

# EXPANDED ARCHETYPES



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BY



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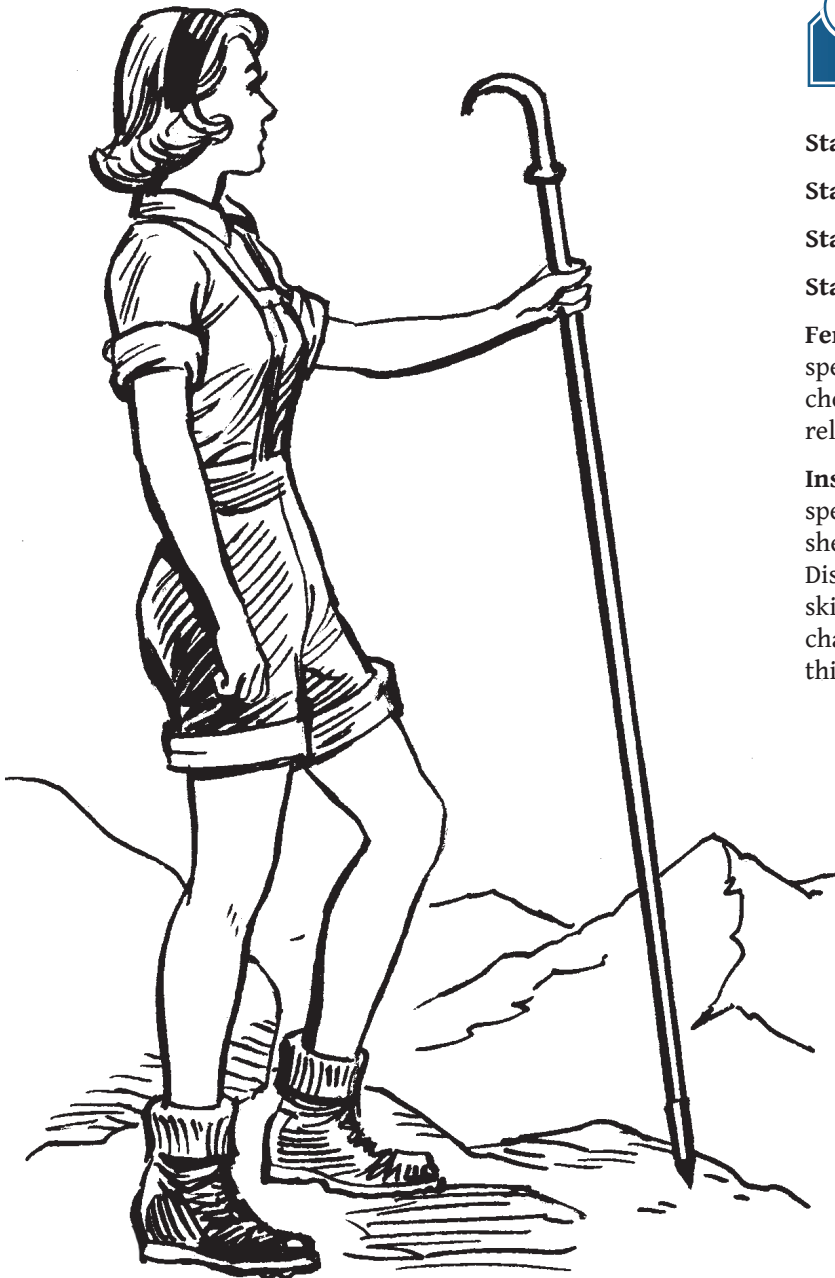


# NEW ARCHETYPES

Each new archetype has two unique abilities. As with the alternate abilities for official archetypes, choose either one or the other, but not both.

## THE DISCIPLE

This archetype represents a character who is a true believer in some cause. The venerated cause may be an ideology such as communism or anarchism, a religion, or devotion to a faction. The cause need not be altruistic. You should choose this archetype if your character would rather serve than lead. You should also choose this archetype if your character has a propensity for strong faith or radical belief.



A Disciple starts with Willpower at 3 and Cunning at 1. You're starting with a character who has better than average Willpower (which makes it easier to improve Willpower further), with the trade-off that your character has a worse than average Cunning. You'll either have to spend valuable experience points raising that back to 2, or accept the drawback. Your character's wound and strain thresholds are average.

You have a choice between two abilities. One allows your character to fall back on her beliefs in the face of anything that would cause her fear. The other allows her to inspire her party (with the carrot or the stick) and contribute her ranks in Discipline instead of an ally's own ranks in any social skill to the checks made during a tenuous social encounter.



**Starting Wound Threshold:** 10 + Brawn

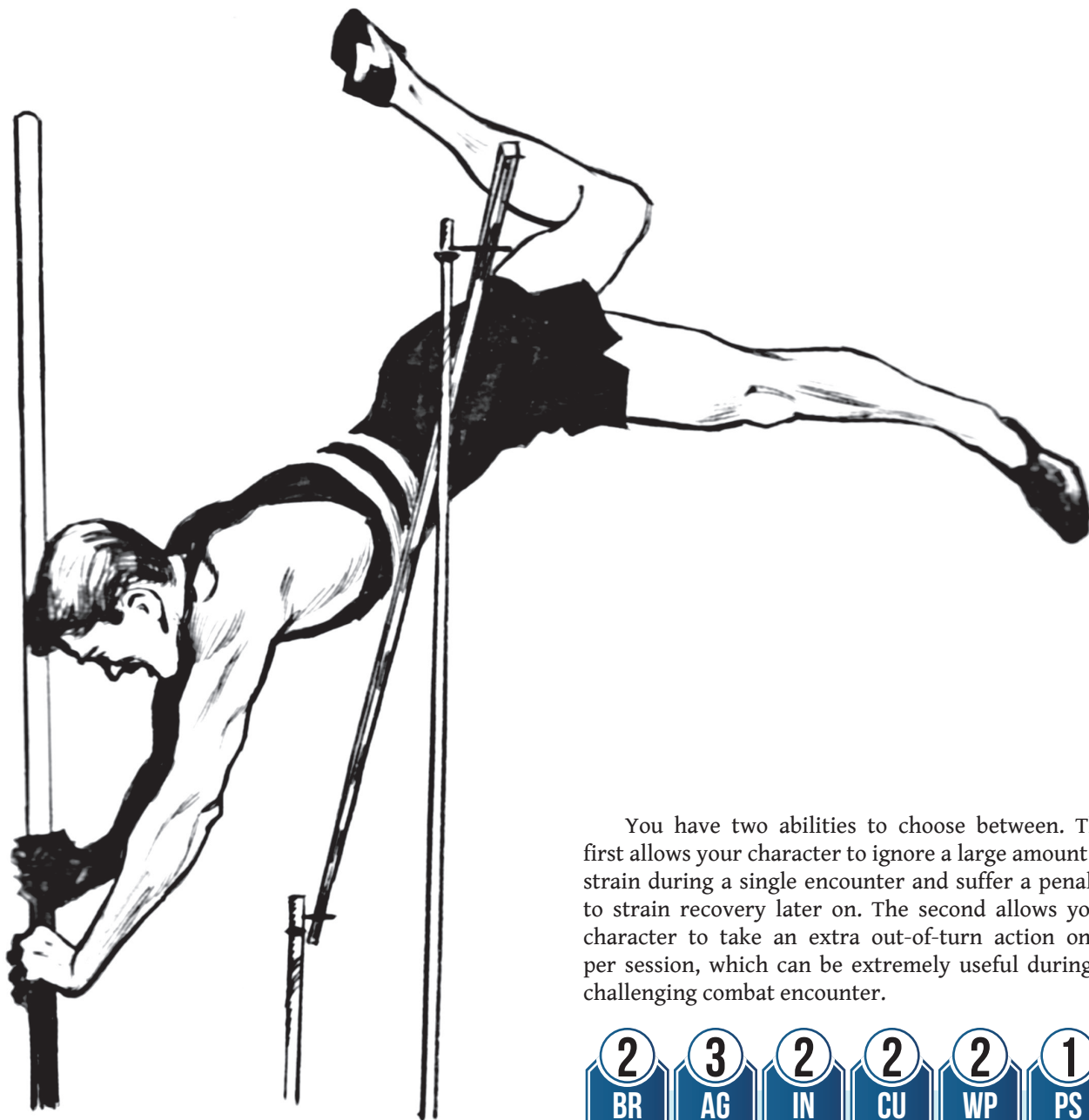
**Starting Strain Threshold:** 10 + Willpower

**Starting Experience:** 100

**Starting Skills:** 1 rank in either Discipline or Coercion.

**Fervent Belief.** Once per session, your character may spend a Story Point to decrease the difficulty of a fear check once, to a minimum of **Simple (-)**. If the fear relates to his chosen cause, he may ignore it entirely.

**Inspired Cohort.** Once per session, your character may spend any number of Story Points as an incidental. If she does, that many chosen allies may use her ranks in Discipline instead of their own ranks in a chosen social skill for the remainder of the encounter, or until your character is incapacitated. Each character aided by this ability chooses a social skill separately.



## THE GYMNAST

This archetype represents a character who regularly undertakes intensive physical training. Keeping one's body in peak condition is required of athletes, professional soldiers, and astronauts. You should choose this archetype if you're making a character who can run any obstacle course or who fights at a distance. You should also choose this archetype if your character plays a professional sport.

A Gymnast starts with Agility at 3 and Presence at 1. You're starting with a character who has better than average Agility (which makes this characteristic easier to further improve) and a good wound threshold. On the other hand, your character has worse than average presence (and may be less effective in social situations). You have a worse than average strain threshold.

You have two abilities to choose between. The first allows your character to ignore a large amount of strain during a single encounter and suffer a penalty to strain recovery later on. The second allows your character to take an extra out-of-turn action once per session, which can be extremely useful during a challenging combat encounter.



**Starting Wound Threshold:** 11 + Brawn

**Starting Strain Threshold:** 9 + Willpower

**Starting Experience:** 100

**Starting Skills:** 1 rank in Coordination.

**Adrenaline Rush.** Once per session, your character may spend a Story Point to reduce all incoming strain by 2 for the duration of the current encounter. After the encounter, he increases all incoming strain by 1 until completing a natural rest.

**Conditioned Reflexes.** Once per session, your character may spend a Story Point during combat or another structured encounter to take an out-of-turn action (including an attack). She may not do so on her own turn and this extra action does not replace the action on her own turn.

# THE RASCAL

This archetype represents a character who uses wits and guile to understand and even manipulate others. This social savvy is often possessed by news pundits, ruthless executives, bureaucrats, or grifters. You should choose this archetype if you're making a character who uses trickery to achieve goals and persuades others at least as much with cleverness as with force of personality.

The Rascal starts the game with Cunning at 3 and Intellect at 1. Your character will be sly and deceptive when manipulating others (and can more easily improve Cunning). However, the low Intellect will cause some difficulty interacting with and repairing intricate objects and recalling knowledge or information. You also have a lower than average strain threshold and a higher than average wound threshold.

Your Rascal has two potential abilities and must pick one. On the one hand, rerolling any skill check with a boost die is helpful in almost any dire situation. On the other hand, influencing a potential mob of non-player characters to riot (or not to) can completely transform the nature of an encounter.



**Starting Wound Threshold:** 9 + Brawn

**Starting Strain Threshold:** 11 + Willpower

**Starting Experience:** 100

**Starting Skills:** 1 rank in either Deception or Charm.

## ALTERNATE ABILITIES

These abilities are alternatives to those in the Core Rulebook: when choosing an official archetype, use either the official or the alternative, but not both.

### AVERAGE HUMAN

**Intuitive Solution.** Once per session when making a check for which you character has no skill ranks, he may spend a Story Point to use another characteristic in place of the skill's ranks. The second characteristic should affect how the check's resolution is described.

### THE INTELLECTUAL

**Eureka!** Once per session, your character may spend a Story Point to make a Knowledge check. Double the ☆ generated by the dice before cancelling results.

**Lucky Break.** Once per session, your character may spend a Story Point after failing any check to re-roll that check once, adding ■ to the re-roll.

**Work the Crowd.** Once per session, your character may spend any number of Story Points to make a social check targeting a crowd as if the check were made against a single person. The crowd's size may not exceed 10 × Story Points spent.



### THE ARISTOCRAT

**Practiced Etiquette.** Once per session after a foe makes an opposed social check against your character, you may spend a Story Point as an out-of-turn incidental to remove all ▲ generated by that foe's check before any symbols are cancelled.

### THE LABORER

**Ferocious Strike.** Once per session, your character may spend a Story Point as an incidental after dealing a Critical Injury and rolling the result. If she does so, she adds 5 × his Brawn to the result rolled before determining the Critical Injury and its effect.