide only. If you wish to use **Realms of Terrinoth** as well, please see chapter 7 for advice on adding it to what is found here.

Lightning Draw

Tier: 1
Activation: Passive
Ranked: No

The first time your character draws a Melee (Light) or Melee (Heavy) weapon during each encounter increase the base damage of the weapon by 2 until the end of their current turn.

Tier 2

Flurry of Steel

Tier: 2
Activation: Active (Incidental)
Ranked: No

Once per encounter, your character may suffer 2 strain to use this talent. During the next ranged combat check they make this turn, throwing knives gain the Auto-Fire quality. You do not increase the difficulty of this combat check; instead, your character must have (and use) one throwing knife per hit triggered.

Rote Spell

Tier: 2
Activation: Active (Incidental)
Ranked: Yes

When your character acquires this talent, choose one magic action and one extra effect they can use with that action. Whenever they cast a spell that includes the chosen action and effect (which could include other effects), the difficulty increase of the chosen effect is reduced by one.

Each additional time you purchase this talent for your character, choose a new action and effect combination. You may not choose the same action more than once.

Tier 3

Body Guard

Tier: 3
Activation: Active (Maneuver)
Ranked: Yes

Once per round, your character may suffer a number of strain no greater than their ranks in Body Guard to use this talent. Choose one ally engaged with your character, until the end of your character's next turn, upgrade the difficulty of all combat checks targeting that ally a number of times equal to the strain suffered.

Flurry of Steel (improved)

Tier: 3
Activation: Passive
Ranked: No

Your character must have purchased the Flurry of Steel talent to benefit from this talent. When triggering additional hits from Flurry of Steel Auto-Fire, extra hits require $\wedge$ instead of the normal $\wedge\wedge$.

Mage Armor

Tier: 3
Activation: Active (Maneuver)
Ranked: No

Once per encounter, your character may use this talent to cast a Barrier spell on themselves only using the Arcana skill. In addition, you may spend a Story Point to have them maintain the effects of the spell until the end of the encounter, without performing concentrate maneuvers.

Smite

Tier: 3
Activation: Active (Incidental)
Ranked: No

Once per round on your character's turn, your character may suffer 3 strain to use this talent to add damage equal to their ranks in Divine to one hit of a successful melee attack.

Tier 4

Quicken Spell

Tier: 4
Activation: Active (Incidental)
Ranked: No

Once per encounter, you may spend a Story Point to use this talent. If you do so, the next magic action your character performs this round can be performed as a maneuver instead of an action.

Tier 5

Flurry Attack

Tier: 5
Activation: Active (Action)
Ranked: No

Your character may suffer 4 strain to use this talent to make a Brawl, Melee (Light), or Melee (Heavy) attack against the engaged adversary who is hardest to hit (as determined by the GM). For this attack, your weapon gains the Blast quality with a rating equal to its base damage. Additionally, it costs one fewer ⋀ to trigger this quality. Your character is immune to this Blast damage.

4: Equipment

All heroes in fantasy stories have equipment. Whether it's the knight's shining armor, sword, and shield or the wizard and their staff, proper equipment is very important.

This chapter contains most of the equipment your character might need for their adventures. Of course, no one book can contain everything, so GMs feel free to make your own items if you feel it's necessary, using the guidelines found starting on page 197 of the **Genesys** Core Rulebook. Otherwise, the [Equipment Guide](#), found on DriveThruRPG, contains even more suggestions and guidelines for making your own equipment.

About The Numbers

You may notice that the numbers for many weapons, armor, and other gear are different than in other published books.

This is because the Core Rulebook and **Realms of Terrinoth** were created before the weapon/armor/vehicle creation guidelines were completed. Therefore, the authors of those books just guessed at prices. Because those rules are now available, they will be used to price out everything in this document to keep things internally consistent.

To offset the slightly higher price for equipment, do note that characters have 1,000 coins to spend on starting equipment (as opposed to the 500 suggested in the **Genesys** Core Rulebook).

A Note About Ammo

Some weapons have the Limited Ammo rating and therefore require your character to purchase extra reloads specifically for that weapon. These reloads cost 20% of the price of the weapon.

Currency

Each fantasy setting has a slightly different name for their currency, but most can agree on the coin. Gold coin, silver coin, copper coin, etc. Therefore, in this document, all prices will be the generic "coin". One coin is equivalent to one unit of currency found in the **Genesys** Core Rulebook.

Weapons

The weapons provided below are based on those found not only on page 144 of the **Genesys** Core Rulebook, but also on common weapons seen in fan-

tasy fiction and other staples of fantasy RPGs. Due to **Genesys'** nature, however, the numbers aren't granular enough to have four different types of swords or nine different pole-arms. Therefore, the weapons below are more generic in name and use.

MELEE WEAPONS

A staple of the fantasy genre, melee weapons are designed to be used in close combat.

Remember that brawl weapons enhance your character's normal unarmed attack, so you can choose to do wound or stun damage with any Brawl weapons, and they have the Knockdown quality.

AXE

The axe is a robust item. It is useful for both chopping wood as well as flesh. With a weighted head that throws off its balance it is more difficulty to wield than other weapons, but the wounds they leave are painful indeed.

CLUB

The ubiquitous club is a simple length of wood about half-again the size of your forearm. It's a no-frills weapon for all occasions.

DAGGER

Daggers are small weapons designed for concealment and close-in fighting. They have a razor-sharp blade designed to either slash or stab a target to death. Being small weapons, daggers can be thrown, but are not designed to do so. If thrown, they use the following profile: Ranged; Damage +1; Crit 2; Range (Short); Inaccurate 1, Inferior

GREATAXE

A greataxe follows the trappings of the axe but on a grander scale. It's a two-handed weapon that deals even more vicious wounds than its smaller cousin.

GREATSWORD

As the greataxe is a bigger version of the axe, the greatsword is a larger version of the humble sword. While better weighed than other heavy weapons, it still requires quite a bit of manual dexterity to swing it properly.

HAMMER

Hammers were once tools that have been converted into weapons of war. It has a large, flat head on the end that is perfect for stunning those struck.

LONGSWORD

A longsword, also called a hand-and-a-half sword, is a compromise between the smaller sword and the larger greatsword. While not as deadly as its larger brethren, it is better balanced than either other swords.

Although a longsword requires only one hand to wield, while wielded in both hands it gains the Accurate 1 quality but uses the Melee (Heavy) skill.

MACE

A mace is a short, hafted weapon with a large metal head on one end.

MAUL

Mauls are little more than an oversized hammer head on a large length of wood. It is as large as those who wield it and are difficult to use properly. But if it manages to hit its mark, they don't tend to get back up again.

PUNCHING DAGGER

Not much more than a small handle and a blade that extends above the users knuckles, punching daggers are easily concealed. And, due to the design, allow for more power to be put behind them as the user punches instead of stabs or slashes.

SHIELD

Not a weapon per sé, a shield is a concave disc of metal or wood designed to protect the wielder by deflecting blows away from the user's body. It can be used as a weapon to push and shove, but it is ill equipped to do so.

STAFF

Most staves are designed for assisting with walking, but this is a weapon. It is balanced and reinforced (sometimes on the inside and sometime on the outside) to cause trauma with every swing.

STUDDED GLOVE

Studded gloves are heavy leather gloves with metal studs lining the knuck-

les. They are designed to hit harder and cause more pain than your standard unarmed strike.

SWORD

The mainstay of knights and warriors across the land, the sword is not just a weapon, it's a status symbol.

WHIP

A whip is a long length of braided animal hide. It is flexible and longer than most melee weapons have any right to be. Because of its unique design, it is capable of entangling the limbs of adversaries.

TABLE 4-1: MELEE WEAPONS

Name	Skill	Dmg	Crit	Range	Enc	Price	Rarity	Special
Axe	Melee (Light)	+2	3	Engaged	2	140	1	Vicious 1
Club	Melee (Light)	+2	5	Engaged	2	50	1	
Dagger	Melee (Light)	+1	2	Engaged	1	200	3	
Greataxe	Melee (Heavy)	+4	3	Engaged	4	250	4	Cumbersome 3, Pierce 2, Vicious 1
Greatsword	Melee (Heavy)	+4	2	Engaged	3	200	4	Defensive 1, Pierce 1, Unwieldy 3
Hammer	Melee (Light)	+2	4	Engaged	2	100	3	Stun 2
Longsword	Melee (Light)	+3	2	Engaged	2	310	4	Defensive 1
Mace	Melee (Light)	+3	4	Engaged	2	150	2	
Maul	Melee (Heavy)	+5	4	Engaged	4	190	6	Cumbersome 3, Disorient 3, Inaccurate 1
Punching Dagger	Brawl	+1	2	Engaged	1	200	4	
Shield	Melee (Light)	+0	6	Engaged	2	60	2	Defensive 1, Deflection 1, Inaccurate 1, Knockdown
Staff	Melee (Heavy)	+2	4	Engaged	3	75	2	
Studded Glove	Brawl	+1	3	Engaged	1	75	2	
Sword	Melee (Light)	+2	2	Engaged	1	225	3	Defensive 1
Whip	Melee (Light)	+1	3	Short	1	150	3	Accurate 1, Ensnare 1, Unwieldy 3

RANGED WEAPONS

Many fantasy stories take place in times where bows and crossbows are the pinnacle of weapons technology. Some stories, however, include early firearms (or a magical approximation). Therefore, both have been included here and it is up to the table to decide if they want black powder weapons in their fantasy game or not.

BOW

Bows are used both for hunting wild animals for food as well as tools of war. This bow is a curved length of wood with a string (usually, but not always, made of animal sinew) used to launch an arrow.

CROSSBOW

These mechanical weapons are simpler to use than bows. The downside to them is the need to reload after every shot. Your character must perform the Prepare maneuver before each combat check.

DART

Darts are small slivers of wood that resemble tiny arrows. They are thrown weapons that are popular with assassins and those who use poisons. While they are not that deadly on their own, their light weight is often seen as an advantage.

Note that darts are one-use items and once used they must be replaced.

LONGBOW

An improvement on the bow, the longbow has a stronger pull and thus is able to launch arrows farther and with more force. Unfortunately, this also means it takes more strength to pull back the arrow.

MUSKET

Muskets are smooth-bore, muzzle-loaded guns with a longer barrel than the pistol. With the bigger amount of gunpowder used both the range and the damage are improved. Your character must perform the Prepare maneuvers before each combat check.

PISTOL

Pistols are smooth-bore, muzzle-loaded weapons. They take time to pour powder down the barrel and then add the wadding and ball. Because of this,

your character must perform the Prepare maneuvers before each combat check.

SLING

Slings are simple weapons, in theory. A long string with a "cradle" for smooth stones, you swing the sling over your head a few times before letting loose. The precision and timing is difficult to master, however.

THROWING KNIFE

Much smaller and better balanced than the daggers used in melee, throwing knives are lightweight and designed for precision at close range.

While not designed to be used as a melee weapon, it can be in a pinch with the following profile: Melee (Light); Damage +1; Crit 2; Range (Engaged); Inaccurate 1, Inferior.

TABLE 4-2: RANGED WEAPONS

Name	Skill	Dmg	Crit	Range	Enc	Price	Rarity	Special
Bow	Ranged	7	3	Medium	2	400	2	Unwieldy 2
Crossbow	Ranged	7	2	Medium	3	600	5	Pierce 1, Prepare 1
Dart	Ranged	7	3	Short	1	60	3	Limited Ammo 1
Longbow	Ranged	9	3	Long	3	750	3	Cumbersome 3
Musket	Ranged	8	3	Medium	4	625	6	Inaccurate 1, Pierce 1, Prepare 2
Pistol	Ranged	5	3	Short	2	200	6	Inaccurate 1, Prepare 1
Sling	Ranged	5	4	Medium	0	150	1	Stun 2, Unwieldy 3
Throwing Knife	Ranged	+1	2	Short	1	100	4	Limited Ammo 1

ARMOR

Almost all fantasy heroes wear armor of some sort, even if it's just a flowing and impressive robe! In this section you will find some of the more common types of protective wear for fantasy settings.

BANDED MAIL

Banded mail is chainmail armor with bands of metal plates over the mail. This creates a more deflective surface to the armor, and thus it grants Defense 1.

Mail armor is somewhat noisy, so your character adds ■ to any Stealth checks they make while wearing it.

Chainmail

Chainmail consists of small, interlocked metallic rings, creating a flexible, durable sheet of protection for the wearer.

As with banded mail, chain mail is noisy. Your character adds ■ to any Stealth checks they make while wearing it.

Heavy Robes

Swirling robes in the midst of combat can entangle an attacker's weapon and make it hard for an attacker to pinpoint your vital areas. Robes are cheap and wildly available.

Leather

Leather armor is not only cheap to make but it provides decent protection (more-so than normal clothing) against attacks. It is usually made from cured animal hides and is a common site with trappers and other out-doors types.

Plate

Plate armor provides some of the best protection money can buy. It covers the wearer in not only a chain shirt to absorb and dissipate impact, but the metal plates are designed to turn away blows that would otherwise land.

Plate armor is heavy and very noisy. Your character adds ■■ to Stealth checks they make while wearing it.

Protective Charm

Magical charms are not unknown in fantasy worlds, but are almost impossible to purchase. This charm provides a magical barrier around the wearer that can turn aside almost any blow.

Scale Mail

Scale armor is designed with numerous small pieces of overlapping leather or metal (that look like animal scales) over a leather shirt. Similar to plate armor, these "scales" deflect rather than absorb attacks. However, the lighter leather shirt doesn't provide as much protection when a blow actually lands.

TABLE 4-3: ARMOR

Name	Defense	Soak	Encumbrance	Price	Rarity
Banded Mail	1	+2	4	850	4
Chainmail	0	+2	3	450	4
Heavy Robes	2	+0	1	40	1
Leather	0	+1	2	50	1
Plate	1	+3	5	1,200	6
Protective Charm	2	0	0	2,000	9
Scale Mail	1	+1	3	300	3
Throwing Knife	Ranged	+1	2	100	4

GEAR

Not all equipment that adventurers carry are weapons or armor. Many more items are used to help traverse dangerous areas or make life easier for those who live on-the-go.

This section contains many items that adventurers will find handy on their journeys.

EXISTING GEAR

The following gear from the **Genesys** Core Rulebook (GCRB) and the **Expanded Player's Guide** (EPG) are available to characters in a fantasy setting.

- Backpack (GCRB 94)
- Backpack of Holding (GCRB 146)
- Baneful Items (EPG 23)
- Clean water (EPG 36)
- Cold or Hot Weather Gear (EPG 36)
- Fine Cloak (GCRB 146)
- First Aid Kit (GCRB 162)
- Herbs of Healing (GCRB 146)
- Hooded Lantern (GCRB 156)
- Rope (GCRB 94)

- Survival Kit (EPG 36)
- Symbol of Faith (EPG 24)
- Thieves' Tools (GCRB 146)
- Torch (GCRB 146)
- Unholy Tome (GCRB 163)
- Warding Icon (GCRB 163)

TABLE 4-4: GEAR

Item	Enc.	Price	Rarity
Alchemy Kit	3	300	4
Alchemy Kit (Superior)	3	750	6
Health Tonic	0	25	3
Miracle Tonic	0	200	5
Poison	1	200	5
Potion of Paralyzation	0	525	6
Rejuvenation Potion	1	100	5
Smoking Vial	0	25	4
Stimulant	1	5	2

EXTRA AMMO

While **Genesys** doesn't track ammo very meticulously (see the Tracking Ammo sidebar on page 89 of the **Genesys** Core Rulebook) the GM may spend ⬖ on a ranged combat check to have the character run out of ammo.

A character with extra ammo may, as a maneuver, use up their extra ammo to reload their weapon and ignore the out of ammo result.

This is just a renamed extra clip item found on page 169 of the Core Rulebook, with an increased encumbrance (arrows and bolts are bigger than bullets).

FOOD AND DRINK

If keeping track of food and drink is important in your game, clean water is included in the list above. As with all things in **Genesys**, it's not worthwhile to keep track of every drop of water.

Instead, it is recommended to use the Dehydration rules found on page 31 of the **Expanded Player's Guide**.

Similarly, it is safe to assume that adventurers bring enough food for their travels, or are able to forage from the environment for berries, roots, small game, etc. However, characters may travel to areas known for being unsuitable for foraging or lose their supplies at a vital moment in the game.

In that case, it's best to use the dehydration rules and just apply it to food and wounds: characters cannot heal wounds through resting unless they are able to have sufficient food before resting. Whenever a character's check generates ⬧⬧⬧ or ⬖, the GM can spend it to have the character run out of food.

ALCHEMICAL ITEMS

ALCHEMY KIT

This kit contains all that an alchemist needs to brew potions, elixirs, and poisons.

This kit provides your character with the equipment needed to make Alchemy checks to craft without penalty.

Superior versions of alchemy kits exist, as well. These kits have the Superior item quality and add $\wedge$ to all Alchemy checks using the kit.

HEALTH TONIC

These tonics are the most common item found at apothecaries and alchemist shops. Drinking one soothes the aches and pains of everyday life.

A health tonic is a painkiller, as described on page 116 of the **Genesys** Core Rulebook.

MIRACLE TONIC

See page 156 of the **Genesys** Core Rulebook.

POISON

Not all alchemists are altruistic. Indeed, many make their living by supplying those of ill repute.

A character may apply poison to any weapon with a point or blade (such as a dart or long knife) as a maneuver. A successful hit from the poisoned weapon that deals at least one wound affects the target and removes the poison from the weapon.

Otherwise, a character may lace food or drink with poison. In which case the first character to ingest the poisoned food or drink suffer the effects of the poison.

Regardless of how someone suffers the effect of the poison, they must make a **Hard (♦♦♦) Resilience check** as an out-of-turn incidental or suffer 4 wounds plus 1 strain per ♤ generated on the check. The GM may spend a ⊗ to cause the target to have to repeat the check at the beginning of their next turn.

POTION OF PARALYZATION

See page 156 of the **Genesys** Core Rulebook.

REJUVENATION POTION

These potions help heal injuries and get people back on their feet quicker.

Before your character makes a skill check to recover strain after an encounter, they may drink this potion. If they do so, they not only heal 1 strain per ☼ but also 1 wound per ⋀.

SMOKING VIAL

These vials contain separate concoctions that, when mixed, create a billowy cloud of smoke. This smoke is not harmful, but can be uncomfortable if inhaled.

As a maneuver, a character may throw a smoking vial at any point in short range. Upon impact, the reagents mix together and conceal any one target and all other characters engaged with them. This smoke screen provides +2 dice of concealment (see page 110 of the **Genesys** Core Rulebook).

The smoke cloud lasts until the end of the encounter, unless the GM deems that local weather conditions would dissipate it sooner.

STIMULANT

Stimulants are a concoction of herbs that increase the acuity of those who take them. Of course, what goes up must come down.

As a maneuver a character may drink a stimulant to heal all their strain. At the end of the encounter, instead of making a skill check to recover strain, the character instead suffer 10 strain. They may make an **Average (◆◆) Resilience check**. Reduce the strain suffered by 1 for each ☼ or ⋀ ⋀ generated on the check.

MAGIC IMPLEMENTS

While many of the more martial persuasion prefer to fight with weapons, those with the gift of magic prefer to let their magic do the fighting. This section includes a few new implements as well as rules for customizing your own.

ATHAME

Athames are ceremonial daggers used for magical rituals and castings.

They are used for concentrating magical energies towards striking at a foe. Any attack spell that uses an athame as an implement may add the close combat effect without increasing the difficulty of the check. In addition, attack spells cast by the user increase their base damage by two.

ROD

Magic rods are shorter than wands and are a uniform thickness throughout. They are covered in runes and sigils that amplify the energy of a spell. Any spell cast with a magic rod may add the empowered effect with no increase in difficulty.

TABLE 4-5: IMPLEMENTS

ITEM	DAMAGE	ENC.	PRICE	RARITY
Athame	+2	1	250	4
Rod	+0	1	600	5
Totem	+0	1	750	5

TOTEM

Totems are used to channel more primal energies and are used almost exclusively by druids and clerics of nature deities.

A totem is a small carving of an animal that embodies qualities that are sought after. Totems are small enough to fit in the palm of one's hand and are usually worn on necklaces, bracelets and the like.

When a character makes or obtains the totem you, the GM, determine one augment effect that the totem lets users add to any appropriate spell without increasing the spell's difficulty. The effect chosen must be one that, without a totem, only increases difficulty by one. In addition, whenever the user casts an augment spell with the chosen effect, it lasts until the end of the encounter without your character having to use the concentrate manoeuvre.

CREATING YOUR OWN IMPLEMENT

While using pre-made implements from the **Genesys** Core Rulebook or even this book, many players and GMs would prefer to make their own.

To determine the cost of your implement, consult the table below to find the cost of any damage add and difficulty reduction. Note that if the implement allows for multiple effects to be reduced, you add together the total number of difficulty reduction.

For example, if the implement allow a character to add both the Range and Poisonous effects to an Attack spell, that's ♦♦♦ reduction and thus increases the cost by 2,400 (ignore ♦♦♦) not 750 (ignore ♦ plus ignore ♦♦).

Most implements are encumbrance 1 or 2. But if it's small enough, like a ring or other piece of jewelry, you can make it encumbrance 0.

TABLE 4-6: CUSTOM IMPLEMENTS

Characteristic	Additional Cost
+1 or +2 damage	100
+3 to +4 damage	250
+5 or +6 damage	500
Ignore ♦	150
Ignore ♦♦	600
Ignore ♦♦♦	2,400
Ignore ♦♦♦♦	9,600
Spell lasts until the end of the encounter without needing the concentrate maneuver	600
Other positive qualities	250
Other negative qualities	-100

ATTACHMENTS

The item attachments and hard points rules in the **Genesys** Core Rulebook (starting on page 206) are an optional rule and are therefore not assumed to be in use for all **Genesys** games set in a fantasy world.

If you and your table wish to use them, however, you are certainly able to do so! If you use the optional rules and want to make a few of your own attachments, the guidelines are pretty simple.

Most attachments add extra functionality to weapons or armor that can normally be given to them: the recurve limbs for bows, for example, adds Pierce and Unwieldy while the balanced hilt adds the Accurate quality.

You just need to figure out what you want your attachment to do, and find the price for that using the normal rules found starting on page 197 of the Core Rulebook. Then multiply the price by between 3 and 5 (after-market add-ons cost more!). Most attachments take up one hard point, but if it's a small or cosmetic attachment (like the intimidating visage) it can be 0 hard points. Or if it's a really powerful addition, it can be worth 2 hard points.

CRAFTING

While most characters have no issues buying their gear and alchemical items, some characters prefer to create their own items. The rules are similar enough for both, but there are a few differences.

The steps to crafting an item are simple and straightforward:

1. Know the end result
2. Purchase/find materials
3. Make a skill check
4. Spend Symbols
5. Finalize item

STEP 1: KNOW THE END RESULT

Before a character even begins the crafting process, the players and GM needs to know what the end result will be. This is usually as simple as choosing a specific item from one of the above lists (usually a weapon or piece of armor).

If the item doesn't exist yet, use the guidelines found starting on page 197 of the **Genesys** Core Rulebook (or you can get a copy of the Equipment Guide). Once you know what the final item is and does, you can move on to step 2.

STEP 2: PURCHASE OR FIND MATERIALS

Once you know what your character is making, they must purchase or find materials for the item. If purchasing, the cost is half that of the item. If finding the materials (usually only for alchemical items, which includes ingredients for the first aid kit, herbs of healing, and the like) it takes about a day and a successful **Survival skill check** with the same difficulty as the crafting check (see Step 3, below).

Of course, some materials may be rare enough or unique enough (or both!) that your character can't just purchase or find it. In such a case, the GM is well within their right to require an adventure to find this ingredient!

STEP 3: MAKE A SKILL CHECK

Depending on the item being made, your character either makes a **Mechanics check** or an **Alchemy check**.

The difficulty of the check can be found on **Table I.5–1: Rarity** on page 82 of the **Genesys** Core Rulebook. Common but complex items, or simple but rare items, may have their difficulty increased or decreased by one, respectively.

In addition, the item takes time to craft. Alchemical items take a number of hours equal to their rarity + 1, whereas other items take a number of _days_ equal to their rarity + 1.

STEP 4: SPEND SYMBOLS

On a successful skill check, you may spend symbols from the **Table 4–7: Spending Symbols on Crafting Checks**.

TABLE 4-7: SPENDING SYMBOLS ON CRAFTING CHECKS

COST	EFFECT
A or ⬡	• Reduce the crafting time by 1 day/hour (You may select this option multiple times) • The next time your character makes a crafting check using the same skill, add a ☐ • When a character uses a beneficial potion/elixir, they heal 1 wound or strain in addition to the normal effects (Alchemy only)
A A or ⬡	• If the item is single-use (potions, elixirs, Limited Ammo 1, etc) craft another identical item (You may select this option multiple times) • Decrease the encumbrance of the item by 1 (to a minimum of 0) • Reduce the cost of materials of the next item crafted with the same skill by half
A A A or ⬡	• If you're using the hard point and attachment optional rules, increase the item's hard points by 1 • The next time your character makes this item, reduce the difficulty by 1 (to a minimum of **Simple (–)**) • Increase the duration of a potion/poison/elixir by 1 round
⬡	• The item gains the Superior quality • Improve one item quality by 1 (does not apply to Limited Ammo 1) • Improve the numerical value of one item benefit by 1, not including damage, crit rating, soak, or defense (eg, the ■ dice reduction of a torch) • All future crafting checks to create this item reduce the difficulty by 1 (to a minimum of Simple (–)) • Increase the difficulty to resist a poison
⬡⬡	• The item gains a new item quality, subject to GM approval (at the minimum suggested rating according to page 200 of the **Genesys** Core Rulebook)
♤ or ⊗	• Increase the crafting time by 1 day/hour (You may select this option multiple times) • The next time your character makes a crafting check using the same skill, add a ■
♤♤ or ⊗	• Increase the encumbrance value of the item by 1 • The cost of materials increases by 50%
♤♤♤ or ⊗	• Beneficial potions/elixirs cause the user to also suffer 1 wound • Potions with a duration have that duration reduced by 1 round (to a minimum of 1 round) • If the item is a weapon, it gains the Inaccurate 1 quality • If you're using the hard point and attachment optional rules, decrease the item's hard points by 1
⊗	• The item gains the Inferior quality • The item may be damaged by spending ♤♤ or ⊗ • Before a beneficial potion takes effect, the character must succeed at an Average (♦♦) Resilience check • Reduce the difficulty to resist a poison
⊗⊗	• The tools used to craft the item are destroyed and must be replaced before the item can be completed

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5: Using Magic in Your Game

Most fantasy games, especially those based on western mythology, include wizards, priests, druids, and the like that are able to tap into power beyond that of mere mortals.

Magic In Your Setting

Magic is an interesting beast in most RPGs, and **Genesys** is no different. Because of the toolkit nature of it, magic is an optional rule—but it's used frequently in fantasy settings! Because of this, the GM (and the table as a whole, if they're building the world together) has a bit of work to do where magic is concerned!

Page 212 of the **Genesys** Core Rulebook has a sidebar entitle "Different Disciplines, Different Approaches". It's a great place to start getting you thinking about how magic skills work in your setting.

Magic Availability

A few questions you need to answer:

1. Are all three magic skills available? Only one or two?

2. Are there new magic skills available?

3. Can magic skills be used untrained with no ranks?

4. Can ranks be purchased as non-career skills, or do they need to be career skills?

5. How do characters get magic skills as career skills? Specific species/archetypes, careers, talents, something else?

Arcana

> The Arcana skill represents your ability to manipulate magical energies, whether they are the fundamental forces of nature or power drawn from an unnatural source.

–**Genesys** Core Rulebook, page 70

More often than not, if only one form of magic exists this is it. It's the overall flashy and straight-forward magic skill and has quite the breadth of options (it has access to 8 of the 11 magic actions). It notably is the only magic skill that lacks the Heal action, which can be good or bad, depending on how you want magic to work in your setting.

Divine

> So-called "divine magic" is the ability of priests, holy warriors, and their like to produce miraculous effects by invoking or channeling the power of their deity or faith.

–**Genesys** Core Rulebook, page 70

This type of magic typically comes directly from a higher power: usually a deity, but it could come from the servants of deities and not the deity themself. In some settings, however, this kind of magic might come from one's *belief* in a higher power, regardless if that power actually exists.

Divine has access to 7 out of the 11 magic actions, making it almost as versatile as the Arcana skill. It does, however, have access to both Augment and Heal, which are wonderful support spells for any group of stalwart adventurers!

Primal

> The Primal skill represents the ability to tap into the natural energies that infuse most worlds.

–**Genesys** Core Rulebook, page 70

Primal magic is to the natural order of things what Divine is to the otherworldly. The magic is drawn from the world itself rather than from within or from a higher power. Some see it as a subset of Divine magic, as it could come from the deity of nature or the earth. That being said, worship of the natural world isn't usually associated with Primal users, just an understanding of the natural order of nature.

Primal magic has access to the least number of magic action: 6 of the 11. However, being the only magic skill that has access to both Conjure and Transform, they will almost always have the right "tool" for the job at hand!

Limiting Access to Additional Effects

Some people find it odd that even a starting character has access to every effect of every action they are able to use. If that is something you wish to limit in your game, this section is for you.

Regardless of how additional effects are limited, one *very* important thing to keep in mind is that you should not charge XP for them, nor should they be hidden behind a talent (or series of talents).

Instead, the following option is suggested to not tax magic users XP.

Starting Spells

When a character is starting their career, they know all the magic actions allowed by their magic skill. However, they may only chose a single additional effect per spell they know.

Learning Additional Effect

Unlocking additional effects should feel rewarding, and the GM should not penalize players who want to make use of this alternate rule.

New effects can be discovered by the character by spending time casting spells and experimenting with gestures, formulae, and magical reagents. Once per session, a character can spend a story point to attempt a **Magic skill check**, with a difficulty equal to the spell's base difficulty, increased by Difficulty modifier of the spell effect (taken from the spell's **Additional Effects** table) the character is trying to learn. If the check is successful, the additional effect is learned. In order to attempt such a discovery, the character has to dedicate a few hours of uninterrupted practice.

Getting Help

Of course, trying to learn things on their own can be difficult, especially for starting characters. Therefore, magic users can get help learning spells in one of two ways:

- **Mentorship:** The easiest way to learn is by being taught by another magic user that knows the effect they're trying to learn. If the mentor has more ranks in the magic skill, add a ☐. If the mentor has more ranks in the linked characteristics, add a ☐. These two are cumulative. Of

course, most skilled magic users don't just give out secrets for free…

- **Scrolls and tomes:** Magical writing is a famous thing in many fantasy stories and your game can use them, too! If a magic user can find magical writings describing a new additional effect they don't have, the writing is

MENTORSHIP IS NOT AN ASSISTED CHECK

While it may seem that a mentor is assisting the character in learning the effect and thus should use the Skilled Assistance rules found starting on page 26 of the **Genesys** Core Rulebook, it is not treated that way.

The mentor isn't doing the work for the character, they are providing guidance and suggestions. This is more like having the right tool for the job.

considered the right tool for the job and adds a ◻ to their check to learn the effect in question. Of course, there are some magical writings that are one-use only. If you wish for this to be a limitation of magical writing, then if your player spends a Story Point to upgrade the ability of their magic skill check, they may consume the scroll or tome and upgrade the ability *twice* (instead of the normal ◻). Regardless of the outcome of the skill check, the tome or scroll is consumed and gone.

EXPANDED PLAYER'S GUIDE

TALENTS

The **Expanded Player's Guide** added a plethora of talents that bolster magic users. However, some of them are ambiguously worded to warrant some discussion with your table as to how they will function in your game.

ELEMENTALIST

The Elementalist series of talents is based on the "classic 4" elements of fire, water, earth, and air. But your setting might use a different cosmology for elements. Chinese mythology, for example, uses fire, water, earth, wood, and metal. Japanese elements are earth, water, fire, wind, and void. Your setting might do use something completely different.

If you use a different set of elements, you'll have to reword the three Elementalist talents to take the changes into account.

Teleportation

The tier 4 talent Teleportation says that a character will "*instantly vanish and reappear in any other location in the world they already know about.*" But what constitutes a place "they already know about"?

Would the character need to have physically been there before? Would just seeing it from afar work? Can they scry the location? Would a really good description work?

There is no right answer to this and you'll have to discuss it with your group so everyone is on the same page.

The Augment Spell

By default, the Augment spell adds an ⋀ to dice pools. However, on page 212 of the Core Rulebook, there is a suggestion for Augmenting *items* to add ◊ to their use. This is a perfectly valid use of the spell and can even be expanded to allow for more magical Augments!

Instead of an Augmented weapon gaining a ☐ to its use, you can use **Table III.2–5: Magic Attack Additional Effects** as a template. Instead of the Attack spell gaining the qualities listed they are given to the weapon. For example, a flaming enchantment would use the Fire effect: for +◊ the weapon gains the Burn item quality with a rating equal to the caster's ranks in Knowledge (Supernatural).

The Conjure Spell

This spell action can be very powerful—and *over*powered if not used correctly. This section has no new rules, rather it is just advice and pitfalls to avoid.

The base spell can Conjure either a simple weapon or tool, or a single minion of silhouette 1 or smaller. An important thing to note about Conjuring a creature is that the creature summoned follows its natural instincts. A summoned wolf, for example, will be more apt to run away than attack a stranger, while a fire elemental will be happy to burn *everything* in sight.

In order for the summoned creature to follow orders, the character needs to add the Summon Ally additional effect. And even then, it costs the character a maneuver to tell the creature what to do. Considering they will also be spending a maneuver to concentrate on the spell, the character will either

be going through their strain at an increased rate to be able to concentrate, command, *and* perform an action of their own or they will be using their summoned creature as their action (performing a second, free, maneuver instead of performing their own action).

Lastly, a magic user can never summon a nemesis-level adversary. This means that any truly significant threat is beyond their ability to summon or control. No Conjuring a magic user and commanding them to Conjure more creatures, for instance. And no Conjuring an ancient dragon or the king of the realm. Any adversary with a strain threshold just cannot be summoned.

One last thing to keep in mind in regards to the Conjure spell is that the GM is the one who decided what is and isn't able to be summoned. This is due to, in no small part, the fact that the GM is responsible for creating the stats for all adversaries, not the players.

Yes, a player can take the initiative and help the GM by proposing an adversary stat block, but the GM has final veto power. Also, if a previously-allowed adversary is causing problems, it is imperative that it be discussed with the table: no table-level problem will be solved with game-level mechanics.

And this is not just for the GM, either. If a player feels that a Conjured adversary is reducing their fun (especially if said adversary is filling the same niche as the player character), they should be able to bring their concerns to the rest of the group and find a compromise.

Of course, an oft-overlooked part of the Conjure spell is the ability to conjure items. When an adventuring party is locked in a jail cell, for example, a character can Conjure some thieves' tools to aid in their escape. Or a Conjured medical kit can be used to treat injuries.

If the magic user is concentrating on the spell and using the Conjured item, follow the advice on page 213 of the Core Rulebook, in the sidebar entitled "Maintaining Spells in Narrative Encounters".

If you're looking for more concrete suggestions, look no further than **Table III.2–3: Penalties When Casting Spells**. Throw in a ■ or two, or even upgrade the difficulty once. You could also have the action using the conjured item require the character to suffer 2 strain afterwards, exactly as if it were a spell itself.

The Heal Spell

There are many who have issues with the Heal spell, so it's important to nip that in the bud before it gets to be a problem at your table.

The biggest problem that people have is that the only limit to it is the caster's strain threshold, so if they get enough ꓥ on their checks they can keep spamming it until the party is fully healed with no strain, wounds, or Critical Injuries after each encounter.

One major limiter that many seem to forget is time: casting a spell takes time, and during play there is usually a time crunch that must be taken into account. Your healer can either heal the party to full *or* the party can stop the big bad from doing big, bad things.

Of course, not all game session have that time constraint. Therefore, you can use any of the following options to limit or curtail Heal spamming.

Just Don't Allow It

The easiest thing that requires zero mechanical changes is to just not allow it. Talk to the table and come to an agreement. The best option is to allow only one Heal spell after each encounter. The magic user can (and should!) use the Additional Targets effect to heal more than one person.

Just like a thief can't keep making Skulduggery checks until they unlock the door, the healer can't just keep making Heal checks until everyone is perfectly fine.

Heal at a Cost

Another option is to let the healer spam the Heal spell, but at a cost outside of structured encounters.

A few options:

- A cumulative +1 strain each additional time they cast Heal (2 strain for the first time, 3 for the second, 4 for the third, etc.)

- A Story Point

- A cumulative upgrade to the difficulty for each casting beyond the first (this represents the caster running out of steam)

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MATERIALLY CHANGE THE HEAL SPELL

In many fantasy settings, the body can only take so much magical healing before it can't take any more, and this option represents that.

To use this variant, replace the last sentence of the Heal action (on page 217 of the **Genesys** Core Rulebook) with the following:

> Upon success, the target character consumes a painkiller (see page 94) and heals 1 strain per A. For every two additional successes, the target heals an additional wound.

Then add the following additional effect to **Table III.2–11 Heal Additional Effects**:

EFFECT	DIFFICULTY MOD
Empowered: The Heal spell heals 1 wound per additional ✿ instead of the normal effect	+ ◆

THE TRANSFORM SPELL

The new Transform spell, available only to the Primal skill (and limited Arcane and Divine with a talent) is a potent spell action. One of the biggest questions left unanswered (most likely on purpose) is if the character can use their magic skill while transformed.

When transformed, the character gains the characteristics of the creature they transformed into, but retains their own skill ranks. Can they still cast spells? If they can, would they suffer ■ due to not being able to speak the right words? Or lack of hands? **Table III.2–3**, found on page 210 of the **Genesys** Core Rulebook, is a great starting point for ■ if you decide it's possible.

Another thing that comes up frequently: can a transformed character still speak? If they transformed into a bird, can they only squawk? Do they retain their ability to speak because magic? Again, there is no right answer, but something that should be discussed before a player invests lots of XP into being *really* good at Transform.

6: BESTIARY

No games are complete without adversaries to throw against your player characters, or for your player characters to ally with.

The **Expanded Player's Guide** has an entire chapter dedicated to creating your own adversary, as well as pages of examples that are generic enough to be useable in a fantasy game.

Even though this chapter is dedicated to adversaries for fantasy games, it is impossible for it to be exhaustive and contain all fantasy monsters one could imagine. The sheer volume of different monsters, creatures, and sentient beings is just staggering!

So instead of being a veritable manual of monsters, this chapter will have a few examples of using the adversary creation rules found starting on page 74 of the **Expanded Player's Guide** to make your own!

Each of the adversaries below will go through each step of adversary creation and the final power levels will be calculated to show how it is done.

A quick note to Game Masters about the Conjure spell. Because it is limited to only summoning minions and rivals, you should make an adversary a nemesis if you don't want them to be summoned or controlled by the party!

USING THE GUIDELINES TO MAKE ADVERSARIES

Here are four examples of using the guidelines to make custom adversaries. It is hopefully enough to help in your understanding of making your own.

DRAGON

The apex predator of predators, dragons are a staple of pretty much all fantasy. Large flying lizards that usually breath fire (or other elemental attacks), sometimes they are just beasts—but other times they can be sentient! Sentient dragons are usually very wise and most have access to powerful magics. It is unwise to cross such a dragon.

Step 1: Dragon Adversary Type

For a basic dragon, it will be a rival. It's not the sentient or super dangerous ancient example of the species, but it should be enough to scare off beginning characters.

Step 2: Dragon Characteristics

Dragons are *very* big, one might even say they are a Huge Creature! With that in mind, dragons have a Brawn of 5 and a 1 in all other characteristics.

So far, the dragon has the following power levels:

- Combat: 1
- Social: –1
- General: –1

Step 3: Dragon Soak, Defense, and Wound/Strain Threshold

The dragon's soak starts at it's Brawn, so 5. Defense starts at 0 for both melee and ranged, and its wound threshold starts at 8 + Brawn, or 13. With such a high soak, I won't be adding any Defense to the dragon.

The last sentence on page 76 of the **Expanded Player's Guide** suggests a wound threshold of 10 times their silhouette. Dragons are suggested to be silhouette 3 to 4 (**Genesys** Core Rulebook page 109), I'm going to set it at 3 for this example.

Adding the Giant Body option from **Table II.2–2** on page 76 of the **Expanded Player's Guide** to give it +25 WT. This sets its WT at 38. So you could even up the silhouette to 4 without much issue (size problems aside). That wound threshold increase also boosts the Combat Power Level by 2.

So far, the dragon has the following power levels:

- Combat: 1 + 2 = 3
- Social: –1 + 0 = –1
- General: –1 + 0 = –1

Step 4: Dragon Skills

This step is pretty straightforward: choose one or two skill packages. Dragons are both predatory and territorial, so I'll add both of those packages to the dragon.

This gives it the following skills: Brawl 3, Coordination 3, Perception 4, Resilience 3, Survival 4, Stealth 3, Vigilance 4.

These two skill packages give a +1 to Combat and a total +3 to the General Power Level.

So far, the dragon has the following power levels:

- Combat: 1 + 2 + 1 = 3
- Social: –1 + 0 + 0 = –1
- General: –1 + 0 + 3 = 2

Step 5: Dragon Talents and Special Abilities

Rivals should be given up to two talents and/or abilities. A dragon should fly, so that ability is a given. Other than that, an adversary this large and scary should have Adversary 1. Speaking of scary, dragons are *terrifying*, so I'm giving them that ability. I know that's three, whereas the suggestion is 2. But they are all thematic, so I see no need to remove any. Flyer increases the dragon's General Power Level by 1, and Terrifying increases all Power Levels by 1.

So far, the dragon has the following power levels:

- Combat: 1 + 2 + 1 + 1 = 5
- Social: –1 + 0 + 0 + 1 = 0
- General: –1 + 0 + 3 + 2 = 4

Step 6: Dragon Equipment

For a dragon, I feel like they deserve the Large Beast or Creature weapon profile. The gaping maw/razor claws can be their claws and jaw, and the thundering hooves can represent their tail.

With dragons being known for breathing fire, I have to create a new weapon profile. Which is pretty easy, since I have a good idea of what it should look

like. Normally a ranged attack uses the Ranged combat skill, but for a dragon with only ◊ in that skill, I'm changing it to Resilience. It's both more dice and more flavorful for a dragon:

- **Fire Breath:** Resilience; Damage 8; Crit 3; Range (Short); Blast 6, Burn 2

Because this allows the dragon to hit multiple characters, page 81 of the **Expanded Player's Guide** says that the combat power level needs to be increased by 2. This is in addition to the +1 for the large creature weapon options.
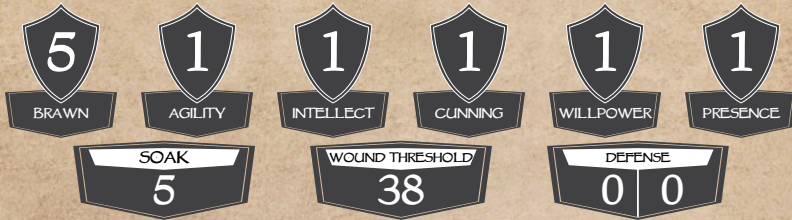
So far, the dragon has the following power levels:

- Combat: 1 + 2 + 1 + 1 + 3 = 8
- Social: −1 + 0 + 0 + 1 + 0 = 0
- General: −1 + 0 + 3 + 2 + 0 = 4

That's pretty much it for the dragon. Noting that, per page 84 of the **Expanded Player's Guide**, the minimum power level is 1, the final power levels for the dragon are:

- **Combat:** 8
- **Social:** 1
- **General:** 4

A combat power level of 8 is scary for all but the largest group of PCs—or highly trained PCs! For a base level adversary, this dragon should cause most characters to run away screaming.

DRAGON (RIVAL)

| 🏴 8 | 👤 1 | 🔷 4 |

5	**1**	**1**	**1**	**1**	**1**
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK	WOUND THRESHOLD	DEFENSE
5	38	0 | 0

- **Skills:** Brawl 3, Coordination 3, Perception 4, Resilience 3, Survival 4, Stealth 3, Vigilance 4

- **Talents**

  - **Adversary 1:** Upgrade all combat checks that target the dragon once.

- **Abilities:**

  - **Fearsome:** At the start of the encounter, all opponents must make a **Hard (♦♦♦) fear check** as an out-of-turn incidental, as per page 243 of the **Genesys** Core Rulebook. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy.

  - **Flyer:** Dragons can fly; see page 100 of the **Genesys** Core Rulebook

- **Equipment**

  - **Claws and jaws:** Brawl; Damage +5; Critical 4; Range [Engaged]; Knockdown, Concussive 1

  - **Fire Breath:** Resilience; Damage 8; Crit 3; Range (Short); Blast 6, Burn 2

ELDER DRAGON

Now that I have a basic dragon profile, it's time to make it *really* scary! Moving from this to an elder dragon, one that has been alive for a long time and is sentient. Not just a hulking brute, but a smart, crafty creature.

Instead of going over each step in detail, I will just list everything here so you can follow along the creative process:

STEP 1: ELDER ADVERSARY TYPE

Because this adversary is sentient and ancient, I want them to be viable in social encounters, so it will be a nemesis (the only adversary type that gets a strain threshold).

STEP 2: ELDER CHARACTERISTICS

For this version of the dragon, I want them to be not only able to eat unruly adventurers but to also be able to stand up in a social encounter. With that in mind, the Skilled Warrior feels right, especially since it has a high Willpower—the elder dragon can intimidate well!

- Combat: 2
- Social: 0
- General: 0

STEP 3: ELDER SOAK, DEFENSE, AND WOUND/ STRAIN THRESHOLD

The elder dragon's soak starts at it's Brawn, so 4. Defense starts at 0 for both melee and ranged, and its wound threshold starts at 12 + Brawn, or 16. I want their soak to be better than a regular dragon, so I'll add the armored hide option, for +2 soak and +5 wound threshold. And, just like the dragon, it's supposed to be big, so it needs a higher wound threshold. I'm going to keep it silhouette 3, but it could easily be silhouette 4 if you want it to be gigantic. This says, to me, to add the very tough option for a +10 to it's wound threshold. If you want yours to be silhouette 4, go for the giant body option instead.

These two options give it a final wound threshold of 8 + 4 + 5 + 10 = 31.

Because it is a nemesis, it also has a strain threshold, which starts at 10 + Willpower, or 13. I will add the savvy option to increase that to 18. Not high enough for a protracted social encounter, but enough to let it hopefully in-timidate wandering adventurers to leave.

Even though the elder dragon has a smaller wound threshold than the dragon, it does have a strain threshold and thus can perform multiple ma-

neuvers in a turn without suffering wounds.

So far, the elder dragon has the following power levels:

- Combat: 2 + 2 = 4
- Social: 0 + 0 = 0
- General: 0 + 0 = 0

STEP 4: ELDER SKILLS

The crime boss skills seems to be almost tailor made for this kind of elder dragon, so I'm going to go with that.

This gives them the following skills: Brawl 4, Coercion 5, Discipline 2, Leadership 2, Ranged 2, Streetwise 4.

So far, the elder dragon has the following power levels:

- Combat: 2 + 2 + 2 = 6
- Social: 0 + 0 + 3 = 3
- General: 0 + 0 + 1 = 1

STEP 5: ELDER TALENTS AND SPECIAL ABILITIES ABILITIES

A nemesis should have no more than three talents and/or special abilities to make them interesting. And, because the **Expanded Player's Guide** talks about this limit in the light of being able to "*do something interesting each turn in an encounter*", I don't consider passive abilities, like flight and terrifying, to count (because the adversary doesn't *use* them, they just happen).

So, like the dragon above, it has Flyer and Terrifying. I will also throw in Adversary 2 and Scathing Tirade (Improved) to showcase how it can be terrifying while speaking. Lastly, because I want the elder dragon to trigger Blast without relying on generating enough $\land$, I will give it the Grenadier talent, too.

So far, the elder dragon has the following power levels:

- Combat: 2 + 2 + 2 + 3 = 9
- Social: 0 + 0 + 3 + 2 = 5
- General: 0 + 0 + 1 + 2 = 3

STEP 6: ELDER EQUIPMENT

The elder dragon will have the same equipment as the base dragon.

So far, the elder dragon has the following power levels:

- Combat: 2 + 2 + 2 + 3 + 3 = 9
- Social: 0 + 0 + 3 + 2 + 0 = 5
- General: 0 + 0 + 1 + 2 + 0 = 3

That's pretty much it for the elder dragon. Noting that, per page 84 of the **Expanded Player's Guide**, the minimum power level is 1, the final power levels for the dragon are:

- **Combat:** 9
- **Social:** 5
- **General:** 3

ELDER DRAGON (NEMESIS)

🛡 9 | 👤 5 | ◈ 3

4	3	1	1	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK	WOUND THRESHOLD	STRAIN THRESHOLD	DEFENSE
6	31	18	0 | 0

- **Skills:** Brawl 4, Coercion 5, Discipline 2, Leadership 2, Ranged 2, Streetwise 4
- **Talents:**
  - **Adversary 2:** Upgrade all combat checks twice that target the elder dragon
  - **Scathing Tirade (Improved):** Use this talent to make an **Average (◆◆) Coercion check**; for each ☼, one opponent within short range suffers 1 strain; for each ⋀, one affected opponent suffers 1 additional strain. All affected targets add ■ to all skill checks for the next 5 rounds.

- **Grenadier:** When the elder dragon makes a ranged combat check with a weapon that has the Blast item quality, you may spend one Story Point to use this talent to trigger the weapon's Blast quality, instead of spending A (even if the attack misses).

- **Abilities:**

  - **Fearsome:** At the start of the encounter, all opponents must make a **Hard (♦♦♦) fear check** as an out-of-turn incidental, as per page 243 of the **Genesys** Core Rulebook. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy.

  - **Flyer:** Dragons can fly; see page 100 of the **Genesys** Core Rulebook

- **Equipment**

  - **Claws and jaws:** Brawl; Damage +5; Critical 4; Range [Engaged]; Knockdown, Concussive 1

  - **Fire Breath:** Resilience; Damage 8; Crit 3; Range (Short); Blast 6, Burn 2

Sorcerer

Some magic users are called sorcerers, some call themselves wizards, and those who dabble in the dark arts are commonly called necromancers. Regardless of how they are named, all are able to tap into the mystical energy of magic.

Because we've made two adversaries already, I'm just going to go through each step in brief and give the profile at the end.

1. **Type:** Nemesis, due to the need for a strain threshold for magic

2. **Characteristics:** Savant (note that **Table II.2–1** has the Intellect and Cunning swapped in the first print run) −1/−1/+1

3. **Soak, Defense, Thresholds:** No "natural" soak or defense, 14 WT, 17 ST (10 + Willpower + 5 for Savvy) +0/+0/+0

4. **Skills:** Mage +2/+0/+2

5. **Talents and Abilities:** Adversary 2, Flicker Step, Second Wind 4 +2/+1/+1

6. **Equipment:** Offensive Magic User +1/+0/+1

Total Sorcerer Power Levels:

- **Combat:** 4

- **Social:** 1

- **General:** 5

Sorcerer (Nemesis)

⚔ 4 | 👤 1 | ◈ 5

2	1	5	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK	WOUND THRESHOLD	STRAIN THRESHOLD	DEFENSE	
2	14	17	1	1

- **Skills:** Alchemy 2, Arcana 4, Coercion 2, Knowledge (Supernatural) 4

- Talents

  - **Adversary 2:** Upgrade all combat checks twice that target the sorcerer

  - **Flicker Step:** When the sorcerer casts a spell using the Arcana skill, they may use this talent to spend ⋀ ⋀ ⋀ or ✷ to instantly vanish and reappear at any location within long range.

  - **Second Wind 4:** Once per encounter as an incidental, the sorcerer may heal 4 strain

- **Equipment**

  - **One-handed melee weapon:** Melee [Light]; Damage +3; Critical 2; Range (Engaged); Defensive 1

  - **Robes:** 1 defense; +0 soak

  - **Offensive magical implement:** When the sorcerer casts a spell, the first Range effect they add doesn't increase the difficulty. In addition, attack spells cast by the sorcerer increase their base damage by four

Orc

Orcs are a staple of fantasy, thanks in no small part to Tolkien. The term "orc" is a catch-all term for big, tough and not too bright species that can either be evil or just out for fun. And their version of "fun" usually involves strength of arms. Think Olympic games with more blood and broken bones.

1. **Type:** Minion

2. **Characteristics:** Tough person +0/–1/+0

3. **Soak, Defense, Thresholds:** Nothing to add +0/+0/+0

4. **Skills:** Criminal tough +0/+1/+1 (minions don't add more than +1 for skills); but I'm going to swap Brawl for Melee (Heavy) so they can use their weapons

5. **Talents and Abilities:** Berserk +0/+0/+0

6. **Equipment:** Heavy melee warrior +2/+0/+0

Total Orc Power Levels:

- **Combat:** 2
- **Social:** 1
- **General:** 1

Orc (Minion)

 ⚔ 2 | 👤 1 | ◈ 1

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	2	1

SOAK	WOUND THRESHOLD	DEFENSE	
5	5	1	1

- **Skills (group only):** Brawl, Coercion, Resilience, Skulduggery, Street-wise
- Talents
  - **Berserk:** Once per encounter, as a manoeuver the orc can go bersek. Until the end of the encounter or until they are incapaci-

tated, orcs adds ☼ ⋀ ⋀ to all melee combat checks they make. However, opponents add ☼ to all combat checks targeting the orcs While berserk, your character cannot make ranged combat checks.

- Equipment

    - **Two-handed powerful melee weapon:** Melee (Heavy); Damage +4; Critical 3; Range (Engaged); Cumbersome 3, Pierce 2, Vicious 1

    - **Heavy armor:** 1 defense, +2 soak

More Adversaries

With those four examples, I hope that you have the tools to make your own adversaries for your game. Don't forget that there are a few sample adversaries in Part II of the **Genesys** Core Rulebook.

7: Material From Other Books

Chances are you will have more than just the Genesys Core Rulebook and the Expanded Player's Guide. If so, this chapter is for you! It has suggestions and guidelines for including material from other Genesys books.

Realms of Terrinoth

The obvious book for fantasy is **Realms of Terrinoth**. It is *the* fantasy setting for Genesys, so it makes sense.

However, Terrinoth is a very specific setting with a lot of lore, history, and mechanics to spotlight the setting. Because of this, not everything from **Realms of Terrinoth** is compatible with the material in this book.

Character Creation

Realms of Terrinoth has many new options for creating your own character, including the new heroic abilities, species, careers, skills, and talents.

Terrinoth Species

While many of the Terrinoth species are fantasy staples, they are, for the most part, not compatible with this book. The human species has too much starting XP, the elves are very setting-specific, and the dwarves are similar to those found in this book.

If you wish to include any species from Terrinoth, you may add the orc (who should have a starting XP value of 105, not 100), catfolk (who should have a starting XP value of 105, not 90) and half-catfolk (who should have a starting XP value of 110, not 100). If you wish to include the gnome, it is suggested that you choose one of the two starting skills to get one free rank in and increase their wound threshold to 8 + Brawn.

Terrinoth Careers

Because a career is nothing more than a thematically-linked selection of 8 skills, you can include any of the careers with very little modification. You

just need to be aware of any careers that provide a Knowledge skill: not all skills available in **Realms of Terrinoth** are found in this book!

Heroic Abilities

One of the more unique rules added in **Realms of Terrinoth**, the heroic abilities make player characters *even more* heroic than they otherwise would be.

If you wish to use them in your game, just be aware of their abilities and the power increase they provide. In the beginning, when they cost two Story Points and can only be used once per session they won't seem like that much. But once they can be used several times per session, at a lower cost, and/or have an extended duration you will see the power increase of your player characters!

Terrinoth Skills

If you only include one new skill from **Realms of Terrinoth**, it is suggested to be the Knowledge (Geography) skill. It's a great addition to the line up for characters who are wanderers and gives a "how do we get there? What's it like there?" character their time to shine.

Of course, the new magic skills—Runes and Verse—can be added easily enough, too, as those can be a staple of many fantasy settings. If you do, add Predict to the list of spells available to Runes and add Mask to the list of spells available to Verse.

If dark magic is going to be a staple of your setting, it might be worth adding the Knowledge (Forbidden) skill.

Of course, as was mentioned above, if you include new Knowledge skills you will have to decided, on a case-by-case basis, which careers get access to them.

Terrinoth Talents

Nowhere in the book is the lore of Mennara more tied to the mechanics than in the talents. Therefore, add talents with care and deliberation. Many of them can be added without any issue but it's the magic-related talents that you need to be very careful with.

The talents in this book were designed with the assumption that the only talents available are those found in this book, in the Genesys Core Rulebook, and in the Expanded Player's Guide. When you start adding in magic talents

from **Realms of Terrinoth**, you can start getting some ridiculous magic happening if you're not careful.

Many of the talents in **Realms of Terrinoth** can be used without issue. Those that can be problematic are called out below.

Dark Insight and **Dungeoneer** rely on Terrinoth-specific skills, so should not be included unless you also include those skills. See the above section for suggestions on including Terrinoth Skills to your game.

Be careful with the inclusion of the **Precision** talent. While similar to **Finesse**, the latter talent doesn't change the damage of the melee attacks (it's still Brawn + X). Precision, when applied to Ranged, gives you the benefit of a better characteristic with no drawback. That is a *very* potent tier 1 ability.

Adventurer and **Blood Sacrifice**, like **Dark Insight** and **Dungeoneer**, key off of Terrinoth Knowledge skills, so only use them if your game includes those skills.

The **Bard** and **Runic Lore** talents assume the Verse and Runes magic skills are available, and are a great way to include them in your game without having a dedicated career for each.

Chill of Nordros, **Dominion of the Dimora**, **Favor of the Fae**, and **Flames of Kellos** all allow your character to add a magic Attack effect for free and remove the option of ever adding an "opposing" effect. These talents have been supplanted and combined into the Elementalist talent in the Expanded Player's Guide. So you should not add them to your game. Instead, expanding the options for Elementalist would be a better idea.

Signature Spell fills the same niche as Rote Spell, so use one or the other, not both.

The Smite talent is just a re-worded **Justice of the Citadel** keying off of a different skill. Therefore, it's best to decide which is more thematic for your setting and only use one or the other.

Do not use the **Conduit** talent, as Quicken Spell is the same thing (with enough wording changes to not be identical).

While the Flurry Attack is similar to Whirlwind, they do work differently enough to be useable in the same game. Flurry Attack uses the Blast item

quality which can hurt engaged allies while Whirlwind has a difficulty increase and strain cost but will not hit an ally.

Terrinoth Equipment

While you can include any of the weapons and armor from **Realms of Terrinoth**, note that they will have widely different prices than found in this book. All weapons and armor in this book are created using the guidelines found starting on page 197 of the **Genesys** Core Rulebook, while those in **Realms of Terrinoth** are not.

This means that most of the Terrinoth weapons and armor are going to be cheaper, so if you wish to use items found there, it is recommended that you use the stats to figure out the price per the table in the Core Rulebook (or you can get a copy of the [Equipment Guide](#)) to keep the prices internally consistent.

Most of the general gear can be used without issue, with the exception of the alchemical items. This book includes the rejuvenation potion and the stimulant, whereas **Realms of Terrinoth** has the regeneration elixir and the stamina potion. As with most things, use one or the other.

Terrinoth Crafting

The crafting rules found in this book are based in part on those found in **Realms of Terrinoth**, with a few modifications. So use whichever you feel works best for your group and your setting.

Shadow of the Beanstalk

While cyberpunk isn't the most obvious pairing with fantasy, **Shadow of the Beanstalk** has many rules and options that wouldn't be amiss in any game, fantasy or otherwise!

Shadow of the Beanstalk Archetypes

Even though most of the archetypes in **Shadow of the Beanstalk** are human variants, two of them are actually different species and can be included in your fantasy game.

Bioroids can be re-skinned as clockwork automatons, having a starting XP value of 190. Also, clones can easily be re-named simulacrum and used as-is.

Shadow of the Beanstalk Skills

While most of the skills are geared towards hacking and the like, the Knowledge (Society) skill can be very useful in a fantasy game that focuses on politics and intrigue.

Shadow of the Beanstalk Talents

Because **Shadow of the Beanstalk** is a cyberpunk science fiction setting, there is much less chance for overlapping and overpowered combinations. That being said, you should still not allow *carte blanche* to all talents. Each talent should be approved on a case-by-case basis and the GM should always reserve the right to remove a previously allowed talent because of unforeseen consequences.

The Lightning Draw talent introduced in this book is a re-wording of Iaijutsu Training talent, so it is not recommended to use both.

A game that focuses on vehicle use—either magical flying vehicles, more mundane sailing ships, or anything else—should include the many vehicle-based talents (Hand on the Throttle, Resourceful Mechanic, etc).

Favors

Like the heroic abilities from **Realms of Terrinoth**, **Shadow of the Beanstalk** has a new mechanic that can be used in almost any other game. Favors are that new mechanic. The only big thing you need to do to incorporate favors is come up with a few factions that your player characters can be members of, gain favors from, or owe favors to. If you do so, be sure to come up with a few tier 1 talents in the same vein as Corporate Drone, Disenfrancisto, Tri-Maf Contacts, and the like.

Equipment

There are very few pieces of equipment that can be used, with the obvious exception of meds and drugs. The stimulant alchemical item is a re-design of the stim drug from **Shadow of the Beanstalk**, but the rest of the drugs can be used without issue.

In a game setting where clockwork automatons are a thing, it's not too much of a stretch to see people adding clockwork items to themselves. In such a case, cybernetics can fill this niche. G-mods, on the other hand, can be re-skinned as magical enhancements to ones physical body. All the normal rules for them apply.