

SAVAGE WORLDS COMPENDIUM

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INTRODUCTION

This is the accumulated material I use for my Savage Worlds games. All I need to run an adventure is the main rulebook and this document. It contains material from various sources, and copyrighted material, so I hope no one is offended...

This document is constantly under construction, so if something is only partially made, ignore it.

Many unofficial things are to be tested, so be cautious...

Edges and such marked with a – before its name has been modified from the original version, mostly to have them be generic and not specific to one setting (but sometimes to get them more balanced).

Edges and such marked with + have been used and a little playtested.

Any help or comment is welcome.

HOUSE RULES

'+2' edges

Many edges, particularly professional ones, gives a +2 to a particular skill rolls. I usually grant at the characters that have this bonus another benefit: if the character has to roll on that ability to obtain a standard success in relatively standard action he can choose not to roll and get a standard success automatically (if he wants raises he have to roll). For example if a character has a +2 on tracking and is following a trail that requires a standard success without malus (a 4 or more) he can follow it without even roll, or if a character has a +2 on Agility rolls and has to walk on a rope making a roll without penalty he can do this without rolls.

Exploding dices

Sometimes someone gets really high totals, resolving the situation, possibly without even having a skill (by multiple 6 on the Wild die). Someone can find this annoying. Try limiting the number of rerolls of one specific die to one. So a d12 can be rerolled one time to get 24, it's the maximum a die can do. In a damage roll, with an extra d6 for a raise and with a +4, this can be a $24+12+4 = 40$ anyway.

Hindrances

Some Hindrances like Enemy can come or not in an entire adventure. To establish if an Enemy or similar would appear in an adventure roll a d6 at the start of the adventure: on a 1-3 the enemy would appear actively in the adventure, attacking and presenting himself physically; on a 4-5 the enemy would appear only marginally, ruining the plan of his adversary from the background; on 6 the enemy would not appear. For a minor hindrance the values are 1-2, 3-4 and 5-6.

Wild Attack

Wild Attack can be very powerful, particularly when used in the classic one vs. many situations, or by a character with high toughness. In this case giving, in addition to a Parry malus, a Toughness malus can balance things up. I use a -2 (balancing the +2 to damage) but can be used only a -1 if seems too much. Alternatively, to render the penalty less mortal but even more 'annoying', it can be that a hero hit during a Wild Attack goes (at least) automatically Shaken.

Alternative Benny use

When a Benny is used to reroll a failed roll, instead of rolling again it can be used to gain an automatic success in that action. Obviously the GM has to avoid abuse of this rule, particularly if a Hero calls for a roll with as many malus to TN as possible, fail the roll and then spends a Benny to obtain a success. A Benny can also give a flat +2 at the result of a roll, or can give a +1 for a single application of a 'passive' score (as Parry).

Bennies in and out of combat

Often there is a big difference between combat situations and social situations. Combat situations are very strictly ruled situations in which a PC rolls many times for a single scene. Social situations instead tends to be situations where a long roleplaying session between Master and Heroes ends with a single dice roll. Spending a Benny in a social situation is blatantly more efficient than in combat. To resolve this there are a solution: every time a Hero spends a Benny it is 'set aside' and can be used again up to 5 times until the end of the Scene.
: every time a Hero spends a Benny it is 'set aside' and can be used again and again until the end of the Scene.
: every time a Hero spends a Benny for single task (reroll a Skill, make a Soak roll, etc) the Benny is set aside and can be used an infinite number of times until the end of the Scene on the same task. So if a Benny is used to reroll a Fighting roll, all Fighting rolls can be rerolled until the end of the Scene.
: every time a Hero spends a Benny the Benny is set aside and can be reused again every turn.

Giving Bennies

Another method of giving bennies can be to give at players and Master a benny every time the party starts doing something new. So if the characters are investigating a crime scene, the Master would give them a Benny. If then the party go to interrogate a person, the Master would give them a Benny. Basically the Master would give the party a Benny every scene. Obviously there is the standard three (or whatever is) maximum bennies per PC. Alternatively give one Benny every two hours.

Additional use and considerations on Bennies

When a player ends a session with more then his usual number of Bennies he starts the next session with that many Bennies. Bennies can be requested by the GM as a 'payment' of a particular advantage a PC can have (a magical object, a group of extras), whether requested by the PC (and accepted by the GM) or offered by the GM (and accepted by the PC, let them the liberty to choose). This Benny are permanently invested in that use and would not be regained until the advantage persist. Bennies can also be gained if the PC chooses deliberately to have a significant drawback for some time. A PC that refuses to run from danger to help someone, that avoids to try to resist at one of his Hindrances, that face a danger renouncing at some advantage he would have or gaining some drawback to even the odd of his adversary. If there is a good motivation the GM can give him a Benny, and keep giving him a Benny at the start of every session if the complication remains.

You can permit at PCs to spend a Benny even when they are out of them. When this happens the Master gains a Benny at the start of the next scene. If this option is used by the Master every PCs get a Benny.

In a Superpowered campaign, a Benny can be used to enhance a power for some time; consider the power to have an additional PP spent in it. Obviously multiple use is permitted. The enhanced power lasts until the next scene.

Superpowers Modifiers

Devices and other modifiers use different systems. Devices have a cost that increase with the increase of the cost of the power. This can be used with other modifiers: a -1 means that it functions like the Device modifier: -1 for every 5 points. -2 means that the modifiers gives a -1 fore every 4 points of total cost of the power. -3 means -1 every 3 points, -4 means -1 for every 2 points. -5 is equal to half. Alternatively the Device modifier can be used as other modifiers: it's a -1 modifier (for each power taken).

Experience Points

Here are some alternative method to handle PC advancement:

- Don't use xp. Every time the character complete a story defeating some major evil (every 8 – 10 sessions) they get one rank and four advancement.
- Every time a character rolls dice in a situation in which a failure has some significance (not a trivial roll without consequences) and fail the roll (or choose not to roll or deal with the situation, incurring in its negative consequences) the PC mark a + on his character sheet. If the roll is successful (so that he overcomes the situation and has some advantage or avoids negative result) he marks a -. At every end of adventure when the PC has some time to relax (or when the GM decide it's the right time), the PC sum up all + and -. If the + is more then the - then the PC has faced difficulties over his capacity and has probably learned something so he can level up.
- At the end of each session, every player choose (openly or writing down on a piece of paper) a PC (maybe of another character) as the less capable of the party (relatively to that session, or the last session or current story). The GM elects the less powerful PC of the current situation and grant him a free

advancement (this advancement is an extra advancement that doesn't count towards gaining Rank). To the taste of the party, two players can be chosen by the GM, or two names can be given by the players. And also a 'stronger PC' can be nominated, so to have the GM know if the party thinks a PC is overpowered (and get the appropriate countermeasures). Even the GM can vote. His vote can count as the player's, or can count more. Comments can also be given, and so. In addition, at the end of a Story arc, a Campaign or when the GM thinks is appropriate he would give all PCs a free advancement and promote them at the next Rank.

- At the end of each scene (or every time there is an important resolution of a conflict) the GM consider if every PC has accomplished what he wanted to do or not. If he succeeded he gains a +. If not a -. + and - cancels each out. If a PC gets 3 (or something similar) – he levels. If he gets 5 (or something similar) + he has to reduce a Skill or something like.

Languages

Every PC knows his native language(s), and has the option of knowing one more language for every point of Smarts above d4. If the character knows the language or not depends on the background of the PC, but he would have the option of learning it given time. If a PC wants to know more languages, than he can buy the Knowledge (languages) skill. At d4 you know another language. Every level after you double the amount of languages you know. In addition, the PC can roll Knowledge (languages) to roughly understand languages he does not know. A success means very basic communication, a raise means a little more complex understanding.

Cantrips

Every PC that has an Arcane Background can cast minor magical cantrip at 1 PP. This permits to do things like making a little spark or flame, create a little light, change an odor or color, change a little the mood of a person, push a little object, and so on. Basically the effect must be inferior of the effect of a spell.

Optional damage rules

Apply the wound penalty to Toughness, but when someone gets damaged do not add the wounds inflicted to his current wound, but keep the highest. This means that only a big blow can kill someone.

Quick Combat

In case of the classic 'random encounter' when the fight is not a big issue but can also wound a little the PCs, and the GM wants to keep track of it without too much effort (think of the PCs that travel through a large evil forest where some dire wolves attacks every now and then), use the following system: every side rolls his Fighting (or some other skill if it's their main form of attack), with all PCs and antagonists rolling to help one of them. The GM decide to add +1 to every side for various bonus: basically one for each relevant combat edge, one for each member that has suitable weapon or armor (one for each), one or more if one member is particularly strong, resilient or agile, and so adding for every relevant capacity. Every WC receive also a +1 (the total of every PC can be noted on their sheet). If the party wins he has defeated its antagonists. If it get two raises no one is hurt. If it get one raise one of the PCs (roll randomly) gets one wound. If it gets only a simple success roll a d6 for each party member: with a 4 or 5 it gets one wound, with a 6 he gets two. If the party loose the fight for only a success the party has to retreat in some way, and gets one wound on a d6 roll of 3 or 4, and 2 with a 5 or 6. If the party loose the fight with a raise the party has lost significantly and the result has to be determined by the GM. Maybe the combat has to be resolved with a standard combat, maybe starting with the party already wounded as above.

Dramatic Editing (from Adventure!)

Dramatic editing allows players to insert details specific to his character into the scene, as long as the GM approves of it and it does not contradict anything that's already been established. All dramatic editing abides by the same overall parameters:
Believability: The result of dramatic editing must be something that could conceivably occur within the setting and the events of the story. If the GM doesn't see how a proposed edit could realistically occur, he will clarify or alter the edit to suit.

Consistency: The dramatic edit may not contradict anything that's already been established in the course of the game or overrule the results of a dice roll that's already occurred unless the dramatic edit is for the specific purpose of saving a PC from certain death. Dramatic editing may not normally be used to contradict or negate someone else's dramatic editing.

GM Override: The GM is the ultimate authority in every game. As such, he's going to have the final say on what dramatic edits will be allowed. If a given dramatic edit will ruin a plot, overwrite an established character, or seems overly powerful and intrusive, then the GM will tell the player to try again.

Cost: dramatic editing cost depends on how much it alters reality and how much it is believable. Minor effects will generally be an alternative application of the expenditure of a Benny, so it will cost only one of them. A minor effect can bring help within 15 minutes to an hour. Example: an overflight patrol happens to spot the characters' flares; an off-duty cop usually has a cup of coffee at a nearby café. Another alternative use of a standard Benny is to expand on an event another character has created, either common or dramatic edit. This extension cannot get too blatant – it's not fair to turn a piece of crashed transport into a motorcycle – but it can build upon another character's effect in order to let it help the current character as well. This implies that a minor effect generated by a Hero can be expanded by another Hero spending another Benny to simulate a true dramatic editing. The GM can require that all party spend a Benny to achieve a true dramatic editing if this seems too much. Example: That convenient vine dangles just a little lower than previously thought; there is another parachute behind the one you just found in the cabinet. True dramatic editing will cost 2 Bennies. A normal dramatic edit won't save the character's life by itself, but it can give him some breathing room or a fighting chance. It may include the unexpected arrival of NPCs who, while unable to rescue the character, can provide other sorts of aid. Alternatively, it may be a piece of (easily concealed) equipment the character "forgot" that he'd brought with him. Examples: the character wriggles an arm free from the ropes tying him to the buzz saw; a large piece of wreckage from the shipwreck crests a wave nearby just as the character begins to tire out. More powerful effects cost 3 Bennies, or can require a standard effect to be expanded by the expense of a Benny by another Hero(s). A major effect saves the character's life or even the lives of the whole team. This effect can be just about anything that doesn't contradict the GM's summary of the situation. Examples: the plane has enough parachutes for the whole team; just a few feet below the character is a meter-wide ledge along the cliff that leads to safety. An Obvious Continuity Violation of 4 (or more) Bennies can also be permitted if GM wish by the expenditure of many Benny, maybe by the whole party. It can directly contradicts the GM's description of the scene or is just thoroughly hard to swallow. Clearly, this uses of dramatic editing demands the GM's scrutiny, but it should be possible as long as it is appropriately creative or if there's no other chance the characters will survive the situation. Examples: Oh, this is Dr. Smith's submersible car, you see; the assassin about to strike the killing blow is actually an old friend from grammar school; the flames lick at the spilled gasoline – but those barrels labeled "Petrol" were actually filled with water! Other situations may modify the cost. In particular, if the D.E. brings other benefit at the Party (like giving a clue to solving a mystery that has plagued it, wind one of the villain's henchmen in jail or bring any PC an unexpected benefit) it will cost one Benny more. If instead the D.E. has some complication that make the like harder for the PC (he brakes his leg leaping to safety, he

escapes from death only to fall under the influence of a lesser enemy, the effort to escape a deathtrap give the villain enough time to make off with the PC's significant other) it will cost one Benny less.

Game Master Fiat

(from Mutants & masterminds)

In some cases the GM wants to bend the rules of the game in favor of the bad guys. The GM gets to cheat on behalf of the villains, and when this happens the heroes can get a Benny. Benny can be given to a single Hero or to all Heroes. If the consequences of a GM Fiat goes against a single Hero, or give its benefit to a single villain, the Benny can be given to a single Hero; give it to the Hero that will get the most 'harm' from its effect. Or another option is to give a group Benny, that can be used by all the Heroes as they wants. Or every Hero can gain a Benny. When the GM Fiat instead give consequences to all Heroes, or goes against the entire plot or adventure, or give benefit to, say, the arch-enemy of the campaign and such (basically giving a more powerful effect), give a Benny to all Heroes. Benny can be given to:

- allow a villain to escape an encounter automatically (debris block the pursuit, the villain got missing in an explosion or falls to a mysterious death, etc);
- have a Hero automatically fail a roll against a particular hazard, like a villain's trap, to help further the plot;
- have the heroes automatically surprised by an opponent at the start of an encounter;
- cause some additional problem for the heroes; giving a Hero the effect of a Hindrance or similar.

Putting it all together, and go even further (again Bennies)

This is an alternative method of giving and using Bennies, that modifies greatly the standard mechanic but also the philosophy of Bennies, but to me it's very beautiful.

PC bennies functions as usual, with all options from above as the party likes. They are not given automatically at the start of

session or scene or whatever. They are normally given in other ways like good roleplaying, for hindrances and such.

Bennies however goes from the PCs to the GM. When a GM does not have a benny and needs to spend one he can do so but all PCs at the end of the current scene will get a benny. Also if a PC does not have a benny can spend one but the GM will get a benny at the end of the scene.

Bennies of the GM (general bennies, not the bennies of WC that functions like PC bennies) has different functions, they are more potent than the PC bennies, and are used to do GM Fiats as above. The GM has little interest in rerolling a dice and such, the GM needs to cheat, so a GM benny is used to do this. Basically the GM can spend a benny to set a particular roll (GM or PCs), introduce an unexpected event or PNG, basically make anything to happen. Obviously the GM continually introduce things and make things happen, but a Benny has to be spent every time the GM has to do something unexpected. First source of this will be the actions of the PCs, so often a Benny will be spent if the PCs do something that will ruin the GM plans so that he has to react to further his plot.

An important thing to be kept in mind is that what is a standard event and what is an exceptional event has to be considered.

There will be times in which a GM will want to spend a benny (so to maybe give a benny to all PCs) to introduce a perfectly expected and planned situation, that is however exceptional in its dimension. Particularly, when introducing many PNG that brings with them their own bennies.

In alternative, the PNG can come without bennies.

Alternative Characteristics

This is a major modification of the system. To make the game less combat oriented and more social, try eliminating Strength and using Vigor for all Strength uses. Make Charisma a standard characteristic. Obviously some advantages and disadvantages has to be adapted, and edges and hindrances that modify directly Charisma are useless (one can increment Charisma normally as a standard stat).

SKILLS

Boating (Agility): Handle boats and tasks associated with them.

Climbing (Strength): No roll is usually needed to ascend ladders, ropes, or trees with lots of limbs. Characters about to ascend a difficult surface must make a Climbing roll every 10" (20 yards). The skill roll is modified by the conditions below. During combat, characters ascend at half their Strength per round if using ropes or with decent hand- or footholds.

Climbing Modifiers:

Climbing equipment	+2
Advanced climbing equipment	+4
Scarce or thin handholds	-2
Wet surface	-2

Driving (Agility): Complete rules in Chapter Five.

Fighting (Agility): The TN to hit an opponent is his Parry.

Gambling (Smarts): or cheating.

Guts (Spirit): witness grisly scenes or see horrific monsters.

Healing (Smarts): stop wounds and treat existing injuries.

Intimidation (Spirit): frightening an opponent.

Investigation (Smarts): make good use of libraries, newspaper morgues, the internet, or other written sources of information. It can also be used to find hidden items or clues (as with Notice) when searching a scene or location, and can also give information and deductions on the clues found.

Knowledge (Smarts): must have a focus of some sort, such as Knowledge (Occult) or Knowledge (Science). The skill can be taken multiple times with different focuses. General focuses such as Science are acceptable, but the GM should give a bonus to a character who has a more relevant focus, such as Knowledge (Biology). Some suggested Knowledge focuses are: Area Knowledge, Battle, Computers, Electronics, History, Journalism, various languages, Law, Medicine (though actually caring for someone is the Healing skill), Science, or Tactics.

Lockpicking (Agility): bypass mechanical and electronic locks, is also used to disarm the catches and triggers on traps.

Notice (Smarts): general alertness and ability to search for items or clues, hearing rolls, detecting ambushes, spotting hidden weapons and even scrutinizing other characters to see if they're lying, frightened, and so on.

Persuasion (Spirit): talk or trick others into doing what you want. NPC start as Hostile, Uncooperative, Neutral, Friendly, or Helpful. A successful roll improves the attitude one step, two with a raise. Failure decreases it by a step, or two if a 1 is rolled on the Persuasion die (regardless of the Wild Die). Persuasion is modified by Charisma. It can also be used to know if a character is lying, and in this case can also give information on the lie and its motives (a Raise can reveal the truth).

Piloting (Agility): fly airplanes, helicopters, jet packs, and so.

Repair (Smarts): fix and build gadgets and machines. -2 penalty to their rolls if they don't have access to basic tools.

Riding (Agility): mount, control, and ride any beast, characters use lowest of their Fighting or Riding skills when on horseback.

Shooting (Agility): bow, pistol, or rocket launcher, TN to hit is 4, +1 if the target is fast moving (running or in combat), +2 if target is actively evading (in Defense or Full Defense).

Stealth (Agility): hide and move quietly. Stealth Modifiers:

Crawling	+2
Running	-2
Dim light	+1

Darkness	+2
Pitch darkness	+4
Light cover	+1
Medium cover	+2
Heavy cover	+4

Out of combat, each Stealth roll covers moving up to five times Pace. In combat covers a round of movement. Groups, out of combat, make only one group roll for each like group, at the lowest movement rate.

Streetwise (Smarts): get information from streets, saloons, or contacts through bribes, threats or carousing, modified by Charisma.

Survival (Smarts): find food, water, or shelter in hostile environments, one roll per day, success finds sustenance for one person, a raise finds food and water for five adults. Horses count as two adults. Children or camels count as half.

Swimming (Agility): Pace is half Swimming skill in inches per turn in normal water (round up). Choppy water counts as rough terrain. Characters may not "run".

Taunt (Smarts): test of will attack against a person's pride through ridicule, cruel jokes, or one-upmanship, against Smarts.

Throwing (Agility): hand grenades, knives, axes, and spears.

Tracking (Smarts): follow tracks, for one mile. Modifiers:

Tracking more than 5 individuals	+2
Recent snow	+4
Mud	+2
Dusty area	+1
Raining	-4
Tracking in poor light	-2
Tracks are more than one day old	-2
Target attempted to hide tracks	-2

Common Knowledge

Instead of forcing characters to have dozens of "background" skills they rarely need, your hero knows the basic history of his land, common etiquette, how to get around geographically, and who the major players in his locality are. This is covered by Smarts. If a character's background suggests he should know something about a subject, add +2 or more to his roll. If the subject is foreign to a character, subtract 2 or more from the roll.

Specific Knowledges: Sometimes a character might want more detailed or specific knowledge. This is encouraged and adds a whole new level of expertise to the character's information.

Agility: is your hero's nimbleness, quickness, and dexterity.

Smarts: is a measure of how well your character knows his world and culture, how well he thinks on his feet, and his mental agility.

Spirit: is the spiritual side of your hero, reflecting his inner wisdom and willpower. Spirit is very important as it helps your character recover from being rattled when injured.

Strength: is raw physical power and general fitness. Strength is also used to generate your warrior's damage in hand-to-hand combat.

Vigor: represents endurance, resistance to disease, poison, or toxins, and how much pain and physical damage a hero can shake off.

TESTS

ROLLS SYSTEM

Modifiers: In general, an easy task, such as finding tracks in the mud, is made at +2. A difficult task, such as finding tracks by torchlight, is made at -2. A very difficult task, such as finding tracks in a rainstorm, is made at -4. Some tasks can be repeated multiple times, but at GM option this could inflict a cumulative -1 penalty on the roll.

Complementary Skills: there may be cases when two or more Skills complements each other or can be applied together. Typically Notice and Investigation apply together when searching for clues, as Notice and Persuasion when talking to someone lying. In this case, choose the more relevant Skill to be used in the roll (in the example Investigation and Persuasion) and add +1 if the complementar Skill is above the relevant, -1 if is lower. This can be applied at more than two Skills, if needed.

Opposed Rolls: If two characters are wrestling for control of an ancient artifact, for example, they both make Strength rolls and compare results. When this happens, the acting character gets his trait total first. If he wants to spend bennies he does so now. When he's satisfied with his total, his opponent gets to roll. The highest total wins. In a tie, the two foes continue to struggle.

Cooperative Rolls: If two or more characters want to perform a task together, the lead character makes his roll and adds +1 for every success and raise his companions achieve on their own rolls. This has a normal maximum of +4 for all tasks except those of Strength, which have no maximum. Optionally, if a companion roll more than the leader, he can provide an additional +1, and another +1 for each raise he does over the leader, that does not count for the normal +4 maximum.

Extended Rolls: To complete non immediate tasks that requires a long time to accomplish you have to accumulate many successes (and raise) rolling many times. Usually this can vary from 3 to 5. Normally every roll requires 30 minutes, and you have to accumulate from 3 to 10 successes. A failure means you make no progresses, snake eyes means you have ruined your work and must start over.

Extended and Opposed Rolls: The two adversaries make Extended Rolls, accumulating successes. They have to gain the amount of successes required to complete the task, but have also to accumulate a required difference on the other. How much will depend on the task, normally 3, 5 for a long and difficult task. It is possible that multiple characters and/or multiple sides are involved, in this case every character will accumulate successes for one side. Optionally, one character can go right against another involved character, instead of working for the common goal: in this case he can roll against a suitable difficult based on a trait of his target (calculated like Toughness as $2 + \text{trait} / 2$), if he gets a success he give his target a -2 for his next roll, and for each raise he gets he gives his target a 'wound'. At 3 'wounds' the target is taken out of the current competition (and cannot roll no more). The first to accumulate the required number of successes is the winner (though the other can get a partial effect based on the number of successes achieved).

Multiple skill Rolls: as an optional rule, you can use the multiaction rule in situations when more than one skill applies to a single action. Think of a disguise attempt, you will use Stealth to disguise your aspect and Persuasion to hide your voice. If someone pops up behind you and start questioning, you can roll Stealth and Perception (with one Wild Die) at -2 (like a Frenzy attack).

SAMPLE TESTS

Animal Training: Is an Extended and Opposed roll, of your Knowledge (animal) or Riding or Survival against the Spirit of the animal. If you get more successes than the animal Spirit you train the animal in one trick. If the animal accumulates more successes than your Spirit then you get bored of the training and give up.

Bypass Security Systems: use an Extended Lockpicking roll. TN and number of success varies from system to system:

mechanical lock requires 1 to 3 successes, electric locks will require 1 to 5, computerized security systems require 3 to 10 successes. Simple locks are at TN 4, complex one have TN 6-8, very hard locks as safe locks would be at TN 10 or more.

Carousing: roll Vigor or Streetwise every hour. Those who fail gains a level of Fatigue. This Fatigue applies particularly on tests of Persuasion an such things.

Catching Objects: use Agility or Throwing, at TN 4 for an object such a football, +2 if smaller than a baseball or fast like a tennis ball, +4 if smaller than a ping pong ball or faster like a golf ball. Objects even faster or smaller are quite impossible to catch. Add +2 to the roll for each raise on the throwing, but subtract this bonus if thrown to hit the target. Also in this case the roll must beat the throwing roll.

Climbing: make a Climbing roll, see that ability.

Create Art: use a Common Knowledge roll or a Knowledge (arts) roll to determine the quality of your creation. To actually make the creation use an Extended Repair roll.

Cutting a Deal: use Extended and Opposed Persuasion rolls. Those who wins the contest has win the negotiation, but has to make some concessions to the other side based on the quantities of successes earned by the other side.

Gambling: takes half-hour of gambling. First have everyone agree on the stakes. Five dollars, 5 gold coins, etc., is recommended for a typical game. Now have everyone in the game make a Gambling roll. The lowest total pays the highest total the difference times the stake. The next lowest pays the second highest the difference times the stake, and so on. If there's an odd man left in the middle, he breaks even. A character who cheats adds +2 to his roll. The GM may raise or lower this modifier depending on the particulars of the game or the method of cheating. If the player ever rolls a 1 on his skill die (regardless of his Wild Die), he's caught.

Hold Breath: 5 x their Vigor in seconds, half if not prepared.

Meditation: if it's the case, use a Spirit roll to enter a good trance status. Noises and disturbs give -2 or worse.

Memorizing and Remembering: make a Common Knowledge roll to remember particular facts. Use the standard bonus or malus of Common Knowledge. If a particular fact is difficult to remember you can have -2 or worse, if the fact is obvious you have a +2.

Oratory: use Persuasion, see that skill.

Perception: use Notice opposed to Stealth or whatever ability is used to sneak or to hide things to you.

Repair Item: use an Extended Repair roll. While repairing requires the usual time, actually constructing something could require 1-4 hours of work per roll.

Research: use Investigation (see that ability).

Resisting Coercion: see Tests of Wills.

Resisting Poison or Disease: use a Vigor roll with the penalty of the poison or disease. If failed the specific effect applies.

Seduction: use the Persuasion rules for a one shot Seduction. If the thing repeats itself many times and the reaction stays Helpful for Spirit die type of the seduced times in a row there could be a more deep relation.

Shadowing: use Stealth, see that ability.

Sneaking: use Stealth. Start the process by figuring out if the "guards" your heroes are sneaking up on are "active" or "inactive." Inactive guards aren't paying particularly close attention to their surroundings. The group need only score a standard success on their individual Stealth rolls to avoid being seen. Failing a Stealth roll in the presence of inactive guards makes them active. Active guards make opposed Notice rolls against the sneaking characters' Stealth skills. Failing a roll against active guards means the sneaking character is spotted. The Last Step: Sneaking to within 5" of a foe (usually to make a

melee attack) requires an opposed Stealth roll versus the target's Notice, whether the guard is active or inactive.

Sleight of Hand: use Lockpick or Streetwise against Notice.

Solving Enigmas: use Investigation or Smarts rolls to decrypt the sense of obscure data. This will not give the PC the solution to any mystery, but only clarifies the term of an enigma.

Surprise: use Notice against Stealth, see that last ability.

Vehicle Control: use Driving, see that ability.

Working the Black Market: use Streetwise to find things at the correct price in a 'low' environment, see that ability. To actually argue in a deal Persuasion and intimidation could play a role.

Breaking Down a Barrier: see Object Toughness.

Lifting / Moving Objects: use the Load Limit and Encumbrance rule to carry things. A PC can lift and carry a -4 penalty but have to roll Strength every minute or gain a Fatigue level. He can carry -5 penalty but have to roll Strength and made a raise every turn (a success means only a Fatigue is gained, a failure means two are gained, snake eyes means some damage at your back).

Hacking: use Investigation or Knowledge (computer) to find information on computer systems. To break computer systems defended by computer programs use Knowledge (computers) Extended roll against the TN or the defensive program. If the program is actively trying to trace you he will roll his Knowledge (computer) every time you roll against him, if he beats you the alarm is raised. You can reduce the time needed to one minute per attempt (-2) or one turn per attempt (-4). Cybernetic connections that wire your brain directly reduce the time to actions without penalty.

Examining a Crime Scene: use Investigation or Notice to find hidden clues.

Healing Wounds: use Haling to treat wounds within the Golden Hour, otherwise use Vigor to healing naturally.

Foot Chase: you can run with the usual rules, every minute of running requires a Fatigue roll. You can add +1 to your Pace, but this requires a immediate Fatigue roll.

Jumping: you can jump 30 cm per Strength die type from a dead stop, or twice with a running start. A successful Agility roll adds another 50 cm per success and raise.

Throwing: use Throwing, default range is 3 for things weighting 1 Kg, 5 for lighter things and 2 or 1 for heavier. If throwing for distance, a Strength roll adds another time the range.

Lockpicking: use Lockpicking, see that ability.

Foraging for food: use Survival, see that ability.

Intimidation: Opposed Intimidation roll against target Spirit.

Interrogation: is an Extended and Opposed Intimidation action against your target Spirit. If you accumulates more successes than your target Spirit you break his will. If he manages to accumulate more success than your Spirit, you give up. There can be many modifiers involved, if physical threat is menaced even a negative-charisma hindrance can give a bonus, this is up to the GM.

Fast Talk: use a Test of Will or make one with Persuasion against Smarts. If you would get your opponent Shaken then you have succeeded.

Disguise: firstly you have to know the details of the person you want to dupe. You could roll Common Knowledge to remember details, and the quality of your data will give you from -4 to +4. After that you have to wear proper dress and possibly alter your traits. Roll Stealth (or Knowledge (arts) or similar), adding the previous modifier. If someone would examine your disguise, he have to roll Notice against this result. If you would face an interrogatory, you have to roll your Persuasion (or Knowledge (arts) or similar) to mimic the voice and mannerism of your target, and have to beat the Notice roll. Add your modifier and your Charisma to all this rolls.

Stay awake: see Sleep on the rulebook.

Place security systems: use Repair.

Project: use an Extended Knowledge (proper ability) roll to project something. Required successes can vary for the length of the task, while a penalty would be to the difficulty of the task. One roll would occupy time based on the difficulty of the task, with a simple one that requires days or even hours and complex ones that can spread months or even years. Raises on the roll can be used to accumulate more successes as usual or to get a better quality project.

Orient: use Survival or Common Knowledge if appropriate or Knowledge (astronomy or similar) to find north.

Catching a vehicle: providing he has the opportunity, roll your Agility, against Driving if the vehicle is trying to evade you. If you get a raise you get up, but if you fail or your adversary wins the contested roll you get hit by the vehicle.

Empathy: use Notice or Common Knowledge if applicable to detect emotions. If the target is trying to conceal his emotions he can resist rolling his Persuasion.

Expression: use Common Knowledge or Knowledge (arts).

Lie: is a Persuasion Contested roll.

HINDRANCES

Main Rulebook Hindrances:

All Thumbs (Minor): Characters with this drawback suffer a -2 penalty to the Repair skill at all times. In addition, when a hero uses a mechanical or electronic device, a roll of 1 on his skill die (regardless of his Wild Die) means the device is broken. The damage usually requires a Repair roll at -2 and 1d6 hours to fix.

Anemic (Minor): Your hero is particularly susceptible to sickness, disease, environmental effects, and fatigue. He has -2 from all Vigor rolls made to resist Fatigue checks, poison, disease, and the like.

Bad Eyes (Minor or Major): With glasses, there's no penalty and the Hindrance is only Minor. Should he lose his glasses (generally a 50% chance when he's wounded, or no chance with a "nerd-Hindrances strap"), he suffers a -2 penalty to any trait roll made to shoot or Notice something more than 5" (10 yards) distant. In low-tech settings where the hero cannot wear glasses, Bad Eyes is a Major Hindrance.

Bad Luck (Major): Your hero is a little less lucky than most. He gets one less benny per game session than normal. A character cannot have both Bad Luck and Good Luck.

Bloodthirsty (Major): Your hero never takes prisoners unless under the direct supervision of a superior. This can cause major problems in a military campaign unless your superiors condone that sort of thing. Your hero suffers -4 to his Charisma, but only if his cruel habits are known.

Cautious (Minor): Some folks gather too much intelligence. This character personifies over-cautiousness. He never makes rash decisions and likes to plot things out in detail long before any action is taken.

Clueless (Major): Your hero isn't as aware of his world as most others. He suffers -2 to Common Knowledge rolls.

Code of Honor (Major): Honor is very important to your character. He keeps his word, won't abuse or kill prisoners, and generally tries to operate within his world's particular notion of proper gentlemanly or ladylike behavior.

Curious (Major): Curious characters are easily dragged into any adventure. They have to check out everything and always want to know what's behind a potential mystery.

Death Wish (Minor): Having a death wish doesn't mean your hero is suicidal—but he does want to die after completing some important goal. Maybe he wants revenge for the murder of his family, or maybe he's dying from disease and wants to go out in a blaze of glory. He won't throw his life away for no reason, but when there's a chance to complete his goal, he'll do anything—and take any risk—to achieve it. This Hindrance is usually Minor unless the goal is relatively easily fulfilled (very rare).

Delusional (Minor or Major): Your hero believes something that is considered quite strange by everyone else. Minor Delusions are harmless or the character generally keeps it to himself (the government puts sedatives in soft drinks, dogs can talk, we're all just characters in some bizarre game, etc). With a Major Delusion, he expresses his view on the situation frequently and it can occasionally lead to danger (the government is run by aliens, hospitals are deadly, I'm allergic to armor, zombies are my friends).

Doubting Thomas (Minor): Doubting Thomases are skeptics who try their best to rationalize supernatural events. Even once a Doubting Thomas realizes the supernatural exists, he still tries to rationalize weird events, following red herrings or ignoring evidence. Doubting Thomases suffer -2 to their Guts checks when confronted with undeniable supernatural horror.

Elderly (Major): His Pace is reduced by 1, and his Strength and Vigor drop a die type to a minimum of d4, and cannot be raised thereafter. On the plus side, the wisdom of his years grants the hero 5 extra skill points that may be used for any skills linked to Smarts.

Enemy (Minor or Major): The value of the Hindrance depends on how powerful the enemy is and how often he might show up. A Minor Enemy might be a lone gunslinger out for vengeance. A

Major Enemy might be a supernatural gunslinger with a hate-on for your hero. If the enemy is one day defeated, the GM should gradually work in a replacement, or the hero may buy off the Hindrance by sacrificing a leveling opportunity.

Greedy (Minor or Major): If a Minor Hindrance, he argues bitterly over any loot acquired during play. If a Major Hindrance, he fights over anything he considers unfair, and may even kill for his "fair share."

Habit (Minor or Major): Your warrior has an annoying and constant habit of some sort. Maybe she picks her nose, says "y'know" in every sentence, or chews gum like it's going out of style. A Minor Habit irritates those around her but isn't dangerous. This subtracts 1 from your Charisma. A Major Habit is a physical or mental addiction of some sort that is debilitating or possibly even deadly. This includes drug use, chronic drinking, or perhaps even an addiction to virtual reality in a high-tech setting. A character who doesn't get his fix must make a Fatigue check every 24 hours thereafter. The first failed roll makes the character Fatigued, then Exhausted. The final result is a coma for hard drug use, or a bad case of the shakes for things like alcohol or VR. Medical care may ease the symptoms. Otherwise the victim must live with the penalties for 1d6 days. Afterwards, the hero must buy off the Hindrance by sacrificing an opportunity to level up, or he eventually falls back into his dependency.

Hard of Hearing (Minor or Major): As a Minor Hindrance, it is at -2 from all Notice rolls made to hear, including awaking due to loud noises. A Major Hindrance means the character is deaf.

Heroic (Major): Your hero never says no to a person in need. She doesn't have to be happy about it, but she always comes to the rescue of those she feels can't help themselves. She's the first to run into a burning building, usually agrees to hunt monsters for little or no pay, and is generally a pushover for a sob story.

Illiterate (Minor): Your hero cannot read. He can probably sign his name and knows what a STOP sign says, but can do little else. He also doesn't know much about math either. Illiterates can't read or write in any language, by the way, no matter how many they actually speak.

Lame (Major): A past wound has nearly crippled your hero. His basic Pace is reduced by 2 and he rolls only a d4 for running rolls. A character's Pace may never be reduced below 1.

Loyal (Minor): Your character may not be a hero, but he'd give his life for his friends. This character can never leave a man behind if there's any chance at all he could help.

Mean (Minor): Your hero is ill-tempered and disagreeable. No one really likes him, and he has trouble doing anything kind for anyone else. He must be paid for his troubles and doesn't even accept awards graciously. Your hero suffers -2 to his Charisma.

Obese (Minor): Particularly large people often have great difficulty in dangerous physical situations. Those who carry their weight well have the Brawny Edge. Those who don't handle it very well are Obese. A character cannot be both Brawny and Obese. An Obese hero adds 1 to his Toughness, but his Pace is decreased by 1 and his running die is a d4. Obese characters may also have difficulty finding armor or clothing that fits, fitting into tight spaces, or even riding in confined spaces such as coach airplane seats or compact cars.

Outsider (Minor): In a society made up of only a few types of people, your hero isn't one of them. An Indian in a Western town, an alien in a sci-fi game of human marines, or an orc in a party of elves, dwarves, and humans are all examples of outsiders. These people are also likely to raise prices on the Outsider, ignore pleas for help, and generally treat him as if he's of a lower class than the rest of their society. In addition to the roleplaying effects above, your hero's Charisma suffers a -2 modifier among all but his own people.

Overconfident (Major): There's nothing out there your hero can't defeat. At least that's what he thinks. He believes he can do most anything and never wants to retreat from a challenge. He's

not suicidal, but he certainly takes on more than common sense dictates.

Pacifist (Minor or Major): Minor pacifism means he only fights when given no other choice, and never allows the killing of prisoners or other defenseless victims. Major Pacifists won't fight living characters under any circumstances. They may defend themselves, but won't do anything to permanently harm sentient, living creatures. Undeniably evil creatures, undead, demons and the like, are fair game. A Major Pacifist might also fight with nonlethal methods, such as with his fists. Such characters only do so when they're obviously threatened, however.

Poverty (Minor): It's said a fool and his money are soon parted. You start with half the usual money for your setting and just can't seem to hang onto funds acquired after play. In general, the player should halve his total funds every game week or so.

Quirk (Minor): Your hero has some minor foible that is usually humorous, but can occasionally cause him trouble. A swashbuckler may always try to first slash his initials on his foes before attacking, a dwarf may brag constantly about his culture, or a snobby debutante might not eat, drink, or socialize with the lower class.

Small (Major): Your character is either very skinny, very short, or both relative to his particular race. Subtract 1 from your hero's Toughness for his reduced stature.

Stubborn (Minor): Your hero always wants his way and never admits he's wrong. Even when it's painfully obvious he's made a mistake, he tries to justify it with half-truths and rationalizations.

Ugly (Minor): Your hero hit more than a few ugly sticks on his way down the tree of life. His Charisma is lowered by 2, and he is generally shunned by members of the opposite sex.

Vengeful (Minor or Major): Your character always attempts to right a wrong he feels was done to him. If this is a Minor Hindrance, he usually seeks vengeance legally. If this is a Major Hindrance, he'll kill to see it done.

Vow (Minor or Major): The character has a vow of some sort. Whether it's Major or Minor depends on the Vow itself. Some may have Vows to particular orders or causes, to the Hippocratic Oath, to rid the world of evil, and so on. The danger in fulfilling the Vow and how often it might come into play determines the level of the Hindrance. Whatever the Vow, it's only a Hindrance if it actually comes into play from time to time and causes the character some discomfort.

Wanted (Minor or Major): Your hero has committed some crime and will be arrested. A hero with numerous unpaid parking tickets has a Minor Hindrance, as someone wanted for more serious crimes away from the main campaign area. Being accused of murder is a Major Hindrance in almost any setting.

Yellow (Major): Not everyone has icewater in his veins. Your hero is squeamish at the sight of blood and gore and terrified of coming to harm. He subtracts 2 from all of his Guts checks.

Young (Major): Children are sometimes forced to go on dangerous adventures through unfortunate circumstances. Think carefully before choosing this Hindrance, for your character starts at a significant disadvantage. Young heroes are generally 8-12 years old in human years. They have only 3 points to adjust their attributes and 10 skill points. On the plus side, youths like these have a fair amount of luck. They draw one extra benny at the beginning of each game session. This is in addition to any additional bennies gained from such things as the Luck or Great Luck Edges. If the character should live long enough to mature, the Hindrance doesn't have to be bought off, he's already paid the price for the Hindrance by starting at a disadvantage. He stops getting the extra benny when he reaches 18 years of age however (or the age of adulthood in your particular setting).

Official Supplement Hindrances:

Alien Form (Major): Your villain is completely alien in appearance: a glowing ball of energy, an amoeba with tentacles, a large floating brain, and so on. He suffers -4 to Charisma, and his physiology is nearly impossible for humanoids to figure out. Healing rolls made to help your villain are made at -4. The

numerous roleplaying instances should also be a major challenge as well—you can't get into restaurants, can't wear a flak jacket, can't fit into a car, and so on, as defined by your odd shape. Your villain's form may grant you special perks, but these must be bought as powers. If your character doesn't have a power, his form doesn't grant it to him "for free," no matter how you describe it. NE

Allergy (Major/Minor): Your character suffers an aversion to a common condition or substance, such as water, fire, cold, sunlight, etc. Exposure to that substance (generally within 1" of it) inflicts a -4 penalty to all your villain's trait rolls as a Minor Hindrance. As a Major Hindrance, all of your villain's superpowers—including traits derived from superpowers—are actually negated until 1d20 rounds after the substance is removed or shielded somehow. NE

Dependent (Major): It may not be an intrepid reporter or a loyal butler, but your villain has some person to which he is completely devoted, and will do anything to protect. This may be his wife or girlfriend, one of his children, or even a pet or minion. The Dependent is a Novice Rank character. For whatever reason, this doesn't stop the dependent from getting involved—frequently and often. She constantly requires saving, reveals team secrets, or otherwise causes your villain no end of grief. If the Dependent ever dies, he receives only one benny at the beginning of each game session (but Luck and other bonuses apply normally). Relief comes only after ultimate revenge. He cannot simply slay the minion who murdered his girl, he must kill the minion's boss as well and only after making them pay. Only then is the benny restriction lifted and the Hindrance "bought off."

Disability (Minor/Major): Disabilities can include any number of physical or mental conditions that in some way effect how your character behaves or is perceived. Minor disabilities might include speech impediments, skin conditions, or learning disabilities such as dyslexia. Major disabilities include lack of mobility (paraplegic or quadriplegic), birth defects, or major mental disorders not covered by other Hindrances. Powers that compensate for these disabilities should downgrade or negate the disability as appropriate.

- Distinctive Appearance (Minor): Your villain's appearance is somewhat different from others of his race (a blue skinned human, an Atlantean with a tail, a talking gorilla, etc), and is relatively easy to spot, even when out of costume. This makes the villain easier for the aliens to track down and pick out of a crowd and can even cause troublesome social problems even amongst his own people. The appearance must be present in and out of costume to count as a Hindrance—all supervillains are distinctive in costume. NE

Gimmick (Major): Your character must change clothes, get angry, drink blood, summon mystical energy, imbibe a pill or potion, or otherwise perform some unseemly task to access his powers—all his powers. Whatever the case, the villain can be prevented from using his powers if he cannot enact his "gimmick". The villain cannot use any of his powers—or Edges or Traits bought with Power Points—without it.

Two Characters: If your villain transforms into a completely different person, both "characters" should be made separately, with the "normal" person created as a normal Novice character. Advances gained through play may be added to either form, but not both. NE

Gloater (Major): Villains are known for gloating over their foes when they should be killing them, or foolishly revealing their master plans when they think their opponents are doomed. The first round of any combat must be spent announcing the doom of those who oppose him. If for some reason your villain must act instead, it costs him a benny. Second, your villain never delivers a finishing blow to a foe. Instead, he creates elaborate death traps, leaves them to die, or orders his minions to finish them while he stalks off well out of earshot. Inevitably, these foes survive and escape the minions, death trap, and so on.

Heartless (Minor): The character isn't necessarily Bloodthirsty (though she might be), but she is willing to commit murder to

further her own goals. She doesn't take glee in killing but doesn't let it stand in her way either.

- Power Negation (Major): Exposure to a certain substance or condition robs your villain of his powers or makes them ineffective. In addition, your character suffers a -4 penalty to all Trait rolls made while under the substance's effects. The substance should be relatively uncommon or expensive, such as gold, holy ground, or lightning storms. Very rare substances—chunks of your alien's home planet, lotus flowers—are possible as well, but word of your weakness is out there and can be easily appropriated if needed. NE

Servitor (Major): Your villain is the servant of a greater entity that grants him his power. While your character may have his own plans, he ultimately serves his master's agenda, whatever that may be. This must be fleshed out before the game begins, so that the Game Master can devise the master's plans and what his minion's role in it may be. Regardless, the master cannot be defied. If it is, it unleashes its full power upon the defiant lackey in an attempt to show its other minions what happens to those who are disloyal.

Terminally Ill (Major): At the beginning of every game session, draw a card. A face card means your villain's symptoms are acting up this session. Whatever the specifics may be, he suffers a -1 penalty to all his trait rolls this game. If the draw is a Joker, your hero is about to die, and he knows it. At some point in the game session, preferably after accomplishing an important goal or an act of personal redemption, he dies. The Game Master should always give a dying villain a few last rounds of action to commit some noble sacrifice.

- Weakness (Major/Minor): Your villain is more susceptible to a specific type of attack, such as ice/cold, radiation, magic, and so on. When hit by such an attack, the attacker does +4 damage as a Minor Hindrance, or double damage as a Major Hindrance. Your villain's weakness isn't public knowledge, but anyone who does a little research on him should find out eventually—typically after one or two encounters. NE

Ailin' (Major): Your hero has a reservation with the undertaker. It's just not been confirmed yet. The cause of his future demise is something like consumption (tuberculosis), diabetes, or cancer. Your hombre always subtracts 2 from Fatigue rolls made to resist physical exertion (but not Agility rolls from things like bumps and bruises). At the beginning of every game session, *before* bennies are given, the lunger must make a Vigor roll. If failed, he moves into the final stages of his disease and subtracts 4 from Fatigue rolls. The next time he fails this roll, he perishes by the end of the session, but only after the climax of that night's adventure.

Bad Dreams (Major): Your hombre doesn't sleep well. The cowpoke begins the game with 1 less Fate Chip to represent his constantly tired state. Cumulative with the effect Bad Luck. DLR

Big Mouth (Minor): Your character can't keep a secret very well. He reveals plans and gives away things best kept among friends, usually at the worst possible times.

Grim Servant o' Death (Major, Wild Card): Your hero's a killer. His family's probably pushing daisies, his enemies are worm food, and even a few of his friends have holes in them that are suspiciously the same size as his very own shootin' iron. The good news is your hombre adds +1 to every single damage roll he ever makes, whether it's from Fighting, Shooting, Spellcasting, or even Throwing things at people in a most inhospitable manner. The downside is that your hero winds up in the hoosegow or on the run a lot. But there's more than that, amigo. Any Shooting or Throwing attack roll that comes up snake eyes automatically hits the nearest friendly character in sight—whether they're in the line of fire or not. Player characters are always first choice, but an allied NPC will do in a pinch. Even hand-to-hand attacks hit allies when snake eyes come up. This may require a little imagination, but either the weapon flies out of the hero's hand and strikes his friend, or the hero must move adjacent to his excomrade and “accidentally” whack him. In either case, snake

eyes on the attack roll adds an additional d6 to the damage (as if the cowpoke hit with a raise). DLR

Heavy Sleeper (Minor): A thunderstorm from Hell itself won't wake this Dozing Doolie. Your hero subtracts 4 from Notice rolls made to wake up, or Vigor rolls made to stay awake.

Lyin' Eyes (Minor): Lies just don't come naturally to this hombre. That sounds good, but often causes problems when dealing with more nefarious types. Subtract 4 from any Persuasion rolls where lies, even little white ones, must be told.

Night Terrors (Major): Your hombre doesn't sleep well. He tosses and turns like a demon on a rack, and likely keeps everyone within a dozen yards of him awake with his nightly torment. The constant drain on your hero's psyche causes him to draw one less benny per game session.

One-Armed Bandit (Major): You've been “disarmed,” literally. One of the damn things is gone from at least the elbow down. Fortunately, whichever arm you've got left is now your “good arm.” Subtract 4 from tasks that require two good arms, such as Climbing, Swimming, and the like.

Old Ways Oath (Major): Whether your hero is an Indian or he's gone native, he's decided to forego modern technology to honor the spirits. This includes guns, wagons, steel hatchets, etc. In addition, he refuses to travel in modern conveyances such as trains or steam wagons (horse drawn carriages are distasteful, though acceptable). DLR

Slowpoke (Minor): For whatever reason, your character just can't seem to “keep up with the pack”; he subtracts 1” from his Pace and running die totals.

Thin Skinned (Major): Your character doesn't take pain well. Anytime the character suffers a Wound penalty he applies an additional -1 modifier to all of his actions. DLR

Arrogant (Major): Your hero doesn't think he's the best; he knows he is. Whatever it is, there is no one who can touch his skills and he flaunts it every chance he gets. He has to point it on every occasion, and humiliate his adversaries on every combat. Arrogant heroes always look for the “master” in battle, attacking his minions only if they get in the way.

Garrulous (Minor): You are able to spend the earnings of a month in a night. Your life cost is doubled and you can't resist at parties and libation.

One eye (Major): You have -1 Cha if you don't cover your empty orbit, and a -2 at Shooting, Throwing and all activities in which is important judging distances, like jumping.

One Leg (Major): With a peg, One Leg acts exactly like the Lamé Hindrance, reducing Pace by 2 and running rolls are now a d4. Without a peg, the character's Pace is 2 and he can never run. He also suffers -2 to traits that require mobility, such as Climbing and Fighting. A character with one leg also suffers a -2” penalty to his Swimming skill (and Pace).

Heat Prone (Minor): Whatever the reason, the hero always subtracts 2 from Vigor rolls made to resist the effects of heat and dehydration, even when he gets the required four quarts of water per day. Obviously, this hindrance can be Major if the setting is in a tropical area, and cannot be taken if in a polar situation.

Slow (Major): This soldier draws two cards in combat and acts on the worst. If he draws a Joker, he uses it normally and ignores his Hindrance for the round. Slow characters cannot take the Quick Edge, but they can actually improve their reaction time by taking the Level Headed Edges (but not during character creation). For this soldier, Level Headed allows them to draw one card and act normally. Improved Level Headed grants them two cards and they act on the best of the two.

Branded (Major): The character was caught committing acts of piracy at some point in the past. He escaped the noose but received a brand on his face labeling him a pirate. He suffers -2 Charisma among non-pirates. Any vessel he is on that is boarded by privateers is thoroughly searched and the cargo manifest scrutinized. If the character is caught committing an act of piracy he is summarily executed. 50FC

Jingoistic (Minor/Major): The character dislikes people from other cultures and believes his own culture to be far superior. He

cannot help belittling other cultures at every opportunity. A character taking the Minor version has -2 Charisma among other cultures. The penalty increases to -4 for the Major Hindrance.

Orders (Minor): Although your character is part of a Ripper team, he must also answer to his superiors. These leaders can be military commanders, civilian administrators, religious functionaries, or some other group, but your character is legally or ethically bound to obey them. Since this is a Hindrance, you should expect your orders to occasionally be nonsensical, inconvenient, or even dangerous. RIP

Tenderfoot (Minor): Some dudes aren't cut out for the dangers that await on the wild frontier, and your hero is one such greenhorn. For as long he's been out west, he's never really seemed to fit somehow. Your poor hero suffers -1 Grit as a result of his inexperience in the ways of the West. A hero with this Hindrance can't take the True Grit Edge. Of course, this doesn't last forever. The reason Tenderfoot is only a Minor Hindrance is that it can be removed. Once a hero has reached Seasoned rank, he can buy Tenderfoot off by giving up the opportunity to level up one time. This removes the Grit penalty and the restriction to taking the True Grit Edge. DLR

Unofficial Hindrances:

Amnesia (Major): You can't remember events before a specific point in your life. The details are left to the GM, but may include additional Hindrances (such as Wanted) that your character is unaware of, forgotten family members or organizational ties, or perhaps you really work for the "other side".

Loose Lipped (Minor): Your character has a penchant for always opening his mouth at the wrong time; perhaps he makes an insulting comment about the locals in a bar full of them, maybe he mentions all the gold you found in the local mine, or maybe he just reveals things that are better "kept amongst friends".

Mute (Major): The character (and the player) may only communicate with other players and characters by writing or some sort of sign language. The player may converse with the GM (away from the other players) if he needs to discuss what his character is doing.

Innocent (Major): Your character isn't very experienced. She hasn't seen the harsh, horrible side of life and isn't prepared for it. She suffers -2 on all Guts rolls when faced with grotesque or horrific scenes (but not terrifying triggers) and on Smarts and Spirit rolls to resist Intimidation, Persuasion, and Taunt.

Merciful (Major): Your character can't bring himself to harm a helpless opponent even if he knows the creep is going to stab him in the back the second he turns around. He won't attack an opponent who's Incapacitated or otherwise unable to defend himself, he won't attack someone who surrenders or asks for mercy, and he won't leave severely wounded opponents to die. He'll rarely if ever use a Finishing Move.

Obsession (Major): Your character is obsessed with something: acquiring occult knowledge, protecting abused children, collecting rare weapons, getting a date with the cute girl who works at the library. Whatever it is, it's just about the most important thing in his life. He'll neglect his friends and responsibilities, expend vast amounts of energy and resources, put himself or his companions in danger to pursue his obsession.

Ruthless (Minor): Morality, ethics, mercy, honesty, nobility... screw 'em. Your character believes that the end justifies the means. Lying, cheating, backstabbing, even killing; anything is permissible if it gets the job done. In addition to the practical problems this can cause, most people find this trait rather unpleasant. When interacting with people who've seen his Ruthless side, your character's Charisma drops by -2.

Debt (Minor or Major): You owe somebody, whether it is a company, or a crimelord, this isn't just a few credit's it's a large enough amount that they intend to collect one way or another, the good news is you start game with 5 times the starting cash however, you owe ten times that amount if it is a minor debt, the party you owe is still giving you time, or may be willing to over

look it in favor of loyalty, or some major boon or favor. Major debts however are long past the point of simply paying them back or making other arrangements. There is a good chance that several bounty Hunters are on your tail, to make sure that they get the money, from your hide!

Bad Reputation (Minor): The hero is infamous for his past deeds or deeds attributed to him. The Character's Charisma is reduced by 2. This reputation should be well known in the larger pockets of civilization.

- Brain burn (Major): The Character starts with 10 skill points.

Crippled (Major): A past wound has severely affected your hero's strength. It could have been a wound to the arm, chest or back. All Strength rolls are at -2.

Jittery (Major): Your hero fidgets. It's possible that some disease or injury has claimed the nervous system, or the hero simply lost his nerves. All Agility rolls are at -2.

Looked Over (Minor): When it comes time for promotions, your hero subtracts 2 from his promotion rolls. A hero with this edge may also end up cleaning latrines, peeling potatoes, and other such unpleasanties. Obviously you must be a part of some organization to choose this hindrance.

Shell Shock (Major): Your hero has seen too much carnage, been exposed to too much violence, or suffered some other major psychological trauma. Hero must make a Guts check to enter combat willingly. If he fails, he will only fight back if someone else instigates violence directed at the hero.

Blind (Major): Your hero is completely without sight. He suffers a -6 to all physical tasks that require vision—which is most everything, and -2 to most social tasks as he can't "read" those he's interacting with as well as others. On the plus side, Blind characters gain their choice of a free Edge to compensate for this particularly deadly Hindrance.

Superstitions (Minor or Major): Your character believes in charms, ill omens, and bad luck. He does not walk under ladders, cringes at the sight of a black cat, and so forth. Some superstitions can cause fear and produce the same results as a phobia when encountered.

Attraction to Members of the Opposite Sex (Minor): Your character lets his guard down when dealing with members of the opposite sex and he suffers a -2 modifier during Seduction attempts against him.

Phobia (Minor or Major): A "phobia" is an irrational fear of a specific item, creature, or circumstance. Whenever a character is in the presence of the source of his phobia he suffers a -2 penalty to all trait tests. Minor phobias are directed at items, creatures, or circumstances that rarely occur or are easily avoided. Major phobias are directed at items, creatures, or circumstances that are common and difficult to avoid.

Palsy (Minor or Major): You've got a bad case of the shakes. The Minor version of this only affects one hand. Any actions you take with your off-hand are at -4 rather than -2. If you've got the Major version, you're shaky all over. All your Agility, Fighting, Shooting, Throwing, or similar rolls with your dominant hand are at -2, -4 with your off-hand. Extreme stress will worsen ever the condition.

Personal Poltergeist (Major): Somewhere along the way you've attracted the attention of an unwanted spirit. Mischievous poltergeist pop up periodically and are simply annoying. The worst they can do is cause you to lose a night's sleep; on any given night when the poltergeist is active, roll 1d6; on a 1 or 2, it keeps you up all night. Make Vigor check or take a point of Fatigue until you can catch up on your sleep.

Dark Secret (Major or Minor): Your character has a "skeleton in his closet". If his secret becomes known it will cause embarrassment and possibly prevent him from continuing to act in his current capacity. Whether the Hindrance is major or minor depends on the actual secret and the severity of the consequences if it becomes known.

Troll slayer (Major, Dwarf only): dwarves humiliated, who have lost their love or felled from grace leave dwarven society and seek death hunting the most terrifying and dangerous beasts.

They can be distinguished by their orange crests, their many tattoos and the showy jewels that they love wearing. Normal people look at this bizarre dwarfs with suspicion (-2 Cha), even if someone could find their devotion admirable. The only positive note in the lives of this unlucky dwarfs is that their abandon towards death grants them +2 at Guts checks. WHFB

Apprentice (Major): This Hindrance can be taken by a starting character with an Arcane Background with a linked Skill Trait no greater than d4. The character starts with one less Power and can gain no more Powers until at least one Rank is gained.

Albinism (Minor): When in direct sunlight the character has to make Fatigue checks, every hour if the light is weak and heavy dressed, every minute if the sun is bright and large areas of skin is unprotected.

Out of Control (Minor): The villain is not fully in control of her super powers. Her powers tend to activate themselves unexpectedly, especially in times of great emotional agitation. Whenever the character is in a stressful/embarrassing/frightening situation, she needs to make a Spirit roll or one of her powers goes off involuntarily. For this sake, normal combat should not be classified as “stressful,” but a confrontation with an old archenemy or some other major foe would. NE

Unusual Diet (Minor/Major): Your villain’s metabolism works differently than that of a normal human, and as a consequence he requires some kind of food that is not normally considered edible. For a Minor Hindrance the substance he requires is unusual but relatively common (metal, stone, electricity). If this is a Major Hindrance, your villain’s food of choice is very rare, expensive and/or difficult to get (diamonds, plutonium). As an alternative, the source of the villain’s food could mark him as a true monster in the eyes of the general public (human brains). The villain is able to chew the food he needs to eat, but that does not mean that a metal eater can just take a bite out of a battle tank. That would require the Melee Attack power and possibly the Focus modifier. The villain is still capable of eating normal human food; he just doesn’t get any sustenance from it. If you want normal food to be harmful to your villain, choose an appropriate Allergy or Disability as well.

Criminal Record (Major): Your character has been arrested, booked, and probably has spent time in prison. Your true identity, fingerprints, and photograph on record in police data banks... which have been since seized by the V'sori. You must be careful not to leave fingerprints, to let your face be caught on camera, or be taken by officials. The V'sori are already looking for you, but passively, waiting for you to get picked up by law enforcement.

EDGES

Main Rulebook Edges:

Alertness (Background): Req.: Novice

He's very observant and perceptive, and adds +2 to his Notice rolls to hear, see, or otherwise sense the world around him.

Ambidextrous (Background): Req.: Novice, Agi d8+

Your hero is as deft with his left hand as he is with his right. He may ignore the -2 penalty for using his off-hand.

Arcane Background: Magic (Background): Req.: Novice; Spellcasting (Smarts); PP: 10; Powers: 3

Backlash: When a wizard rolls a 1 on his Spellcasting die (regardless of his Wild Die), he is automatically Shaken. This can cause a wound.

Arcane Background: Miracles (Background): Req.: Novice; Faith (Spirit); PP: 10; Starting Powers: 2

Protector: The player and GM should come up with a simple list of what is important to the character's religion. Who violate their beliefs are forsaken by their chosen deity. Minor sins give the character a -2 to his Faith rolls for one week. Major sins rob him of all arcane powers for one week. Mortal sins cause the character to be forsaken until the penitent hero completes some great quest or task of atonement to regain his lost powers.

Arcane Background: Psionics (Background): Req.: Novice; Psionics (Smarts); PP: 10; Powers: 3

Brainburn: When a psionic character rolls a 1 on his Psionics die (regardless of his Wild Die), he is automatically Shaken. On a critical failure, the character lets out a psychic scream that causes him to be Shaken along with all allies in a Large Burst Template who fail a Spirit roll. This can cause a wound.

Arcane Background: Super Powers (Background): Req.: Novice; Special (None); PP: 20; Powers: 1

Each power is its own skill and has no linked attribute.

Arcane Background: Weird Science (Background): Req.: Novice; Weird Science (Smarts); PP: 10; Powers: 1

Each new power is a new "gizmo", write down what the device is when gain the power. Each device comes with its own PP equal to the inventor's PP. Malfunction: If a gadgeteer uses a device and rolls a 1 on his skill die (regardless of his Wild Die), it has malfunctioned, he may not use that power again until repaired, with a Repair roll and 2d6 hours of work. Using Gizmos: To activate a "passive" device such as an invisibility belt, the character makes a Weird Science roll. Raises may increase the effects of the power as usual. It is then activated and may be used normally. Powers that require an opposed roll, such as puppet, also use the scientist's Weird Science skill. Active devices, such as ray guns, function as they are used. New Powers: Each time a Weird Scientist takes the New Power Edge, he has invented a new gadget. He can also repeat a power he's already taken.

Maintaining Powers: Weird scientists don't suffer any penalties for maintaining, their devices still pay the maintenance costs.

Sharing: An inventor can hand his device over, but Weird Science skill is required. Recharging: Devices regains PP just like other power types. The Power Edges Rapid Recharge and Improved Rapid Recharge apply to all of the inventor's devices. More Power Points: When an inventor gains more PP all of his devices gain the additional PP. Losing Devices: If an inventor's gizmo is lost he can make another in 2d6 hours with a Repair roll. A raise halves the time. If the original is returned, it no longer functions.

Arcane Resistance (Background): Req.: Novice, Spirit d8+

He acts as if he had 2 points of Armor when hit by damage-causing arcane powers, and adds +2 to his trait rolls when resisting opposed powers, even friendly arcane powers.

Improved Arcane Resistance (Background): Req.: Novice, Arcane Resistance

As above but Armor and resistance are increased to 4.

Attractive (Background): Req.: Novice, Vigor d6+

His or her Charisma is increased by +2.

Very Attractive (Background): Req.: Novice, Attractive

He or she gains +4 to her Charisma.

Berserk (Background): Req.: Novice

Immediately after suffering a wound (including a Shaken result from physical damage), your hero must make a Smarts roll or go berserk. While Berserk, his Parry is reduced by 2 but he adds +2 to all Fighting and Strength rolls, and his Toughness. The warrior ignores all wound modifiers while berserk, but cannot use any skills that require concentration, including Shooting and Taunt, but not Intimidation. Berserkers attack with reckless abandon. Anytime his Fighting die is a 1 (regardless of his Wild Die), he hits a random adjacent target, (not the original target). The attack may hit friend as well as foe. If there are no other adjacent targets, the blow simply misses. The Berserker may end his rage by doing nothing (not even moving) for one full action and making a Smarts roll at -2.

Brawny (Background): Req.: Novice, Strength and Vigor d6+ Add +1 to your Toughness. In addition, your hero can carry more than most proportional to his Strength. He can carry 8 times his Strength in pounds without penalty instead of the usual 5 times.

Fast Healer (Background): Req.: Novice, Vigor d8+

Your hero heals quickly. He may add +2 to his Vigor rolls when checking for natural healing.

Luck (Background): Req.: Novice

The player seems to be blessed by fate. He draws 1 extra benny at the beginning of each game session, allowing him to succeed at important tasks more often than most, and survive dangers.

Great Luck (Background): Req.: Novice, Luck

The hero draws 2 extra bennies at the start of each session.

Noble (Background): Req.: Novice

Those born of noble blood have many perks in life, but often have just as many responsibilities. Nobles have high status in their societies, are entitled to special treatment from their foes, gain +2 Charisma, and also have the Rich Edge. This gives the hero several Edges for the price of one, but the responsibilities that come with being a noble more than offset the additional perks. Nobles often have troops under their control, as well as land, a family home, and other assets. All of this must be determined by the GM, and balanced by the grave responsibilities the character faces.

Quick (Background): Req.: Novice

Whenever you are dealt a 5 or lower in combat, you may discard and draw again until you get a card higher than 5. Level Headed characters draw their additional card and take the best before using their Quick Edge.

Rich (Background): Req.: Novice

Rich heroes start with three times the normal starting funds for the setting. If a regular income is appropriate for this setting, the hero receives the modern equivalent of a \$75,000 annual salary.

Filthy Rich (Background): Req.: Novice, Rich or Noble

He has five times the starting funds for the setting and, if appropriate, a yearly income of around \$250,000. Wealthier characters should have a very complete background as well.

Block (Combat): Req.: Seasoned, Fighting d8+

A hero with this Edge adds +1 to his Parry.

Improved Block (Combat): Req.: Veteran, Block

As above, but the hero adds +2 to his Parry.

Combat Reflexes (Combat): Req.: Seasoned

He adds +2 to his Spirit roll when recover from being Shaken.

Dodge (Combat): Req.: Seasoned, Agility d8+

Unless they are the victim of a surprise attack and taken completely unaware, attackers must subtract 1 from their Shooting or Throwing rolls when targeting them. Characters who attempt to evade area effect attacks may add +1 to their Agility roll as well (when allowed).

Improved Dodge (Combat): Req.: Veteran, Dodge

As above but attackers subtract 2 from their attack rolls, and the character adds +2 to evade area effect weapons when allowed.

First Strike (Combat): Req.: Novice, Agility d8+

Once per turn the hero gets a free Fighting attack against a single foe who moves adjacent to him. This automatically interrupts the

opponent's action, and does not cost the hero his action if he is on Hold or has not yet acted this round.

Improved First Strike (Combat): Req.: Heroic, First Strike
As above but the hero may make one free attack against each and every foe who moves adjacent to him.

Fleet-Footed (Combat): Req.: Novice, Agility d6+
The hero is incredibly fast. His Pace is increased by +2 and he rolls a d10 instead of a d6 when running.

Florentine (Combat): Req.: Novice, Agility d8+, Fighting d8+
The character is a master at wielding two weapons at once. He adds +1 to his Fighting rolls versus an opponent with a single weapon and no shield. In addition, opponents subtract 1 from any "gang up" bonuses they would normally get against the hero as his two flashing blades parry their blows.

Frenzy (Combat): Req.: Seasoned; Fighting d10+
Frenzied fighters make an extra Fighting attack per round at a -2 penalty to all Fighting rolls. This attack must be taken at the same time as another Fighting attack though it may target any two foes adjacent to the hero (Wild Cards roll two Fighting dice and one Wild Die). The -2 penalty is subtracted from all attacks. A character with two weapons still only makes one extra attack.

Improved Frenzy (Combat): Req.: Veteran, Frenzy
As above but the character may ignore the -2 Frenzy penalty.

Giant Killer (Combat): Req.: Veteran
Your hero does +1d6 damage when attacking creatures three sizes or more larger than himself.

Hard to Kill (Combat): Req.: Wild Card, Novice, Spirit d8+
When forced to make any of the Vigor rolls on the Knockout Blow or Injury tables, he may ignore his wound modifiers.

Harder to Kill (Combat): Req.: Veteran, Hard to Kill
Your hero is tougher to kill than Rasputin. If he is ever "killed," roll a die. On an odd result, he's dead as usual. On an even roll, he's Incapacitated but somehow escapes death. He may be captured, stripped of all his belongings, or mistakenly left for dead, but he somehow survives.

Level Headed (Combat): Req.: Seasoned, Smarts d8+
A hero with this Edge draws an additional action card in combat and acts on the best of the draw.

Improved Level Headed (Combat): Req.: Seasoned, Level H.
As above but the hero draws 3 cards.

Marksman (Combat): Req.: Seasoned
If he does not move in a turn, he may fire as if he took the aim maneuver. May never be used with a rate of fire greater than 1.

Nerves of Steel (Combat): Req.: Wild Card, Novice, Vigor d8+
He may ignore 1 point of wound penalties.

Improved Nerves of Steel (Combat): Req.: Novice, NoFS
The hero ignores 2 points of wound penalties.

No Mercy (Combat): Req.: Seasoned
Spend a benny to reroll any one damage roll, with area effect each benny apply to one target

Quick Draw (Combat): Req.: Novice, Agility d8+
This Edge allows a hero to draw a weapon and ignore the usual -2 to his attack that round. If the character must make an Agility roll to draw a weapon, he adds +2 to the roll.

Rock and Roll! (Combat): Req.: Seasoned, Shooting d8+
If a character with this Edge does not move, he may ignore the recoil penalty for firing a weapon on fully automatic.

Steady Hands (Combat): Req.: Novice, Agility d8+
Your hero ignores the "unstable platform" penalty for firing from the backs of animals or while riding in moving vehicles.

Sweep (Combat): Req.: Novice, Strength d8+, Fighting d8+
Sweep allows a character to make a single Fighting attack and apply it against all adjacent targets at a -2 penalty. Resolve each damage roll separately. Allies are affected by such attacks as well. A character may not use Sweep the same action she uses Frenzy.

Improved Sweep (Combat): Req.: Veteran, Sweep
As above but the hero may ignore the -2 penalty.

Trademark Weapon (Combat): Req.: Novice, Fighting or Shooting of d10+

The hero knows one unique weapon (Excalibur, Old Betsy, Sting) like the back of his hand. When using that specific weapon, the character adds +1 to his Fighting, Shooting, or Throwing skill rolls. A hero can take this Edge multiple times, applying it to a different weapon each time. If a Trademark Weapon is lost, the hero can replace it, but the benefit of the Edge doesn't kick in for two game weeks.

Improved Trademark Weapon (Combat): Req.: Veteran, Trademark Weapon
As above but the bonus when using the weapon increases to +2.

Two-Fisted (Combat): Req.: Novice, Agility d8+
When attacking with a weapon in each hand, the hero still rolls each attack separately, but ignores the multi-action penalty.

Command (Leadership): Req.: Novice, Smarts d6+
Command is the ability to give clear instructions to surrounding allies and enforce your hero's will upon them. This makes your character's compatriots adds +1 to their Spirit rolls to recover from being Shaken.

Fervor (Leadership): Req.: Veteran, Spirit d8+, Command
A leader with this ability can inspire his men to bloody fervor by yelling a motto, slogan, or other inspirational words. Those in command add +1 to their Fighting damage rolls.

Hold the Line! (Leadership): Req.: Seasoned, Smarts d8+, Command

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

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

Natural Leader (Leadership): Req.: Novice, Spirit d8+, Command
This edge signifies a special link between a leader and his men. With it, he may share his bennies with any troops under his command. The character also gains one extra benny per session if his troops will be on hand.

- New Power (Power): Req.: Novice, Arcane Background
An arcane character may learn new powers, up to 12 spell points.

Power Points (Power): Req.: Novice, Arcane Background
This Edge grants them an additional 5 Power Points. Power Points may be selected more than once, but only once per Rank.

Rapid Recharge (Power): Req.: Seasoned, Spirit d6+, AB
This Edge allows an arcane character to regain 1 Power Point every 30 minutes.

Improved Rapid Recharge (Power): Req.: Veteran, Rapid Recharge

The character regains 1 Power Point every 15 minutes.

Soul Drain (Power): Rank: Seasoned, Arcane Background (any but Weird Science), Knowledge (arcana) d10+

To use this dangerous ability, the arcane character first decides how many Power Points he wants to draw from himself. Then he makes a Spirit roll minus the number of points he's trying to drain. (This is a free action.) On a Spirit total of 1 or less, the character suffers a wound and falls unconscious for 1d6 hours. On a failure, the character suffers a wound. On a success or better, the character gets the points he needed and may attempt to cast a spell with them immediately (they may not be saved).

Ace (Professional): Req.: Novice, Agility d8+
Aces add +2 to Boating, Driving, and Piloting rolls. In addition, they may also spend bennies to make soak rolls for any vehicle or vessel they control. This is a Boating, Driving, or Piloting roll at -2 (cancelling their usual +2). Each success and raise negates a wound and any critical hit that would have resulted from it.

Acrobat (Professional): Req.: Novice, Agility d8+, Strength d6+
It adds +2 to all Agility rolls made to perform acrobatic maneuvers (including Trick maneuvers), and also adds +1 to a character's Parry as long as he has no encumbrance penalty.

Champion (Professional): Req.: Novice, Arcane Background (Miracles), Spirit d8+, Strength d6+, Vigor d8+, Faith d6+, Fighting d8+

Champions are holy (or unholy) men and women chosen to fight for a particular deity or religion.. Champions are created to fight the forces of darkness (or good). They add +2 damage when attacking supernaturally evil (or good) creatures, and have +2 Toughness when suffering damage from supernaturally evil (or good) sources, including arcane powers and the weapons, claws, or teeth of such creatures.

Gadgeteer (Professional): Req.: Novice, Arcane Background (Weird Science), Smarts d8+, Repair d8+, Weird Science d8+, at least two other scientific Knowledge skills at d6+

Once per game session, a gadgeteer can create a “jury-rigged” device from spare parts. The device functions just like any other Weird Science device, and uses any power available to Rank Scientists in that setting (though this is still subject to Rank restrictions). It has half the inventor’s Power Points, and once these are used up, the gadget burns out and does not recharge. The inventor must have access to some parts and a reasonable amount of time (GM’s call, but at least 1d20 minutes) to create the gizmo.

Holy/Unholy Warrior (Professional): Req.: Novice, Arcane Background (Miracles), Spirit d8+, Faith d6+

As an action, a priest or other holy person may call upon his chosen deity to repulse supernaturally evil creatures, such as the undead, demons, and the like. It also works on evil characters with the Arcane Background (Miracles) Edge. Repulsing evil costs 1 Power Point and has a range of the character’s Spirit in inches. The targeted creatures within that range must make a Spirit roll. Those that fail are Shaken. Those who roll a 1 are destroyed. If they are Wild Cards, they suffer an automatic Wound instead.

Investigator (Professional): Req.: Novice, Smarts d8+, Investigation d8+, Streetwise d8+

Investigators add +2 to Investigation and Streetwise rolls, as well as Notice rolls made to search through evidence.

Jack-of-All-Trades (Professional): Req.: Novice, Smarts d10+ Any time he makes an unskilled roll for a Smarts-based skill, he may do so at d4 instead of the usual d4-2.

Mentalist (Professional): Req.: Novice, AB (Psionics), Sma d8+, Psionics d6+

Their frequent toying with human minds gives them a +2 on any opposed Psionics roll, whether they are using their powers against a foe or are trying to defend against a rival mentalist.

Mr. Fix it (Professional): Req.: Novice, Arcane Background (Weird Science), Smarts d10+, Repair d8+, Weird Science d8+, at least two other scientific Knowledge skills at d6+

The inventor adds +2 to his Repair rolls. With a raise, he halves the time normally required to fix something.

McGyver (Professional): Req.: Novice, Smarts d6+, Repair d6+, Notice d8+

This character can improvise something when the need for a tool arises. He suffers no negative penalties on trait rolls for lack of equipment in most situations. In addition, given a few simple tools, props, or devices, he can generally rig simple devices to help escape from death-traps, devise weapons to match some bizarre need, or otherwise create something that’s needed when such a thing isn’t actually present. The extent of this is completely up to the Game Master, but creativity should be rewarded, particularly in dire situations where few other answers are possible.

Scholar (Professional): Req.: Novice, d8+ in affected trait Pick any two Knowledge skills that you have a d8 or better in. Add +2 to your total whenever these skills are used.

Thief (Professional): Req.: Novice, Agility d8+, Climb d6+, Lockpick d6+, Stealth d8+

Thieves add +2 to Climb, Lockpick, and Stealth rolls. The bonus to Stealth apply only in urban areas.

Wizard (Professional): Req.: Novice, Arcane Background (Magic), Smarts d8+, Knowledge (arcana) d8+, Spellcasting d6+ Each raise a wizard gets on his Spellcasting roll reduces the cost of the spell by 1 Power Point. The wizard must have the points available to cast the spell in the first place before rolling.

Woodsman (Professional): Req.: Novice, Spirit d6+, Survival d8+, Tracking d8+

Woodsman gain +2 to Tracking, Survival, and Stealth rolls made in the wilderness (not towns, ruins, or underground).

Charismatic (Social): Req.: Novice, Spirit d8

This adds +2 to his Charisma.

Common Bond (Social): Req.: Wild Card, Novice, Spirit d8+

A character with this Edge may freely give his bennies to any other Wild Card he can communicate with. This represents the character giving his verbal or spiritual support to the ally. The player should say what his character is doing to give the support. The gesture could be as complex as a rousing speech, or as simple as a knowing nod.

Connections (Social): Req.: Novice

Whether it’s to the Feds, the cops, the Mob, or some big corporation, your heroine knows someone on the inside – someone who is willing to lend her a hand on occasion (usually once per game session). To use a character’s Connection requires a Streetwise roll. Failure means the particular contact wasn’t available. Once in contact, the hero must make a Persuasion roll. A failure indicates the heroine’s contacts just couldn’t come through this time, or perhaps just weren’t persuaded that their help was really necessary. On a success, the contact might share information, but won’t do anything too risky to help. On a raise, the contact is willing to leak sensitive information, but stops short of outright betrayal. Two or more raises means the heroine has pushed the right buttons and can count on serious help. The Connection will risk serious consequences for the heroine. If she needs financial assistance, the contact may provide a little more than he’s comfortable with. If the heroine asks for muscle, the contact delivers either one expert (a safe-cracker, wheel-man, security expert, etc) or five average fighter-types for the contact’s particular organization.

Strong Willed (Social): Req.: Novice, Intimidate d6, Taunt d6 Characters with strong willpower use their voice, steely stares, or quick wits to unnerve their opponents. Strong Willed adds +2 to a character’s Intimidate and Taunt rolls, as well as his Spirit and Smarts rolls when resisting Tests of Will attacks.

Beast Bond (Weird): Req.: Novice

These characters may spend their own bennies for any animals under their control, including mounts, pet dogs, familiars, etc.

Beast Master (Weird): Req.: Novice, Spirit d8+

Animals like your hero, and won’t attack him unless he attacks them first or they are enraged for some reason. He’s attracted a loyal animal of some sort as well. This is typically a dog, wolf, or raptor of some sort, though the GM may allow other companions. If the beast is killed, another comes in 2d6 days.

Danger Sense (Weird): Req.: Novice

Anytime he’s about to be the victim of a surprise attack, ambush, or other nasty surprise, he gets a Notice roll at -2 just before the attack or event occurs. If successful, the character knows something is about to happen. This means the hero is on Hold for the first round of a combat.

Healer (Weird): Req.: Novice, Spirit d8+

A character with this Edge adds +2 to all Healing rolls, whether natural or magical in nature. Up to five companions traveling with a Healer add the bonus to their natural healing rolls as well.

Dead Shot (Wild Card): Req.: Wild Card, Seasoned, Shooting/Throwing d10

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

Mighty Blow (Wild Card): Req.: Wild Card, Seasoned, Fighting d10

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

Power Surge (Wild Card): Req.: Wild Card, Seasoned, Arcane background, arcane skill d10

When dealt a Joker, the character recovers 2d6 Power Points. He may not exceed his usual limit.

+ **Followers (Leadership):** Req.: Wild Card

Each time this Edge is chosen, a number of followers equal to his Rank join the hero's band. Casualties would be replaced after some times, depending on how they are lost. A good leader would find replacement easier. If the death is unjustified the casualty could even not be replaced at all. A soldier is required to fight and die in combat, but if the losses are too frequent the replacement would be more and more difficult to find. The followers must have some way to eat and earn income, and generally want a piece of whatever loot, treasure, or other rewards the hero acquires. In general, they won't knowingly throw their lives away, but special circumstances or those who have been with the hero for a few years might. The GM determines the followers' statistics, but in general, use the Soldier archetype presented on page 92. Followers generally come with only basic equipment depending on their particular setting (warriors in fantasy come with at least leather armor and short swords, for example). The hero must purchase any additional equipment for his Followers himself. An exception would be a Hero who is part of an organization, that can grant better equipment to their members, or a Hero with leadership edges, that can easily find more experienced followers.

Professional (Legendary): Req.: Legendary, d12 affected trait. The character has become an expert at a particular trait. His trait becomes d12+1. This Edge may be selected more than once, but it may never be applied to the same trait twice.

Expert (Legendary): Req.: Legendary, Professional in trait. As above, but the trait increases to d12+2.

Master (Legendary): Req.: Wild Card, Legendary, Expert in affected Trait.

The character's Wild Die increases to a d10 when rolling a particular trait of his choice. This Edge may be chosen multiple times, though it may only affect a particular trait once.

Sidekick (Legendary): Req.: Wild Card, Legendary. The hero gains a Novice level sidekick. The sidekick is a Wild Card, gains experience as usual, and has abilities that complement or mimic his hero's. In general, the player character should control his sidekick just like any other allied character. The player should be prepared for his "Edge" to occasionally become a "Hindrance." If the sidekick dies, he isn't replaced unless the hero chooses this Edge again.

Tough as Nails (Legendary): Req.: Legendary. Your hero is a grizzled veteran. Increase his Toughness by +1.

Improved Tough as Nails (Legendary): Req.: Legendary, Tough as Nails.

Increase your hero's Toughness by another +1.

Weapon Master (Legendary): Req.: Legendary, Fighting d12. Increase your hero's Parry by +1.

Master of Arms (Legendary): Req.: Legendary, Weapon Master. Increase your hero's Parry by +2.

Official Supplement Edges:

Potion maker (Power): Req.: Arcane Background (Magic), Knowledge (Alchemy) d10.

To create a potion, the alchemist needs access to at least a small lab (such as might be carried in a trunk) and one hour per spell Rank. At the end of the required time, the alchemist rolls the lower of his Spellcasting or Knowledge (Alchemy) skills and pays the relevant Power Points. These Power Points are not recovered until the potion is consumed or destroyed. At that point they return to the caster at the usual rate. If the casting roll is successful, the potion is complete. It can be imbibed as a single action by any living being, who then gains the ability to wield the spell imbued. The effects of the potion are the same as the spell. This includes any additional effects from raises on the original Spellcasting roll. Duration: The spell lasts normally, though the alchemist may put extra Power Points into the potion to make it last longer. This must be determined during creation.

Chemist (Power Edge): Req.: Seasoned, Arcane Background (Weird Science), Knowledge (Chemistry) d10.

Drugs are common in sci-fi settings. This Edge allows a Weird Scientist to manufacture drugs as one-shot devices. To create a

drug, the chemist needs access to at least a small lab (\$1000 and weighs 20 lbs), ingredients, and time. Creating a drug takes a number of hours equal to the Power Powers being invested. The monetary cost of the ingredients is equal to \$100 per Power Point. At the end of the required time, the chemist pays the relevant Power Points and monetary costs, and rolls the lower of his Weird Science or Knowledge (Chemistry). Power Points invested in the drug recharge at the usual rate (normally one per hour). A chemist needn't take the drug to get his Power Points back—given enough time, he can build up a supply of drugs for when he needs them. If the skill roll is successful, the drug is complete. It can be imbibed as a single action by any living being, who then gains the benefits of the power. A basic combat drug, for example, might contain the boost trait power affecting the user's Vigor. The effects of the drug are the same as the power. This includes any additional effects from raises on the original skill roll and any Power Points put in to extend the Duration. In general, only the following powers are suitable for use in drugs—boost/lower trait, healing, quickness, and speed.

Enchant (Power): Req.: Seasoned, Arcane Background. Enchant allows a mage to craft "enchanted items." These are devices which essentially allow the user—whether he's a mage or not—to cast whatever power the item is imbued with. Each time the caster takes this Edge, he may create an enchanted item with any one of his own existing powers. The item has the Spellcasting skill of the caster at the time of its creation, and half his Power Points (round down). Items recharge at the standard rate (typically one Power Point per hour). Users can also use their own Power Points with the item if they happen to have the same Arcane Background as the one that created the device. Items created in this way fail to activate if the arcane die roll is a 1, regardless of the Wild Die, but have no further ill effects. An item with more than one power does not gain additional Power Points. (Though if the second Enchantment Edge is "cast" by someone with more Power Points, the device gains the higher of the two totals.) The user can decide which powers he's activating when he makes his Spellcasting roll, however. He may also make a single roll for all the powers the device has.

Artificer (Power Edge): Req.: Seasoned, Arcane Background (Weird Science), Repair d10.

On taking this Edge, the hero may craft (or modify) an item that adds +1 to the user's relevant trait roll, increases the damage of a weapon by +1, or increases the bonus of armor by +1. No activation roll is required to use the finished item once it has been created. Assuming the artificer is always "fiddling" with devices (not hiding in a trash compactor, for example), and has adequate tools, he may make a Repair roll at -4 at the end of any session in which he advances. If successful, he adds another +1 to any item of his choice. If you want to limit the use of the Edge to prevent abuse of the rules, the character can make the roll at the end of any session in which he gains a new rank. This could be his own blade, the laptop of another, or any other item of his choice. The item now adds the appropriate bonus to the user's relevant trait or damage roll, or armor rating. No item may have more than a +3 bonus. Stacking: Bonuses from various items don't stack, so a gun with an advanced targeting computer +3 (Shooting) wielded by someone with targeting goggles +3 (Shooting) gets only the highest of the two.

Brave (Background): Req.: Novice, Spirit d6+. Brave characters adds +2 to their Guts checks.

Natural Swimmer (Background): Req.: Novice. He may add +2 to Swimming rolls, +1" to his Swimming Pace, and hold his breath 50% longer than others of his species.

- Double shot (Combat): Req.: Seasoned; Shooting d8. If the target is at short range and you are using an elvish bow (or a bow of equal quality) you can shoot him two arrows at -2.

Improved double shot (Combat): Req.: Veteran; Double Shot. You doesn't have the -2 malus any more.

- Scamper (Combat): Req.: Novice; Agility d8, size -1.

Opponents of size 0 or more has -1 at their Fighting rolls if you have no encumbrance and are able to move freely, and are aware of the opponent.

- Sunder (Combat): Req.: Seasoned; of a race natively able with crafting or Knowledge (Science) d8

Weapons you wield has +1 AP, even on natural armor, because of your deep knowing of weak spots of materials.

Improved sunder (Combat): Req.: Veteran; Sunder
The AP bonus is +2.

- War Cry (Combat): Req.: Seasoned; Intim d8, Cha -2 or -
As an action you can put a medium template adjacent to you and make an Intimidation roll on anyone touched by the template.

Whirlwind (Combat): Req.: Veteran; Agi d8, Fight d8, 2 weap.
As an action you can make a Running roll and move by that amount. You make an attack at everything near your track (including the first movement) at -4.

Improved Whirlwind (Combat): Req.: Veteran; Whirlwind
The penalty is only -2.

- Dark fighting (Combat): Req.: Novice; Fighting d8
Halves the penalty for low light at Fighting, Shooting and Throwing, using more hearing than vision, so it cannot be cumulated with other similar talents.

- Tunnel fighter (Combat): Req.: Novice; Agi d8, Fighting d8
If you are in a tunnel or in a narrow and dark cavern you have a +2 at acrobatic Tricks, +1 at Parry and -1 to be hit.

Don't Get 'im Riled! (Combat): Req.: Novice, Wild Card
Your hero not only ignores his wound penalties when causing Fighting damage, but actually adds his wound penalties to the roll. A hero with a -3 wound penalty, for instance, adds +3 to his damage rolls!

Close Fighting (Combat): Req.: Novice; Agility d8; Fighting d8
When you face an opponent with weapons larger than a knife and you wield a weapon without Reach, you add the Reach of his weapon +1 to your Parry.

Improved Close Fighting (Combat): Req.: Seasoned; Close Fighting
You get the Reach +1 bonus to your Fighting.

Dirty Fighter (Combat): Req.: Seasoned

All Trick maneuvers attempted in melee are made at +2.

Really Dirty Fighter (Combat): Req.: Seasoned; Dirty Fighter
When you use a Trick you can spend a benny to automatically get The Drop on any single opponent. You does not have to be successful on the Trick to get The Drop. You have to describe the Trick action and how you get The Drop. At that point your opponent is at your mercy, so the outcome of the situation depends, but generally The Drop will be in effect until 'used'. For example, LeChuck throws a bucket at Guybrush, which hits it with his sword, giving at LeChuck enough time to extract his pistol and point it at Guybrush's head. Now he has The Drop on Guybrush, and if he moves LeChuck will shoot him.

Combat Sense (Combat): Req. Seasoned, Fight d8+, Notice d8+
This character is adept at fighting and keeping track of multiple foes. Opponents gain no Gang Up bonus against him.

Take the Hit (Combat): Req.: Novice, Vigor d10+
They add +2 to Soak rolls made to eliminate wounds.

Master & Commander (Leadership): Req.: Seasoned, Smarts d8, Boating d10, Intimidation d8, Command, Ship captain
Your crew has +2 at Boating rolls.

Arcane Artificer (Professional): Req.: K. (Rune Magic) d10
Runes are the most common "trapping" of this Edge, but such details depend on the particular setting. On taking this Edge, the hero may craft (or modify) an item that adds +1 to the user's relevant trait roll, increases the damage of a weapon by +1, or increases the bonus of armor by +1. Assuming the artificer is always "fiddling" with devices (not locked in a dungeon, for example), and has adequate tools (normally a box that weighs around 20 lbs), he may make a Knowledge (Rune Magic) roll at -4 at the end of any session in which he levels. If successful, he adds another +1 to any item of his choice. This could be his own blade, the cloak of another, or any other item of his choice. The item now adds that bonus to the user's relevant trait or damage

roll, or armor rating. No item may have more than a +3 bonus (such devices are relics and outside the scope of this ability).
Stacking: Bonuses from enchanted items don't stack, so a sword +3 (Fighting) wielded by someone with gauntlets +3 (Fighting) gets only the highest of the two.

Brainiac (Professional): Req.: Novice, Smarts d10+

Any time he makes an unskilled roll for a Smarts based skill, he may do so at d4 instead of the usual d4-2.

Mechanical Genius (Professional): Req.: Novice, Smarts d6+, Repair d6+, Notice d8+

He suffers no negative penalties on trait rolls for lack of equipment in most situations. In addition, given a few simple tools, props, or devices, he can generally rig simple devices to help escape from death-traps, devise weapons to match some bizarre need, or otherwise create something that's needed when such a thing isn't actually present. The extent of this is completely up to the Game Master, but creativity should be rewarded, particularly in dire situations where few other answers are possible.

- Musketeer (Professional): Req.: Novice; Shooting d8

It takes one less turn to recharge a black powder weapon.

Scrounger (Professional): Req.: Seasoned; Streetwise d8

When you buy goods in territories you know well and in which you have good contacts, you pay 25% less.

Slayer (Professional): Req.: Novice; choose target creature type
With a raise (or more) to hit the target creature you get to double the damage instead of getting the usual bonus.

Merchant (Professional): Req.: Novice; Persuasion d8

When the character commerce in large quantities of goods he can buy them at 25% less than normal.

Master merchant (Professional): Req.: Novice; Merchant
When the character commerce in large quantities of goods he can sell them at 25% less than normal.

- Rope monkey (Prof.): Req.: Seasoned; Agi d8, Climb d10

When there is ropes or tree branches or something similar at which the character can easily grapple he can make a Climbing test (at -2 if there isn't much to which grapple) and move d10" from a point to another ignoring the terrain. With a raise he gets a +2 to attack and damage against enemies in the vicinity. If it's used to exit from close combat enemies has -2 to hit the character with their free attack (it functions even with First Strike or similar). If the character fall in such an environment, with a Climbing roll he can halve the damage, with a raise he avoids damage completely.

Scout (Professional): Req.: Novice; Notice d8

When there is a random encounter while traveling, you can roll Notice at -2 to spot it in advance. You get +2 at Notice to avoid being surprised.

- Treasure hound (Professional): Req.: Novice; Luck

Treasures you find has their value increased by 25%. There is a +10% that it contains magical or special object.

Gift of Gab (Social): Req.: Novice, Smarts d8+

Given a few minutes of conversation, your hero effectively has a d4 in *every* language, meaning he can get across basic messages to just about anyone given a little time. In addition, he adds +1 to the die rolls of any language skills he actually has a d4 or higher.

Kemosabe (Social): Req.: Novice, the "story" of how the contact came to be

Kemosabe means the character has a few friends in a particular "enemy" culture. When dealing with these organizations, the hero's contact might be able to save his bacon, negotiate a temporary truce, provide information on a common enemy, and so on.

Renown (Social): Req.: Seasoned, a "story" of how you gained your reputation

Add +2 to your hero's Charisma, but only for those who've heard of your hero. This is generally up to the Marshal. If he's unsure, it's 50/50.

Frugal (Social): Req.: Novice; Smarts d8

The cost of surviving is halved and you have +2 at avoiding getting drunk.

Improved Enchant (Legendary): Req.: Legendary, Enchant
Improved enchant works the same as Enchant with one important exception—the power is “always on” and no longer requires Power Points to use (it has infinite points). The cost, however, is the permanent expenditure of the creator’s own Power Points. The cost in Power Points is equal to two times the usual cost of casting the power. A wand of fireballs (blast), for example, could be created for 4 points. If the caster wanted the fireballs to cause 3d6 damage, the cost would be 8. For 3d6 damage and a Large Burst Template, the cost is 12. Similarly, a suit of plate mail could be given additional Toughness with the expenditure of 4 permanent Power Points. (The device can always do “less” at the user’s whim, such as 2d6 damage for a blast or +2 armor instead of +4.) When the device is created, the creator makes a Spellcasting roll. Failure means the Power Points are lost (and at the GM’s fiat, the device is destroyed as well—or it could become cursed!). A success means the power is activated as usual. A raise means the power forever after activates with a raise (if desired). Relics which are always on (a ring of invisibility, a cloak of stealth, and so on), don’t require an action to activate—but may require an action to “ready”—the ring must be put on the finger, the cloak pulled over the shoulder, etc. Thus a ring of invisibility could always be worn and require no activation roll—but the wearer would always be invisible.

Clipping the Grass (Combat): Req.: Seasoned, Rock and Roll, Shooting d8+

The weapon must be a medium or heavy MG, such as an M60 or .50 cal, and must be braced on a grounded bipod, tripod, window, or other solid surface. When using suppressive fire, those caught in the area of effect take damage on a Spirit roll of a 1 or 2 instead of just a 1.

Groundhog (Combat): Req.: Seasoned, Guts d6+, Smarts d6+
When prone, this soldier receives -4 protection, instead of the usual -2. He is also only hit by Suppressive fire if both his Spirit die and his Wild Die come up ones. While this Edge is negated if the attacker moves within 3", the Groundhog still receives this Edge's benefits even if attacked from the side.

Hose 'Em Down (Combat): Req.: Novice, Shooting d8+
When using a braced medium or heavy machine-gun (such as an M60 or .50 cal), this hero can suppress an area equal to two Medium Burst templates. The second template must be adjacent to the first (in any direction), and the weapon burns through double its usual amount of ammunition.

Improved Hose 'em Down (Combat): Req.: Seasoned, H'EmD
This edge allows an MG gunner to suppress an area equal to three Medium Burst templates, at triple the usual amount of ammo spent. Each additional template must be adjacent to the first.

Thumper King (Combat): Req.: Novice, Shooting d8+
A grunt with this Edge has an uncanny knack with this or other grenade launchers (such as the M203), and can lob his shots with startling accuracy. Halve all deviation rolls for grenades launched by this soldier.

Thumper God (Combat): Req.: Seasoned, Marksman, Thumper King

The Thumper God now knows how to angle the shot so that it does the most damage to the targets beneath it. He halves deviation rolls as above, and adds +2 to his grenade’s damage rolls.

Born Leader (Leadership): Req.: Veteran
Soldiers making group rolls while under this leader’s command roll d8 as the Wild Die instead of d6.

Command Presence (Leadership): Req.: Novice, Command, Rank

An NCO or officer with this Edge has a “command radius” of 10" instead of the usual 5".

Remember Cameron! (Leadership): Req.: Novice, Command, Rank (Officer), Service (French Foreign Legion)

On April 30th, 1863, sixty-five Legionnaires held off a force of over 2000 Mexican troops outside a dusty Mexican village. The battle ended with a bayonet charge by the six remaining

Legionnaires. This date has become enshrined in Legion history, and the wooden hand of the commanding officer is paraded before the ranks each year.

This Foreign Legion NCO or Officer can imbue those around him with the esprit which has permeated legionnaires for decades. As an action, the leader may make a Spirit roll at -2. If successful, every Shaken legionnaire in his command radius is automatically unshaken. ToD

Medic! (Professional): Req.: Novice, Healing d6+

If the medic can get to a wounded non-Wild Card by the end of the round in which he was wounded, he can make an immediate Healing roll at -2. If the roll is successful, the victim is merely Shaken instead of wounded.

Ranger Tab (Professional): Req.: Novice; Service (Special Ops: LRRP or Ranger)

This soldier is a graduate of the grueling training at the US Army’s Ranger School at Fort Benning, Georgia. This character gains +2 to all Fatigue rolls made against environmental hazards (including cold, heat, and sleep), and +2 to all Survival rolls. Ranger-trained soldiers make Vigor rolls every 18 hours for sleep deprivation, as opposed to the standard 12 hours. ToD

Rank (NCO) (Professional): Req.: Novice; Smarts d6+

This character begins the game as a noncommissioned officer. In the Army and Marines this is a corporal. In the Navy he’s a petty officer.

Rank (Officer) (Leadership): Req.: Novice; Smarts d6+

This character is an officer. As a US service member, he is either a product of the Reserve Officers Training Corps (ROTC) or an undistinguished graduate of one of the US Military Academies (West Point or Annapolis). This Edge makes your hero a 2nd Lieutenant in charge of a single platoon. Except in very unusual circumstances, there is only one officer per platoon. ToD

Water training (Professional): Req.: Novice; Vigor d8+, Swimming d6+, Service (Special Ops: SEAL, Marine Recon, Special Forces)

Your hero has been to one of the various military schools that teach combat swimming. Whether a SEAL, Marine Recon, or Special Forces soldier, this rigorous training has improved the grunt’s swimming ability far beyond those of the typical person. This hero can hold his breath for twice as long, and all Swimming rolls are at +2.

Band of Brothers (Social): Req.: Wild Card, Veteran, Common Bond

This group of soldiers has been to Hell and back together. Subtract 1 point of damage from every attack that hits the character for each other “brother” within 6", to a maximum of -4. If three heroes with the Band of Brothers Edge fight together, for instance, they ignore three points of damage from every attack that hits them.

Scrounger (Social): Req.: Novice, Smarts d6+, Streetwise d6+
Once per session, and while in a populated area (such as a large village or town), a successful Streetwise roll allows the Scrounger to do one of the following:

- Improve one squad’s Ammo one level
- Improve one squad’s Rations one level
- Acquire 2d6 “refills” for a medic’s med pack
- Acquire some rare but not particularly valuable item (a Coca-Cola in a distant village, matches in the jungle, etc) ToD

Courage Under Fire (Weird): Req.: Novice, Command, Rank
The War Master secretly rolls 1d4 at the start of each mission. This is the number of wounding attacks your character can ignore while standing and commanding your troops. Instead of hitting your hero, the round knocks off his helmet, the bayonet tears a canteen off his hip, and so on. Standing in the open while under direct enemy fire triples the command radius of this leader. This Edge only works against direct-fire ranged attacks or melee attacks. It has no effect on damage inflicted from area effect weapons.

Bilge Rat (Combat): Req.: Novice, Agility d8+, Fighting d8+
The character no longer suffers the -2 penalty when fighting below decks (see 50 Fathoms, page 30) when using a weapon

longer than 6" so long as it has no Reach value. If the weapon has a Reach value the -2 penalty applies as normal.

Improved Bilge Rat (Combat): Req.: Seasoned, Bilge Rat
The character can use any weapon below decks without incurring the -2 penalty for fighting in cramped conditions.

Oversized Weapon Master (Combat): Req.: Seasoned, Fighting d8+

The character may use two-handed melee weapons with one hand. He must still meet the minimum Strength requirement to use the weapon.

Ramming Speed! (Combat): Req.: Seasoned, Boating d8+
The character receives a +2 bonus to perform a Ram maneuver if captaining the vessel. In addition, the ship takes only half damage from ramming attacks it delivers (one-quarter if the ship is fitted with a ram).

Board 'Em (Leadership): Req.: Novice, Command, Throw d8+
The character is a master at judging when to launch grapples against enemy vessels. When he leads the boarding party group Throwing rolls to grapple an enemy vessel receive a +4 bonus.

Boarder (Professional): Req.: Novice, Boating d6+, Climbing d8+, Throwing d8+

Many captains instill courage in their men by offering additional rewards to the first man to board an enemy vessel. Few survive to claim their prize. Through skill and luck the character has survived dozens of boarding actions and feels empowered by the adrenaline rush. All Climbing and Throwing rolls involving ropes are made at +2. Anytime he is the first allied character to board an enemy vessel he receives a benny. 50FC

Ship's Carpenter (Professional): Req.: Novice, Boating d6+, Knowledge (carpentry) d6+, Repair d8+

The character may use his knowledge of carpentry to repair damage to a ship without taking it to a dry dock. Repairing each wound requires a successful Repair roll, takes 1d4 days, and requires timber to the value of five times the ship's base Toughness. With a failure the time is wasted, though the materials may be reused. Critical wounds require a successful Repair (-2) roll and take 1d6 days to fix. Repairs cannot be made at sea—the ship must be beached as with careening. 50FC

Good or Bad Reputation (Social): Req.: Veteran
Whether the character is branded a hero or villain, he has earned a reputation. He may add his Charisma to Intimidation rolls. A negative score is treated as positive for this purpose (and the character has a bad reputation).

Storm Chaser (Weird): Req.: Novice, Boating d8+
When the weather is at its worst the character is at his best, seeming to read the storm like he would a book. Such characters are respected for their skill but feared for their love of a good storm. The character receives +2 to all Boating rolls made during a storm. In addition, the character may draw two cards each round during a storm and keep the best card. If the character has the Wind Sense Edge as well he draws three cards total. 50FC

Wind Sense (Weird): Req.: Novice, Smarts d8+, Boating d8+
The character has an almost supernatural knowledge of air and wind. He can sense changes in the weather and wind direction long before they actually happen. If the character is piloting a ship he gains +2 to Boating rolls during chases, using his knowledge of the winds to outrun and catch prey. In addition, the character may draw two cards each round during a storm and keeps the best. If the character has the Storm Chaser Edge as well he draws three cards. 50FC

Linguist (Background): Req.: Novice, Smarts d6+
Your hero has an ear for languages and a rare talent for recognizing similarities between them. A character with this Edge starts with an additional two known languages and can make a standard Smarts roll (-2) to make himself understood in any language he has heard spoken for at least an hour.

Stout-hearted (Background): Req.: Novice, Guts d4+
A character with this Edge gets a +1 bonus to all Guts rolls, and a +2 modifier to rolls on the Fright Table. A Yellow hero cannot take this edge.

Improvisational Fighter (Combat): Req.: Novice, Smarts d6+

A character with this Edge has practiced using improvised weapons, and does not suffer the usual -1 attack penalty when wielding them.

World Traveler (Social): Req.: Seasoned
This character is familiar with other nations and cultures, and doesn't suffer the standard Outsider penalty when traveling to a foreign country.

Gypsy Curse (Weird): Req.: Veteran, Spi d8, Pers. d8, Taunt d8
This Edge is only available to full-blooded gypsies. The character can use an action to call down a curse upon a chosen enemy. The targeted creature must make a successful Spirit roll or become Shaken as if it failed a test of wills.

Power Lifter (Background): Req.: Novice, Brawny, Strength d8
His load limit is 15 x Strength, and he gets +1 on melee damage and rolls to break things.

Headshot (Combat): Req.: Novice, Shooting d8+
He suffers only a -2 penalty when he takes a Called Shot at a zombie's head (instead of the usual -4). This Edge works only against zombies or other slow moving or stationary targets.

Physician (Professional): Req.: Novice, Healing d8+, Knowledge (Medicine) d8+
Characters with the Physician Edge get +2 on Healing rolls. This is cumulative with the Healer Edge.

Arcane Background: Miracles DLR (Background): Req.: Novice; Faith (Spirit) ; PP: - ; Powers: -
You can attempt to petition your lord for any power available to the Blessed (Aim, Armor, Barrier, Beast Friend, Boost/Lower Trait, Deflection, Dispel, Elemental Manipulation, Environmental Protection, Exorcism, Gambler, Greater Healing, Healing, Inspiration, Light, Protection, Quickness, Sanctify, Smite, Speak Language, Stun, Succor, Windstorm). Your blessed hero says a short prayer and you make a Faith roll. Modify the roll by -2 per Rank. Cannot maintain a power beyond its base duration, but if they get a raise the duration is doubled. On a failure the power has no effect and the blessed gains a Fatigue level, that can only be removed by several hours' quiet contemplation (3 per level) or a good night's sleep. Crisis of Faith: If the Faith die comes up 1 (regardless of the result of the Wild Die), your hero suffers a crisis of faith. His prayers are ignored and his Faith die type is reduced by 1 until the next time he successfully performs a miracle. If reduced below d4 the blessed has lost his faith. He can no longer perform miracles and must find some way to ease his doubts. Much like atonement for a mortal sin, this usually takes the form of a spiritual quest to restore the blessed to his devout ways, performing a truly selfless act, converting a tribe of heathens, showing courage in defending the faith, and suchlike. The Marshal does not have to tell you what is required. It is up to the wayward soul to rediscover his faith, at which time he can once again perform miracles. Sin: The information on what constitutes a sin to Christians—the most common religion on the frontier—is a good guide for what rules apply to other denominations. Sinner: Minor: Taking the Lord's name in vain, getting drunk, lying, refusing aid to those in need, envying another's possession. Major: Theft, turning away from those in dire need, failing to take communion (for a Catholic). Mortal: Adultery, killing other than in self-defense, blasphemy (denial of faith).

Conviction (Power): Req.: Novice, Arcane Background (Miracles), Spirit d6+, Faith d6+
This hero gains a +2 modifier to all Faith rolls made to call down miracles. DLR

Flock (Power): Req.: Seasoned, Arcane Background (Miracles), Spirit d8+, Faith d8+
Flock gives your padre 5 followers who serve at his side in whatever capacity you choose. They have the stats of Townsfolk (Agi d6, Sma d6, Spi d6, Str d6, Vig d6, Fighting d4, Knowledge (Trade) d8, Notice d6, Shooting d4, Cha: 0; Pace: 6; Parry: 4; Toughness: 5) though they can gain skills just like any other Allies. Members who perish are slowly replaced over time. The Edge may not be taken more than once until the blessed is

Legendary. At that point he may take it as many times as he'd like (as well as the Followers Edge, if he so chooses). DLR

Voodoo (Power): Req.: Novice, Arcane Background (Miracles), Spirit d8+, Faith d6+

Each night the voodooist must contact the loa and enlist their aid for the day to come. With a Faith of d4, the ritual must last at least 4 hours. For each die type above d4, the time required is reduced by 30 minutes. During the ritual, the individual's powers are focused into charms—rocks, feathers, chicken bones, and squishy stuff—carried in medicine bags, on a necklace, and so on. When he wants to call on the power of a loa, the houngan takes an action to use a charm. He hurls a bone as an attack, rubs a cat's tooth for armor, and so on. Then he can make his Faith roll, look for raises, and so on. The charm is used up afterwards. Voodoo practitioners gain access to powers that other blessed characters do not (curse, fear, mind rider, puppet, vision quest, and zombie). Finally, a voodoo practitioner is freed from the restrictions of the Sinnen' table. DLR

Arcane Background: Huckster DLR (Background): Req.: Novice; Spellcasting (Smarts); PP: 10; Powers: 3

Works like the Arcane Background (Magic) Edge, except that PP recharge at 1 point every three hours! Rapid Recharge reduce to two hours, and the improved to an hour. Backlash: If the spellslinger rolls a 1 on his Spellcasting die, (regardless of the result of his Wild Die), he suffers backlash and is Shaken. Deal With the Devil: Instead of the normal casting procedure hucksters can choose to "deal with the devil." Dealing with the devil is a free and instant action. The huckster announces which of his spells he's casting (including any variables), and how many PP he needs. He draws five cards plus one per point of Grit. He then makes the best poker hand he can: Ace High: 1PP; Pair: 2PP; Jacks: 3PP; Two Pair: 4PP; Three of a kind: 5PP; Straight: 6PP; Flush: Spell goes off with a raise (if possible, otherwise no extra effect); Full House: As flush, and hex Duration is doubled (except Instant hexes); Four of a kind: As flush, and hex Duration is multiplied by 10 (except Instant hexes); Five of a kind: As flush, but the huckster can turn the power on or off at will for 24 hours at no cost; Straight flush: As above, and the huckster draws a Fate Chip from the fate pot. The Good the Bad and the Ugly: If the huckster's hand matches or beats the number of Power Points needed to cast the hex, he's won his bargain with the manitou. He still needs to make a Spellcasting roll to determine success, but the power points are paid by the manitou. With a Flush or better, success is automatic, but a Spellcasting roll may still be needed to hit or in the case of an opposed roll (the huckster gains a +4 bonus for the Flush). If he fails to generate enough power or uses a Joker in his final hand, after the hex takes effect (or fails), the Marshal rolls on the Backfire Table (d20): 1-4, Brain Drain: The huckster's Shaken for 1d6 rounds before he can attempt to recover and his Spellcasting drops a die type for 24 hours; 5-8, Backlash: He suffers 3d6 damage; 9-12, Spirit Sap: The hexslinger must make a Vigor roll or become Incapacitated. Even with success he suffers a level of Fatigue. One level of Fatigue is recovered every 15 minutes of rest. 13-15, Madness: He picks up a Dementia from the Mad Scientist's Dementia Table. He must also make a Smarts roll. If failed, the Dementia is permanent. Otherwise it lasts for 1d6 days before he "snaps out of it"; 16-19, Corruption: The hex is twisted to have the worst possible result for the hexslinger. Damage-causing spells affect him or his allies, protection affects his foes, information-gathering incantations lie, and so on; 20, Mindwipe: The spellslinger's Spellcasting die drops 1 level permanently.

Dealer's Choice (Power): Req.: Novice, Arcane Background (Magic), Spellcasting d6+

Any time you are dealt a card for any reason, after you have looked at it, you can choose to spend a Fate Chip to discard it and redraw another card.

High Roller (Power): Req.: Seasoned, Arcane Background (Magic), Spellcasting d6+, Guts d8+

When dealing with the devil, your hombre draws an extra card. He may still only use five cards to form the hand, but now he has more choice.

Improved High Roller (Power): Req.: Veteran, High Roller. This Edge functions like High Roller, only the spellslinger draws two extra cards instead of one.

Old Hand (Power): Req.: Heroic, Arcane Background (Magic), Spellcasting d10+

When dealing with the devil, red Jokers are wild cards but don't cause Backfire. Black Jokers still bring the pain as usual.

Whateley's Blood (Power): Req.: Novice, Arcane Background (Magic).

Many of the Whateleys are deformed, though your hero doesn't have to be (take the appropriate Hindrance if he is). All have some tell-tale mark—pale skin, jet black hair, long fingernails, sallow complexion, and so on, and all have green eyes. Whatever mark you choose gives your descendant -2 Charisma. Female with Whateley blood can choose if her tell is unsettling (-2 Charisma) or exotic (+2). Hucksters with Whateley spirit have learned "blood magic". They can voluntarily suffer a Fatigue level for 2 Power Points.

Arcane Background: Shamanism DLR (Background): Req.: Novice, Old Ways Oath; Tribal Medicine (Spirit); PP: 15; Powers: 2

Works like Arcane Background (Miracles) from the Savage Worlds rulebook. Sins for Indian shamans are: Minor: Using a gun or other manufactured tool in an emergency; eating food other than that hunted or killed according to the Old Ways; traveling by stage; Major: Using a gun or other manufactured tool except in an emergency; dwelling in an abode manufactured other than according to the Old Ways; drinking firewater (that's whiskey); Mortal: Traveling by rail; using a gizmo or infernal device. As long as the shaman is in the wilds, sleeps under the stars, is warmed by an open fire, or otherwise away from "civilization," he regains Power Points at twice his usual rate. Tribal Medicine: To use a power, the shaman must perform some sort of ritual. At the very least this involves chanting and a Tribal Medicine roll. If the shaman cannot speak, he cannot use any powers. The shaman can choose to chant and dance to gain a +1 on his Tribal Medicine roll, he must be able to speak and move freely for a full minute to get this bonus. If he has time, the shaman can chant, dance and perform some physical trial (scarring, maiming or some ritual endurance test), to gain a +2 on his Tribal Medicine roll. This takes at least 20 minutes, but could be more than a day, depending on specific ritual. The Marshal may grant a larger bonus for particularly elaborate ceremonies. Bad Medicine: If a Shaman ever rolls a 1 on his Tribal Medicine die (regardless of the result of his Wild Die), the power he was trying to summon fails and he gains a Fatigue level that can only be regained by several hours' meditation, communing with the spirits, in a sweat lodge or suchlike.

Fetish Creator (Power): Req.: Novice, Smarts d8+, Spirit d8+, Arcane Background (Shaman), Tribal Medicine d8+

Once per game session, the shaman can create a magic talisman that uses any power available to the shaman. It has half the creator's Power points and once these are used up they do not recharge. The ritual to imbue the object takes 1d20 minutes. Activating the device requires a Spirit roll.

Arcane Background: Weird Science DLR (Background):

Req.: Novice; Weird Science (Smarts); PP: 20; Powers: 1
Whenever someone using a scientist's gizmo rolls a 1 on their trait die (regardless of the result of their Wild Die), it explodes, erupts, or otherwise breaks in the most spectacular and injurious manner possible. This causes 2d6 damage in a MBT centered on the user. The gizmo is ruined until repaired, which requires 2d6 hours and a Repair roll by someone with Arcane Background (Weird Science). Every time the inventor takes the New Power Edge, he gains a random dementia (d20). 1-2, Absent Minded: He might eat raw coffee one day or forget to wear his pants the next. To remember an important detail, he must make a Smarts roll. If he fails, he can't remember it. Don't overuse this,

Marshal, just when it is important. 3-4, Delusion: The inventor's mind snaps and he comes to believe something that is patently untrue. Maybe he thinks he's a werewolf, or the sky is blue because the "Moon People" paint it that way every morning. His quirk reduces his Charisma by 1. 5-6, Eccentricity: This cowpoke becomes what we like to call an eccentric. Other folks just call him "loco." Maybe he smothers his food in vinegar or eats lots of bran to keep his digestive system clear (ugh). The condition is basically harmless and amusing, though occasionally annoying, lowering his Charisma by 1. 7-8, Evil Deeds: An insidious manitou convinces the hero that someone or something is evil, or trying to steal his ideas, and must be stopped. Each time the character gets this result, his madness is more pronounced. At first he may only talk badly about his "enemies." Later on he might attempt to ruin or even kill them. 9-10, Depression: The tortured genius becomes incredibly depressed about himself, his inventions, the futility of humanity, or his chances of surviving another adventure. He often speaks of mankind's impending doom. His lack of faith causes him to lose 1 point of Grit every time he gets this result. 11-14, Phobia: The scientist develops a strange fear of something completely irrational and unrelated to his inventions (his phobia does not prevent him from working). He gains a Major Phobia when in the presence of the feared object or environment. See *Savage Worlds* for a complete description of phobias and their effects. 15-16, Mumbler: The engineer talks to himself constantly and his sentences often taper off into meaningless drivel. Occasionally, he might hear "voices" talking back, whispering the secrets to brilliant new inventions. The frightening truth is, the voices are real. This lowers his Charisma by 1. 17-18, Paranoia: Everyone's out to steal the inventor's ideas, or so he believes. Or maybe sinister creatures from "Dimension X" are lurking just outside his lab, waiting to steal his amazing breakthrough so they can conquer the Earth. His bizarre claims lower his Charisma by 2. 19-20, Schizophrenia: Any time any player draws a Joker, the character adopts a drastically different attitudes from time to time. At one moment he might be passive and restrained. Later on he's a raving madman. Choose a new Minor Hindrance for the poor sap to reflect the change. Make sure the Hindrance is a mental instability rather than a physical handicap.

Alchemy DLR (Power): Req.: Novice, Arcane Background (Weird Science), Knowledge (Chemistry) d8+

The alchemist has half his normal Power Points per known power to divide among as many potions as he wishes. Extra points may be put into a potion to maintain the duration up to that limit. The alchemist can brew potions for each power he knows. Brewing a potion requires a chemistry set and 30 minutes per power. At the end of the brewing process, the alchemist must make a Weird Science roll. Failure means the potion is ruined. Success indicates it will work when used, and raises work as usual. Attack powers require a Throwing roll to hit (range of 3/6/12), and opposed powers require a normal success to resist (or -2 with a raise). Otherwise, no roll is needed to use a potion.

Arcane Background: Chi Mastery DLR (Background): Req.: Novice, Martial Arts

Req.: Novice; Varies (Spirit); PP: 20; Powers: 2

Chi Mastery works much as Arcane Background (Super Powers).

Martial Arts DLR (Combat): Novice, Req.: Fighting d6+

Even when your hero fights unarmed, he is considered armed. In addition, opponents in melee combat never benefit from any gang-up bonus against your hero.

Superior Kung Fu DLR (Power): Req.: Novice, Martial Arts, Spirit d6+, Fighting d8+

When you take this Edge, pick one of the martial art styles below and take the listed bonus. This Edge can be taken more than once, but you must pick a different style each time. A character can only benefit from one style during his action, but can change styles as a free action at the start of a turn. Drunken Style: Your hombre has +1 Parry but has Pace -2. Eagle Claw: Your Fighting attacks inflict Str+d4 at AP 1. Mantis: Discard and redraw cards of 5 or lower. If he has the Quick Edge, discard and redraw cards

of 8 or lower. Monkey: You gets +2 when making Taunt rolls or performing Agility Tricks. Shaolin Temple: Fighting attacks inflict Str+d6. Shuai Chao: If you Grapples an opponent and inflict damage causes Str+d4. Tai Chi: Opponents knocked back 1d4" per success and raise. If they strike a solid object, such as a wall, they are automatically Shaken. Tan Tui: Your hombre's kicks cause Str+d6. He can rise from Prone at no movement cost. Wing Chun: Your hero attacks as if he had the Two Fisted Edge when using his bare hands and feet.

Unofficial Edges:

What it takes (Power): Req.: Novice, Arcane Background: Super Powers

Choose an equipment (or a suite of equipments like your costume) that you have. As an action you can summon that equipment in your hands. The equipment is usually quite small, or is some sort of clothes and so. A big thing like a vehicle is not suited (but see with GM). Usually the equipment appear with some sort of special effect, and often retains an odd aspect, but is a total mundane equipment.

Night Vision (Background): Req.: Novice

Your character ignore penalties for Dim and Dark illumination.

- Familiar (Background): Req.: Novice, Spirit d6

The character has an animal of medium – small size (but this may vary), that is loyal to him and with which has a strict and very strong bond. The animal gains human intelligence (loose the 'A' in Int) and gains the ability to understand all the languages his master can speak (and can also speak them roughly if it can articulate words). The animal is loyal to his master but has his will, so would not put himself in suicidal situations without a very good reason and the like. It will claim loyalty, love and respect from his master, or will leave him. It will die of natural death some weeks after or some days before his master. If the familiar is lost in some manner, it will not be replaced and the advantage is lost.

Authority (Background): Req.: Novice, Non-Criminal

You have the right to enforce the laws of the land within your jurisdiction and are imparted the necessary equipment to carry out your task, such as a uniform and weapons. Any abuse of your legal powers may lead to reprimand or expulsion from the legal institution in question.

Crushing Blow (Combat): Req.: Seasoned, Strength d8+, Fighting d10+

The character is a master at exploiting the crushing power of such weapons as maces, hammers, and mauls. When wielding such a weapon, they may take a -1 Parry on a given round to add +2 to their Damage.

Deadly Opportunity (Combat): Req Veteran, Agi d8+, Fight d10+

Any character wielding a rapier, dagger, or similar small/light weapon can become experienced enough to exploit opportunities to strike weak points and vital areas. When such a character successfully performs a Trick maneuver, they get the benefit of getting the Drop on that target (gaining +4 to their Attack and Damage rolls, though they are not considered on Hold). This bonus is in addition to the -2 Parry the target suffers for being Tricked.

Hold Off (Combat): Req.: Seasoned, Str d8+, Fighting d10+

A character with any weapon that requires 2 hands may, on a given round, give up a -1 on their Attack rolls to add +2 to their Parry until they act again.

Overwhelm (Combat): Req.: Seasoned, Str d8+, Fighting d10+

The character knows how to take advantage of the armor-punching power of such weapons as axes and halberds. On any given round, they can take a -1 Parry to gain a +2 AP bonus (this is in addition to any existing AP bonus the weapon may have).

Defensive Fighting (Combat): Req.: Novice, Agi d8, Fight d8
When taking a Defend action (+2 to Parry), your hero may make other actions with whatever Multiple Action Penalties may apply. Alternately, your hero gains an additional +2 bonus, for a total of +4 to Parry, if Defend is the only action (other than free actions,

like normal movement) taken in a round. (Normally, the Defend action gives you a +2 bonus to Parry and your hero can't make other actions.)

Fist of Iron (Combat): Req.: Seasoned, Martial Artist or Pugilist, Agility d8, Strength d8

Your hero's unarmed attacks gain AP+2.

Fist of Legend (Legendary): Req.: Legendary, Iron Fist

Your unarmed attacks gain AP+4 and count as Heavy Weapons.

Merciful Touch (Combat): Req.: Seasoned, Martial Artist or Pugilist

Your make an unarmed non-lethal attack as touch attack (+2).

Pugilist (Professional): Req.: Novice, Agility d6, Strength d8, Fighting d6

Your hero deals an extra point of damage when attacking unarmed. Your hero also ignores the multiple action penalty for attacking with both fists in a round, similar to the Two Fisted Edge.

Wrestler (Professional): Req.: Novice, Strength d8, Fighting d6

You gains a +1 bonus to Fighting and Parry when grappling.

Focused Mind (power): Req.: Seasoned, Arcane Background (Mystic Martial Arts)

You gains a +1 bonus to arcane skill rolls when using or maintain powers and a +2 bonus when maintaining concentration.

Supremely Focused Mind (power): Req.: Heroic, Arcane Background (Mystic Martial Arts), Focused Mind

Your hero gains a +2 bonus to arcane skill rolls when using and maintaining powers and a +4 bonus when maintaining concentration.

- Combat Archer (Professional): Req.: Veteran, Archer, Agility d8+, Fighting d8+, Shooting d10+, Trademark Weapon (bow), a heavy-duty bow made of hard material.

Combat Archers are trained to hit someone with their bow for STR+1 damage (using their Fighting Skill, of course). In addition, they gain a +1 Parry while armed with their chosen bow. Finally, Combat Archers may fire their bows in Close Combat (though the same rule applies as does for pistols; the TN for the attack becomes the target's Parry).

- Fencer (Professional): Req.: Novice, Agility d6+, Fight d8+ Fencers gain a +1 Parry while unencumbered, and they gain a +1 to offset any Called Shot penalties. Both of these bonuses require them to be armed with a rapier or similar light weapon.

Bard (Professional): Req.: Novice, Spirit d6+, Smarts d6+, Persuasion d8+, At least 2 appropriate Knowledge Skills (such as History, Legends, or Nobles)

The bringers of news and entertainment around the world, Bards are a respected (though sometimes mistrusted) lot. They are well-educated and well-travelled, taking every opportunity to learn a new tale or a new piece of news. Bards are skilled orators, jugglers, singers, and musicians. They are also capable negotiators, and in many smaller towns they are called upon to arbitrate disputes. Bards may expect hospitality almost anywhere they go, and they gain a +2 to their Charisma. They also gain a +2 on any Knowledge checks, and they are considered to have a subjective modifier of +2 on all Common Knowledge rolls. Bards all know how to play multiple instruments, sing, juggle, and tell good stories. They may use their Persuasion skill whenever they perform.

Archer (Professional): Req.: Novice, Agility d6+, Shooting d8+, Marksman; only works with bows.

Those who train in advanced techniques learn how to master the bow in all conditions, and they can compensate for any difficulties. Archers reduce all Called Shot, Range, and Cover penalties by 1.

Demolitionist (Professional): Novice, Repair d8, Agility d8

The character adds +2 to Repair rolls when setting or removing explosive charges. Additionally, the character adds +2 to Common Knowledge rolls when attempting to answer questions related to explosives and the act of demolition.

Hacker (Professional): Seasoned, Repair d8, Smarts d8

The character adds +2 to Repair rolls when it involves the operation and care of all electronic or computer based equipment

—detecting if a room is bugged, removing a bug if it is found, planting a bug, wiretapping, or breaking into a computer system. Additionally, the character adds +2 to Common Knowledge rolls when attempting to answer questions related to electronics or basic computer operations.

Master of Disguise (Professional): Seasoned, Persuasion d8, Stealth d8, Streetwise d6

The character adds +2 to all Persuasion and Stealth rolls when the character attempts to pass as something he is not.

Natural Athlete (Professional): Novice, Agility d8

The character adds +2 to Agility rolls in land-based sports, such as skiing, golf, soccer, etc.

M.I.6 Agent (Professional): Novice, Agi d8, Sma d6, Spi d6

An Agent at Novice rank is an unknown quantity to the enemy.

This aids him in keeping a low profile, but it also prevents him from getting priority treatment from M.I.6 or Q as far as choice of missions or equipment. An Agent at Seasoned rank or higher is one who has usually been in the branch for some time and has refined his skills and abilities through hard work and experience.

He has acquired some degree of fame, and the opposition is aware of his status in the intelligence community. He does not have the License to Kill; however, he does have higher priority when it comes to choice of both equipment and missions. When becoming an M.I.6 Agent, the character gains 4 skill points (one point must be used to gain a new Knowledge skill). This is due to the intense training that the characters experience when they join the secret service. Also, M.I.6 Agents add +2 to all Investigation and Streetwise rolls. JAMES BOND

“00” Agent (Professional): Veteran, M.I.6 Agent, Shooting d10, Spirit d8

The elite of the agency are the “00” agents. They have the License to Kill and are legally protected by M.I.6. “00” agents are England's answer to terrorism, extortion, and anything else evil that the world has to offer. There are only nine “00's”, so just because a character meets all the Req. doesn't mean there is room for another “00”. “00” agents get priority on equipment and missions, and they are often sent on assignments whose outcomes will affect many people, even nations. They are quite well-known to the opposition, and enemy missions will often be generated to assassinate them. Their major disadvantage is their fame; it is difficult for them to operate without being recognized. In fact, the opposition gains +1 on all Fame checks against “00” agents. “00” agents are intensely trained to perform “one shot, one kill,” so they add +2 to all Called Shot rolls. JAMES BOND

Companion Training (Professional): Req.: Novice, Attractive, Smarts D6+, Spirit D8+

To be a companion you need to know more than just how to do the horizontal rumba. Companions spend years learning art, history, music, dance, on top of persuasion and seduction in order to please their clients. Characters with Companion Training get a +2 Charisma and a +2 to their Common Knowledge rolls.

Shepherd (Professional): Req.: Novice, Spirit D8+

On many worlds, a man of God commands respect. The character gets a +2 on Charisma roll and/or Persuasion rolls.

Computer Hacker (Professional): Req.: Smarts D8+, Knowledge (Computers) D8+

Hackers gain a +2 to all Investigation and knowledge rolls (including common Knowledge rolls) while using a computer, also Hackers gain a +2 to any repair rolls when fixing or modifying a computer.

Bounty Hunter (Professional): Req.: Seasoned, Smarts d6+, Tracking d8+,

Bounty Hunters gain a +2 to all Tracking, and Knowledge rolls (including common Knowledge rolls) regarding the target of their current hunt.

Don Juan or Seductress (Professional): Req.: Novice; Charisma bonus of at least +2; Attractive Edge

These smooth operators make all Persuasion rolls against opponents of the opposite sex at +2.

Sniper (Professional): Req.: Novice, Shoot d10+, Stealth d8+

A sniper establishes himself in a hidden firing position by making a Stealth roll at +2. To spot the sniper, even after he opens fire, opponents must make opposed Notice rolls against his Stealth roll. If the targets can't spot the sniper, they can't return fire. However, characters with automatic weapons can use Suppressive Fire on an area, and if the sniper happens to be in the area, he can be Shaken or hit as usual. If a sniper uses double tap or three-round burst, his opponents get +2 on their Notice rolls. If he uses automatic or suppressive fire, they get +4. Characters with the Sniper Edge get +2 to Notice enemy snipers. It's kind of scary being shot at by someone you can't see. Every round characters are under fire from a hidden sniper, they must roll Spirit (adding cover modifiers as with Suppressive Fire). Failure indicates the characters are Shaken. Once the sniper is spotted, his targets no longer have to make Spirit rolls and can return fire normally.

Alchemist (Professional): Req.: Seasoned, Arcane Background: Magic, Knowledge (Alchemy) d6+, Spellcasting d4+

Alchemists can create potions that duplicate the effect of any Powers that they know. Potions require various alchemical substances, herbs and rare ingredients that usually take some time to gather. Generally it takes about a day to gather the ingredients for a low Power potion (1-2 Power Points) while more powerful potions may take weeks to gather the necessary components (and may even involve quests for certain rare reagents). Brewing a potion takes a day and a successful Spellcasting roll; success indicates a potion is complete with the success level noted while failure means the ingredients are wasted and the process must start from scratch. Rolling a one on indicates the potion is cursed with wildly variable results (usually detrimental). The Alchemist will not know the potion is cursed until it is used. Using a potion requires an action. Defensive potions (Heal, Raise Trait) usually require ingestion by the target person, while offensive potions (Blast, Bolt) usually requires them to be thrown at your target, with the potion being activated when the bottle breaks. In the case of thrown potions, missing your target still triggers the spell, but the effect may be wasted if they are not in the required area of effect. WHFRP

Demonologist (Professional): Req.: Arcane Background: Magic, Non-Elementalist, Knowledge (Demons) d6+, Spellcasting d8+, Summon (Demon)

Demonologists are adept at controlling demons, and gain +2 to Spellcasting rolls to summon demons, to Spirit rolls to command them and on Guts checks to resist any fear effects the creature might have. Demonologists can improve their chances of controlling demons even more by sacrificing humans or demi-humans as part of the Summoning ritual; each such sacrifice adds +2 to the Demonologist's Spirit roll to control the demon. Knowing the true name of the demon (gained through researching rare tomes of demonology) also grants a +2 to Spirit rolls to control the demon. If a Demonologist ever rolls a one during a summoning, they should make a Spirit roll. If they fail, they gain a mental disorder from exposing their mind to otherworldly horrors (in addition to the regular magic backlash); select an appropriate minor mental Hindrance or increase an existing mental Hindrance from minor to major. Demonologists of Legendary Rank may also attempt to summon Greater Demons through a long and arduous ritual. Such undertakings require knowledge of the Greater Demons true name (acquired through searching for lost demonic lore), human or demi-human sacrifices and hours equal to the Greater Demon's Spirit die type and the expenditure of Power Points equal to twice the Demon's Spirit die type. The Spellcasting roll is made at a -4. Note that since the true name and sacrifices are required for the ritual, no bonuses are gained for using them. Failing the ritual usually produces spectacular results, from opening a small, temporary portal to a demonic plane that allows lesser demons entry into the world, sucking the demonologist into the demon's home plane, or simply a destructive expulsion of demonic power that devastates the area. Known practitioners of Demonology gain the Outsider and Wanted (Major) Hindrances. WHFRP

Elementalist (Professional): Req.: Arcane Background: Magic, Non-Demonologist, Non-Necromancer, Knowledge (Elementals) d6+, Spellcasting d8+, Summon (Elemental)

Elementalists cast physical effect spells with Elemental Trappings at +2 to the Spellcasting roll. Elemental Trappings include fire, earth, air and water. Note that this only applies to spells with physical effects such as Armor, Barrier, Blast, Bolt, Deflection, Light, Obscure and Water Breathing. Elementalists of Legendary Rank can also attempt to summon Greater Elementals through a long and arduous ritual. Such undertakings require knowledge of the Elemental's name (acquired through seeking places of elemental power), hours equal to the Elemental's Spirit die type and expenditure of Power Points equal to twice the Elemental's Spirit die type. Elementalists only usually summon such beings in the most dire of emergencies, as most Elementalists do not wish to upset the balance of the elements with nature. WHFRP

Illusionist (Professional): Req.: Seasoned, Arcane Background: Magic, Knowledge (arcana) d8+, Spellcasting d8+

Illusionists cast illusionary or sense-affecting spells at +2 to the Spellcasting roll. This includes such spells as Fear, Invisibility and Obscure. Illusionists can designate any non-illusionary Powers they possess as illusionary. This allows the Illusionist to gain the +2 to Spellcasting, reduces the Power Point cost by 1/2 (round up, minimum of 1) and doubles the duration. Doing this makes the effects of the spell illusionary. Barriers may look and feel real to the casual touch, but any damage applied passes right through it. Any damage caused by illusionary spells fades in 2d6 rounds. These types of spells are most useful for creating illusionary walls with Barrier and illusionary disguises through Shape Change. In certain cases a target of an illusion may have reason to think that something is strange (a sword-strike passing through a wall without resistance); a successful Smarts roll dispels a given illusion. WHFRP

Necromancer (Professional): Req.: Arcane Background: Magic, Non-Elementalist, Knowledge (Undead) d6+, Spellcasting d8+, Summon (Undead)

Allows characters to cast spells with Necromantic Trappings at a +2 to the Spellcasting roll. Necromantic Trappings include use of bones, skin, black energy, dirges, cauls, etc. Should a character ever roll a one when casting a Necromantic spell, they should make a Spirit roll. If they fail, they gain a necromantic characteristic such as pale skin, hollow eyes, skeletal hands, decaying smell, etc. (in addition to the regular magic backlash). These characteristics give them -1 to Persuasion rolls but +1 to Intimidation rolls. Necromancers of Legendary Rank may attempt to transform themselves into Liches. Such an undertaking requires knowledge of an ancient ritual of undeath (acquired through seeking lost necromantic lore), hours equal to the Necromancer's Spirit die type and the expenditure of Power Points equal to twice the Necromancer's Spirit die type. The Spellcasting roll is made at a -4. Success indicates that the Necromancer gains the Lich's Death Touch, Undead and Zombie ability. If a Necromancer fails the ritual, they must make an immediate Spirit test; success means the Necromancer gains the Undead trait, while failure means that the Necromancer has died the true death and cannot be resurrected. Known practitioners of Necromancy gain the Outsider and Wanted (Major) Hindrances. WHFRP

Gambler (Social): Novice, Gambling d8, Notice d8

The character adds +2 to Gambling rolls and is only caught cheating if the dice show snake eyes.

Local Customs (Social): Seasoned, Smarts d8, Streetwise d8

The character has the ability to pass himself off as a local resident wherever he may be--in short, "when in Rome..." The character gains +2 Disguise modifiers when appropriate and adds +2 to all Streetwise rolls.

Connoisseur (Social): Req.: Novice, Smarts d8

These characters are adept at moving in the circles frequented by the upper classes. A bonus of +2 is applied to all Common

Knowledge rolls dealing with such matters. In addition, apply a +2 Charisma modifier when dealing with “bluebloods”

Street Smarts (Social): Req.: Seasoned; Streetwise d8
Street Smart characters are in touch with the “rhythm of the streets” and gain a bonus of +2 to all their Streetwise rolls. In addition, when attempting to locate items under less than legitimate circumstances they can usually do so at 25% under the going rate.

Influence (Social): Req.: Novice, Connections

A character who has Connections knows people. A character who has Influence is respected, or at least feared, by those people. Influence can represent your high standing in an organization, people who owe you favors, or any situation that gives you a little weight to throw around. When you use your Connections Edge, Influence gives you a +1 to +4 bonus on your Persuasion roll. The exact bonus is up to the Game Master and depends on just how much Influence you have in the situation.

Defensive Driver (Driving): Req.: Novice, Driving d6+
Whenever you're on the receiving end of an opposed Driving roll, you get a +2 to your roll.

Fancy Driving (Driving): Req.: Seasoned, Driving d10+
You can make two different driving maneuvers in a single round with no multi-action penalty. (Note that that's two different maneuvers)

Grease Monkey (Driving): Req.: Novice, Repair d6+
You get a +2 to all your Repair rolls.

Quick Off the Line (Driving): Req.: Novice, Driving d6+
In the first round of the chase, draw three cards for Initiative and use the best one. For any subsequent draws you draw only a single card.

Redline (Driving): Req.: Seasoned, Driving d8+
When driving a car or motorcycle, the Top Speed of your vehicle is increased by 10.

Sharp Turn (Driving): Req.: Seasoned, Driving d8+
Rather than using the Turn Template, you can make up to a 90 degree turn without making a Driving roll.

Tune-Up (Driving): Req.: Novice, Grease Monkey, Repair d8+
When you tune up a car (make a Repair roll at -2; takes 4 hours, -1 hour for each raise on your roll), the driver gets a +1 on all their driving rolls for their next chase. After each chase, the car must be returned to retain the bonus.

Emotional sense (Weird): Req.: Novice, Spirit d8.
You have a sense of how a people are really feeling, regardless of how they're acting. Make a Spirit roll as a normal action when you're trying to get a read of someone. If you're successful you get +2 bonus to any Intimidation, Persuasion or Taunt roll against the target made prior to your action.

Magical Sense (Weird): Req.: Novice.

A character can spend an action to concentrate and sense whether an item or person is magical in nature by touching it and making a Spirit roll. They cannot determine what the function of the item or the magical nature of a person, merely whether there is magic present or not.

Improved Magical Sense (Weird): Req.: Novice.
As above, but can sense the presence of magic within the range of the characters Spirit die type instead of just touch.

Advanced Surgical Techniques (Professional): Req.: Healer, Smarts d8+, Healing d10+, Veteran.

If a person with a crippling injury is brought under the care of a hero with this Edge within 1 hour of suffering the injury, the hero may make a Healing check, suffering a penalty equal to the number of wounds taken that required the victim to roll on the critical injury table. If successful, the crippling injury is removed. If the patient arrives more than an hour after injury, there is nothing the hero can do to help cure the crippling injury. Note that extensive medical equipment is also needed to use this edge. It cannot be facilitated by a simple first aid kit. BUGHUNTERS

Boomer (Combat): Req.: Seasoned.

This Edge represents the heroes knowledge of how to maximize the resulting blast of an explosive. So long as this Marine has at least one round to properly place the explosives or aim his

weapon (PML, Grenade Launcher, etc.), he may re-roll any 1's on the damage dice. BUGHUNTERS

Bring Them Back Alive (Social): Req.: Spirit d8+, Heal d10+, Wild Card.

So long as this hero gets to a wounded character on the next action after the wound, the hero may give one of his own bennies to the wounded soldier for the purpose of making a soak roll immediately. This can negate wounds taken the previous round. This represents the extraordinary efforts some heroes go through to save the life of their friends.

Communication (Command): Req.: Veteran, 3 Command Edges, Wild Card.

By spending a benny, this hero can give everyone in his squad (including himself) he is in contact with (including radio communications) a +1 bonus on their next action. This represents the hero coordinating the efforts of his fellow troops to support each other and quickly moving information along to those people who need to know.

Hardy (Background): Req.: Novice, Vigor d8+.

Your PC receives +2 Vigor rolls when rolling to avoid the effects of disease, poison, or radiation.

Improved Command (Command): Req.: 3 Command Edges, Heroic.

All of this PC Command Edges work out to 15" instead of 10".

Improved Rock & Roll (Combat): Req.: Rock & Roll.

This hero has trained long and hard with automatic weapons. As such, so long as his Strength exceeds the minimum Strength of the weapon, he suffers no penalties for automatic fire.

In Control (Driving): Req.: Agi d8+, Driving or Piloting d8+.
Even when forced to roll on the Out of Control table, this hero may adjust the roll by 1 up or down the table to his benefit.

Jury Rig (professional): Req.: Smarts d10+, Repair d10+.

When a mechanical or electrical system is damaged and it becomes non-functional, the hero may spend a benny to create a solution that gets the system back on-line for 1d6 hours. After that point the system in question will be burned out totally without hope of repair and must be replaced. It's the GM's call as to how long it takes to create this solution, but it should be significantly faster than actually repairing the system.

Leading Fire (Combat): Req.: Agility d8+, Shooting d8+.

This hero is very good at tracking fast moving targets, be it vehicles, starships, or fast creatures. The hero receives a -1 to hit for every 15" of movement (rather than the -1 for every 10").

Military Intelligence (professional): Req.: Officer, Smarts d8+, Knowledge (Intelligence Analysis) d8+.

If this hero receives relevant information about the enemy they are facing (size of the force, type of alien, expected armor, etc.) on a mission, he may make a Knowledge (Intelligence Analysis) roll. On a success he can provide the squad a 'group' benny. On a raise, the hero provides two bennies. This is a free floating benny that may be used by anyone in the squad at any time during the mission. Once these bennies are spent, they are gone for this mission. Note: A mission is typically defined as a set of objectives resulting in a specific goal or a single adventure. The GM has final say on what constitutes the mission.

Morale Boost (Command): Req.: Command, Intimidation d6+, Persuasion d6+

If a hero is within 10" of an ally who is Shaken, the hero may spend his action boosting the morale of the ally. In doing so, the hero cannot do anything else with his action, and the companion may make an immediate Spirit check to see if he becomes Unshaken.

+ Shooting on the Run (Combat): Req.: Seasoned, Marksman.
The hero does not receive any penalty for shooting when he run.

Tactical Mind (Command): Req.: Command, Heroic.

This edge allows the hero to use the Command Edge on other Wild Cards within range. No other Command Edges can be used with this.

Tank Buster (Combat): Req.: Seasoned, Shooting d10+

This hero is good at placing attacks into the right spots to maximize damage to enemy vehicles - including Starships. The

hero may adjust any rolls on the Critical Hit table for vehicles and starships by 1 up or down the table, when one of his attacks penetrate.

Cook (Social): Req.: Spirit d8+, Knowledge (Cooking) d8+.

If the Cook in the preceding days does not fail his Knowledge (cooking) rolls, he gets +1 Charisma with peoples that eat his meals. Also the party of the cook gets an extra 'group' benny.

Commando (professional): Req.: Novice, Agility d8, Notice d6, Stealth d8, Survival d8.

Commandos are skilled in covert operations and trained to infiltrate and survive behind enemy lines. They receive a +2 bonus to Stealth and Survival rolls. They also gain a +2 bonus to any Notice roll against an enemy attempting to use Stealth.

Diplomat (professional): Req.: Novice, Smarts d6, Spirit d8, Notice d6, Persuasion d8.

Diplomats are often called upon to meditate between governments and worlds. They add +2 to Persuasion rolls and +2 to Notice rolls when trying to determine if someone they are speaking with is worried, hiding something, or the like.

Pirate (professional): Req.: Novice, Agility d8, Intimidation d6, Lockpicking d6, Stealth d8.

Rogues are often gamblers, thieves, or spies. They receive a +2 bonus to their Gambling, Lockpicking and Stealth rolls.

Scavenger (professional): Req.: Novice, Smarts d6, Repair d6. Scavengers survive by scrounging through wrecked starship hulls and the ruins of forgotten installations. They receive a +2 bonus for Common Knowledge rolls to figure out what an unknown device is for and how to use it. They also add +1 to any Repair rolls.

Scientist (professional): Req.: Novice, d8 in the appropriate science skills.

Because they spend most of their time engage in scientific endeavors, Scientists can choose 2 science-related Knowledge skills in which they have a d8 or more. They get a +2 bonus to any Knowledge roll using these skills.

Tech (professional): Req.: Novice, Smarts d10, Repair d8, two science-related Knowledge skills at d6.

Techs are trained in the maintenance of various technological devices. They add a +2 bonus to their Repair rolls, and have the time required to fix a device if they get a raise.

Warrior (professional): Req.: Novice, Smarts d6, Strength d6, Healing d6, Notice d6.

The hardened Warrior has developed a keen awareness as well as a talent for patching wounds suffered on the battlefield. They receive a +2 bonus to Notice rolls for detecting ambushes and similar dangers on the battlefield, and also a +1 to Healing rolls.

Defend (combat): Req.: Seasoned, Block.

You have learned to master the use of a shield. You can now add your Toughness or Parry bonus from a shield to all attacks, no matter the direction they are coming from. Your Pace is reduced to 2 while using this Edge.

Improved Defend (combat): Req.: Veteran, Defend.

Your mastery of the shield has increased to the point where you are able to anticipate missile fire and protect yourself. You may add your Parry bonus from Block and Improved Block to your shield Toughness bonus. Your Pace is reduced to 2 while using this Edge.

Strafing Run (combat): Req.: Seasoned, Cavalry, Steady Hand, flying mount.

You are able to take full advantage of a flying mount's ability to fly past an opponent. When your mount passes within 2" of a target (including making a Swoop attack), you gain +2 to attack and damage on that target.

Two Arrows Nocked (combat): Req.: Seasoned, Agility d8, Shooting d8.

You may use the 'double-tap' maneuver with a bow, whether because you are able to fire two arrows at once, or because you have trained yourself to reload near-instantaneously.

Hail of Arrows (combat): Req.: Veteran, Agility d10, Shooting d12, Two Arrows Nocked.

You are so quick on the draw that you are able to send a hail of a half-dozen (six) arrows at a group of opponents, albeit by sacrificing any pretense of accuracy. This acts as Suppressive Fire.

Arcane Undead (power): Req.: Veteran, Necromancer, zombie.

Your mastery of the energies of undeath has increased to the point where you transfer some of your arcane might to the undead you raise. When using the Zombie power, you are able to spend an additional Power Point to create a Skeletal Mage. This is a Skeleton with a Spellcasting of d6, 10 Power Points, and the ability to cast bolt.

Brilliance Aura (power): Req.: Veteran, Command, Rapid Recharge, Spellcasting d10.

The caster is able to lead a group of characters with Arcane Backgrounds in exercises to attune and refresh their arcane energies. This character is able to share the benefits of his Rapid Recharge Edges with a number of casters equal to his Spirit die type. All affected casters must be able to spend one hour in common meditation together for this Edge to take effect.

Capture Spell (power): Req.: Veteran, Spell Breaker.

You are able to "catch" a spell aimed at you and redirect it. Cast dispel in response to another Arcane Magician's spellcasting. If you make a raise on the opposed test, you may "capture" the spell. The following round, you may re-cast the spell at no cost. However, if the spell is not one you are able to cast, you take a -2 penalty on the Spellcasting roll (different trappings are okay, though). The parameters and trappings of the spell remain unchanged from the original caster. However, you do receive the additional effects for making a raise, should you make one on your Spellcasting check. If the caster captures a Summon spell, he does not re-cast it. Rather, he takes control of the summoned creature by making an opposed Spellcasting vs. Spirit check. If the caster fails, the Summon ends immediately. It is also possible to target summoned creatures in this way after casting.

Improved Capture Spell (power): Req.: Veteran, Capture Spell. As above, only you may now capture a spell without making a raise on the opposed check, and you do not suffer a -2 penalty for using a spell you cannot yourself cast.

- Create Undead (power): Req.: Veteran, Necromancer, zombie and puppet.

You have learned the foul rituals to create greater, more permanent forms of undead. In a long (minimum 4 hours) ritual, you are able to animate a corpse to produce powerful, permanent undead. The undead that you create are under your domination, and will follow your orders. It costs 3 Power Points and a willing sacrifice to create a Shade, 5 points and a nerubian corpse to create a Crypt Fiend, 5 points and at least 5 humanoid corpses to create an Abomination, and 9 points and the skeletal remains of a dragon for a necromancer of Heroic Rank to create a Frost Wurm. (da aggiustare)

- Dark Ritual (power): Req.: Heroic, Soul Drain, and Necromancer, Warlock or another evil Arcane Background. By sacrificing a living, sentient being in a 15 minute ritual, the character gains 1d6 temporary Power Points, which may exceed his normal maximum. If the caster makes a raise, the bonus increases to 2d6. Finally, sacrificing a Wild Card in this fashion doubles the number of Power Points received.

Drain Spell (power): Req.: Veteran, Spell Breaker.

You are able to absorb the energies of a spell. When you dispel an Arcane Magic spell being cast, if you make a raise on the opposed check, you may add the Power Point cost of the spell to your own Power Point pool, even exceeding your normal maximum. However, the Wizard Professional Edge cannot reduce the cost of a dispel cast in this fashion below one.

Magical Beast Form (power): Req.: Veteran, Arcane Background (Nature Magic), Druid, shape change.

You are able to cast other spells while transformed into an animal. Pick one animal form: while in that form, you cast spells normally, though you still take the penalty for maintaining the shape change.

Spell Aura (power): Req.: Veteran, Arcane Background, Natural Leader, Arcane Skill d10.

At a cost of 2 Power Points, you can expand a beneficial spell to affect all allied characters within a Small Burst Template centered on the caster. For 4 Power Points, you can expand this to a Medium Burst Template, and for 6 Power Points, to a Large Burst. The caster makes the Arcane Skill check as usual, and the effects are identical for all targets. Once the spell has been cast, the targets of the spell must remain within a number of inches equal to the caster's Arcane Attribute, or else lose the effects of the spell. Once the duration has elapsed, it costs double the normal amount to maintain a Spell Aura, though the caster may instead choose to maintain the spell on only one individual for the regular cost.

Artillerist (professional): Req.: Novice, Shooting d8+, may not have the All Thumbs Hindrance.

You are trained in the use of large powder weapons, and are skilled in their use. Reloading times for cannons, mortars and the like are reduced by one Action for you. You may not move such weapons while reloading them.

Cavalry (professional): Req.: Novice, Riding d6.

You have been trained for mounted combat. You gain +2 to all Riding checks, and may spend Bennies to Soak damage done to your mount. In addition, your Riding is considered to be one die type higher when determining the lower of your Fighting and Riding during mounted combat.

- Druid/Priest/Shaman (professional): This is identical to the Wizard Edge, except it applies to various Arcane Background (Miracles), and the Knowledge required differ.

Spell Breaker (professional): Req.: Seasoned, Arcane Background (Magic), dispel and mana burn.

You have studied the nuances of the flow of magical energy. You gain a +2 on your Spellcasting roll when casting dispel or mana burn, and you are at +1 on any opposed roll to resist the effects of a spell.

Nature's Fury (weird): Req.: Novice, Arcane Background (Nature Magic), Spirit d6, Fighting d8.

The power of nature has transformed you, giving you a natural weapon like one of the beasts or plants that are your allies. When you take this Edge, you gain either a single natural weapon that does Strength+2 damage, or a pair of weapons that do Str+1 each. Note that a pair of claws is considered two weapons.

Slicer (professional): Req.: Smarts d8, Know (Computers) d8. Slicers gain +2 to all Investigation, Knowledge rolls (including common knowledge) when using a computer and +2 to Repair rolls when fixing or modifying a computer.

Covert Ops Specialist (professional): Req.: Novice, Agility d8, Climb d6, Lockpicking d6, Stealth d8, and any Combat Edge. Covert ops specialists gain a +2 bonus on all Climb, Lockpicking, and Stealth rolls.

Mercenary (professional): Req.: Novice, Strength d6, Agility d6, Vigor d6, Fighting d8, Shooting d8, Throwing d6, and any Combat Edge

Mercenaries get +1 Parry and a +2 to resist Tricks in combat. They may also take Combat Edges as though they were one Rank higher than their actual Rank, so long as they otherwise meet the Edge's prerequisites.

Ganger (professional): Req.: Novice, Agility d6, Strength d6, Fighting d6, Intimidate d6, Streetwise d6, Enemy (Rival Gangs), and Loyal (Gang)

With an hour, and a successful Streetwise roll, a ganger can call up 1d6 gang members to help him out. These gang members will be Extras armed with melee weapons. With a raise, he calls up a total of 2d6 gang members. In addition, gangers receive a +2 bonus to Streetwise and Intimidate rolls on their home turf.

Weapons Specialist (professional): Req.: Agility d8, Fighting d8, Shooting d8, Throwing d8, Repair d6

They may ignore up to two points of penalties to their armed attack rolls, no matter what the source. In addition, when attempting to repair or jury-rig weapons they make their Repair rolls at +2.

Accurate Strike/Aim (combat): Req.: Novice, Fighting d8 (Strike), Notice d8, Throwing d8, Shooting d8 (Aim)

You may reduce the penalties for Called Shots (including Disarm attempts) and Cover by 1 point.

Improved Accurate Strike/Aim (combat): Req.: Veteran, Accurate Strike/Aim

The penalties for Called Shots and Cover is reduced by 2 points.

Deadly Technique (combat): Req.: Seasoned, Wild Card, Agility d8, Fighting d8 or Shooting d8

Your hero rolls a d8 for bonus damage instead of a d6.

Weight Training (combat): Req.: Novice, Strength d8, Vigor d6

Your hero may ignore 1 point of Load Limit penalties.

Advanced Weight Training (combat): Req.: Novice, WT

Your hero may ignore 2 points of Load Limit penalties.

Wild Wild Attack (combat): Req.: Wild Card, Seasoned, Fighting d8

Instead of a flat +2 bonus to Fighting and damage, your hero adds the results of the Wild Die to his Fighting and damage rolls when making a Wild. The Wild Die roll for Fighting is added to Fighting and the Wild Die roll for damage is added to damage.

Evil Laugh (social): Req.: Seasoned, Spirit d8+

If there's nothing impeding your character from giving off a good evil laugh, this Edge provides a +1 to Intimidation rolls.

Really Evil Laugh (social): Req.: Veteran, Evil Laugh

The bonus granted by Evil Laugh is increased to +2.

Arcane Adept (power): Req.: Seasoned, any AB, Spellcast. d8

By taking this Edge, the character can increase the power and scope of any arcane powers he knows by doubling the listed Power Point cost and choosing an enhancement. Possible enhancements include: doubling the listed range (Touch powers gain a Range of Smarts or Spirit as appropriate), increasing the listed duration by one step (e.g., rounds to minutes), increase the area of effect by one step, impose a -2 penalty on all rolls to resist the effect of the power, or increase any damage caused by 1d6 points.

Arcane Master (power): Req Heroic, Arcane Adept, Spellc. d12

This Edge essentially doubles the enhancements allowed by the Arcane Adept Edge. As an alternative, the character may choose from the enhancements as given above, but instead choose to apply two to any given power to reflect their mastery.

Acclimated (background): Req.: Novice; Vigor d8

All Vigor tests to resist the effects of Fatigue resulting from a specific environmental effect (e.g., heat, cold, sleep, etc.) chosen when this Edge is taken are made at +2.

Buff (background): Req.: Novice, Brawny, Strength d8+

You have a Load Limit of x15 and get a +2 bonus to Toughness.

Enhanced Senses (background): Req.: Novice; Alertness

Your character has a particularly acute sense that grants a +1 bonus on any Notice rolls dependent upon it. This Edge may be taken more than once for each sense. The bonus granted by this Edge stacks with that provided by the Alertness Edge.

Deflect Missiles (combat): Req.: Seasoned; Agility d8

If your character is aware of an incoming missile attack his Parry is used as the TN for the attack.

Eagle Eye (combat): Req.: Seasoned; Shooting d8

This character halves the modifiers for called shots when making Shooting attacks.

Born Leader (leadership): Req.: Seasoned; Command

Extras under the command of this character roll a d8, instead of a d6, as a Wild Die when making group rolls.----doppio?

Commanding Presence (leadership): Req.: Veteran; Command

A character with this Edge may apply the effects of any Leadership Edges he possess to all Extras within 10".----doppio?

One Handed Driver (driving): Req.: Novice, Driving d8 or Ace

You can drive with one hand and fire a one-handed weapon with the other without invoking the standard -2 MAP.

Vehicle Focus (driving): Req.: Seasoned, Driving d8 or Ace

You are an expert at driving a single class of vehicle (car, truck, bus, etc...). All Driving rolls made when behind the wheel of your chosen vehicle class are at +2.

Arcane Background (Voodoo) (background): Arcane Skill: Voodoo (Spirit), Starting Power Points: 0, Starting Powers: 4 Available Powers: Good: boost trait, greater healing, and healing; Neutral: conceal/detect arcana, dispel, and stun; Evil: fear, lower trait, puppet, and zombie (Both puppet and zombie require a minimum ceremony length of 3 hours).

Voodoo priests gain their power points through the sacrifice of certain materials. In order to harness the Power Points locked within these items, the priest must perform lengthy ceremonies and rituals. Due to the ritualistic nature of Voodoo, multiple Voodoo priests can cooperate with one another to cast stronger spells (i.e., they use the rules for cooperative rolls as presented in the Savage Worlds rulebook). The table below details the specifics of some traditional materials:

Materials		Ceremony Length	
	Power Points Released		Base Dur.
Animal Blood	1/pint	1 minute	Rounds
Animal Parts	1/part	10 minutes	Minutes
Food	1/pound	1 hour	10 minutes
Oil or Rum	1/ounce	3 hours	Hours
Tobacco	1/pack or cigar	6 hours	3 hours
Valuables	1/\$10 worth	12 hours	6 hours
Rare Spices	1/ounce	24 hours	12 hours

These rules are by no means the only methods by which Houngan and Mambos can cast spells (other than zombie). If the Voodoo priest were to take the Power Points Edge to give him or herself “inherent” Power Points, then they could cast powers like any other Arcane Background. Ceremonies are only required to gain Power Points from materials. Soul Drain is also a viable option for Voodoo characters—especially Bokors! However, in keeping with the ritualistic feel of Voodoo, I suggest that if you allow practitioners to take the Power Points Edge that they are only allowed to do so after reaching Seasoned rank and that they not be allowed to take it more than once per rank. You should also feel free to create additional powers as you see fit.

Voodoo Doll (power): Req.: Seasoned, AB: Voodoo

The practice of creating voodoo dolls is one of the most well known traditions of Voodoo. This edge allows a Bokor to craft a replica of a specific person and channel evil spells into him or her no matter what the range. All that is needed is an item belonging to the individual (a piece of jewelry, a snip of their hair, fingernail clippings, a tooth, etc.). These things are believed to contain “a piece of the spirit” and thus give the caster power over them. The Bokor must then make a Common Knowledge roll to construct the doll. He then performs a six-hour ceremony and invests 25 Power Points (which can be any combination of personal or material). He then makes a Voodoo roll. If successful, the Bokor can then cast ear, lower trait, puppet, or stun on the subject without expending any Power Points and without regard for the range of the spell. Any spell cast through a voodoo doll only affects the target and does not have an area of effect.

Lucky Plan (Background): Req.: Novice, Lucky

You can spend a benny to cause an event that will very unlikely happen to happen, manipulating fate and probability. The event does not have to be linked to a trait roll or something like this, but must be an event that is dependent only on fate. For example: Batman throws himself against the Joker, causing both of them to fall from the skyscraper. Batman spend a benny to have a flag be just along his fall, permitting him to grab to it.

Protagonist (Background): Req.: Novice

You are the hero that is the focus of the campaign. You are the one that carry the ring. You have the Force, and so. You cannot be excluded from the story, and the story will circle around you, so you will be the target of the good or bad important event of the campaign. You can be maimed, imprisoned, put out of action and so but cannot be excluded from the campaign. However, you have to left your GM review your hero at character creation and at every increase in your character experience, and he can put his veto on your choosing. Your character and the story are strictly connected, and he cannot be without it, and vice versa.

Coprotagonist (Background): Req.: Novice

You are the character that accompany the protagonist of the story and help him to fulfill his destiny. You are not a necessary part of the story, in good or bad. The GM will not exert his will on you, but if you die you would have to make another character from scratch. You have more experience than normal characters, to have the capacity to accompany and assist the protagonist. You will get one more experience point when you make something that the GM thinks is toward the advancement of the campaign (like saving the life of the protagonist, killing some important villain, finding that artifact that is the bane of the true evil of the region). Or, if it seems more simple, one point after each adventure.

Comparse (Background): Req.: Novice

You are the big part of the story. You are the hero that circle around the story only marginally, that comes and go, that sometimes get killed. You will not be as experienced as others: whenever you get experience points, you get one fewer for every 5 points the GM gives you. Alternatively you get one less Benny than normal. However, you can have more than one hero. You can make as many character as you want, and can switch from one to another whenever you like (but there have to be the possibility and occasion). All your character will be at the same experience level. Obviously, if one of your character dies, you can return to play with another one at the first occasion.

Expert (Background): Req.: Novice

You are the helping hand of the story, those that comes when an extra hand is needed, and than goes. This edge is for the players that participate in the adventure only sometimes. You start the game with a Rank more than normal, but you have to discuss the capacity and nature of your character with the GM. In addition, whenever you enters play you have to discuss the details with the GM. Obviously, you benefit of the experience of the adventures even if you are not present, but you get only the experience that the GM gives to all the party and not individually to other character (or get the lower experience awarded). In addition, you can leave the adventure whenever there is even a little possibility, you can vanish in a moment.

Experienced (Background): Req.: Novice

Your hero immediately advances to Seasoned (or one full character Rank above the rest of the player characters). The price is that the advancements must be repaid. The next 20 Experience Points your hero would earn at the end of each game session are forfeited to “pay back” the debt (basically the character begins with –20 Experience Points). Experience Points acquired from bennies at the end of each session also go toward the debt, so the more gained through good roleplaying, the quicker the payback can occur. Since after gaining this experience your hero has effectively one edge less than their companions, the GM can let you substitute the Experienced edge with another edge, when you advance one further rank (normally to Veteran).

Risky business (power): Req.: Novice, Arcane background (huckster)

When you cast a hex you can draw one action card. If it's a figure the effect of the hex are doubled, if it's a Joker the GM gains control of the hex.

Deal with those big (power): Req.: Seasoned, Arcane background (huckster)

You can choose to draw an action card. If it's a red card you gain that amount of PP. If it's a black card it deals you that much damage. This will cost you no actions.

Old Hand (power): Req.: Veteran, Arcane background (huckster)

When you cast an hex you can choose not to spend PP but instead draw action cards, based on your hexslinging skill you draw 5 cards if d4, 6 cards if d6 and so on. You get PP based on your hand: on an ace 2, on couple 3, jack couple 4, double 5, three of a kind 6, flush 8, color 12, full house 20, four of a kind 32, color flush 48, royal flush 72. You have to use all that points on the hex you are casting. If you does not get the minimum required to cast the hex you backlash.

Rituals (power): Req.: Novice, Arcane background (shaman)

You can regain PP by performing rituals. Sand Painting requires 4 hours but gives you 6 PP (instead of the usual 4), il Bath requires 8 hours but gives 16 PP, Scar cost one action and gives 1 PP, maim cost one action but gives 2 or 3 PP, War Cry can be used only upon entering combat, cost one action but gives you 1 PP to be used the next turn.

Arcane background (sahir) (background edge): Arcane skill: Summon (Smarts); Starting Power Points: 10; Starting Powers: 0. Sahirs summon jinns to bend their powers at their will. A summoned jinn is bound to obey to the sahir until he does not free him, but mostly the sahir will ask for a single service, in the form of a spell, to not risk annoying too much the elder jinns so they would pay him a visit... This is represented by the power points: when you run out of them you are bothering too much the jinns and is better don't call another for some time. Jinns are voluptuous being, and sometimes they anger even if you don't bother them much. When you roll your Summon, if the die comes up 1 (regardless of your Wild Die) the jinn is angered and 'strikes' at you, so that you are Shaken (a backlash). The Master can, obviously, decide for a more sophisticated punishment instead of a simple Shaken result. Even if you run out of power points, you can continue casting spells, but your chance of angering the jinn increase: simply you backlash on any result equal to the PP cost of the spell, not only with a 1. You can contact every jinn to cast any spell, but it will cost you double the normal amount of PP. In addition, you can call 'minor' jinn to make small magical tricks, like moving little objects, provoking a little blow of wind or create a little spark or flame for an instant (anything that doesn't have a particular spell that covers it). This will cost you 1 PP. Instead of summoning a jinn to have him cast a spell, you can theoretically have him perform a service for the sahir, but this is left to the GM. A sahir can buy the new power edge as usual. This implies that you have a special link to a particular jinn, and casting the spell he is able to cast is less demanding.

Stout steed (weird): Req.: Wild Card, Veteran, Spirit d6
Whatever steed the hero choose to ride, that steed counts as having three wounds as a wild card and will be damaged as a wild card.

Fantasy beast master (weird): Req.: Beast master
As beast master but the hero attracts now not only true animals, but true beasts of legend. Gryphons, Salamanders, Phoenix search your hero to accompany him, probably following a prophecy or a destiny written by a superior will.

Beast Sidekick (Legendary): Req.: Wild Card, Legendary
The hero gains a Novice level wild card beast or monster. This edge is like the sidekick edge, and the beast should be of roughly the same power as a novice sidekick, so could be a whelp of a more powerful monster (that will grow as gaining experience), or a fully developed animal that gains special capacity.

Messiah / Overlord of the Masses (Legendary): Req.: Wild Card, Legendary, Spirit or Smarts d10, Persuasion or Intimidation d12, Charisma +4 or more or -4 or less
This edge is also a Leadership edge. Your hero is a leader of a small or large group of people, and gain strength by the support they give him. To be eligible for this edge, the people does not only have to be guided or commanded by your hero: a normal elected governor of a state, for example, does not count, and even a king or a general of an army. To be eligible the group of followers must have a social and direct dependence for the hero, they must see him as one of the important point of his life, they must think about him when they awake and when they go to sleep. If this is to pray for him, to find in his example the force to live, or because he fear his presence or because his minions spread his evil day and night with violence and fist of iron depends on how side he choose. Your hero gains bonus Bennies based on how many peoples he guide. If he leads more than 10 people he gains one. If the peoples are more than 100 he gets two, if more than 1000 he gains 3 and so on. MY

Force of Luck (Weird): Req.: Wild Card, Spirit d6
You can spend a Benny to add at the result of a roll your Rank.

Resist! (Weird): Req.: Wild Card, Spirit d6

You can spend a Benny to add 2 points to a passive score (Toughness, Parry and so), or 1 at two scores, until the next turn in a combat situation, or until the end of the current scene. MY

Dramatic Editing (Weird): Req.: Wild Card, Spirit d6
You can use the optional Dramatic Editing rule (see at the start of this compendium). MY

Dramatic Storytelling (Weird): Req.: Wild Card, Veteran, Spirit d10, Dramatic Editing, Lucky Plan or Lucky
When you win a substantial challenge or overcome a task set to you by the GM (like a fight, confront an opponent, reach the temple hidden in the jungle and so on) you can spend a Benny to get the right to be the one to tell the outcome of the event instead of the GM. This narration cannot be too intrusive for the GM, must deal with things revolving around the topics of the challenge and must not be too long, a couple of sentences. If the GM thinks you have exaggerated he can say 'no' and cancel your narration (and you does not get back the Benny), so be careful.

Guess What... (Weird): Req.: Wild Card, Spirit d6
You can make a guess on an event or supposition on the adventure you think is correct, like who is the murderer, or who is in love with who, what is the true name of your enemy, and so on. The supposition cannot be based on real proofs, it has to be based purely on instinct rather than logic and reason, and if the guess could be deduced with logic it isn't valid. Write down your guess, with date and time, and put it on the table. The GM will put a Benny on it, and will put another one on it at the start of any session. If at any time your guess would prove true reveal it. You get all the Benny that is over it, all at once or one every session, your choice.

Prepare before the storm (Weird): Req.: Wild Card, Spirit d8
If at the end of a session you have not spent any Benny, you can put one of that Benny aside. You can accumulate as many Bennies as your rank (1 at novice, 2 at seasoned, ecc). At the start of every session you can start get those Bennies back: you get one Benny more than usual until accumulated Bennies runs out.

Hit the storm! (Legendary): Req.: Wild Card, Spirit d10, Legendary, Prepare before the storm

At any time you can get all Bennies you put aside instantly.

Knight (Background): Req.: Novice; noble or something equal
Like Rich, plus you have also all the social bonus a knight may have, but you carry over the name of your father so your actions would be brought back to him. Knights are required to buy a horse, a sword and an armor with their starting funds.

+ Charge (Combat): Req.: Seasoned, Fighting d10+
They may perform the Run maneuver and attack a target without suffering a -2 for Multiple Actions.

Martial Artist (Professional): Req.: Novice, Agi d8, Fight d8
While anyone can try to hit their opponents with their fists, Martial Artists have trained for years in a style or two and untrained fools are no match for them. Your hero does an additional +1 damage with unarmed attacks and is considered armed for the purpose of the Unarmed Defender rule (see the Special Rules section of the Combat chapter). "Unarmed Attack" is considered a weapon for the purpose of the Trademark Weapon edges and two weapons for the purposes of any Edge that requires two weapons. Additionally, the hero has no Off-hand Penalty with unarmed attacks, similar to the Ambidextrous Edge. MY

Martial Arts Pro (Professional): Req.: Seasoned, Martial Artist
When you make a Martial Arts maneuver (an attack, a use of a Power or an Edge) and you roll at least the standard TN (4), meaning your action is 'successful', you can make another MA action (and only that) at -2 on the roll, and your initiative is half the initiative of your card (round down). Your initiative cannot go below 1. The next turn you have a malus at all your actions equal to the number of actions you made in this turn. MY

Martial Arts Master (Professional): Req.: Seasoned, Martial Artist, Acrobat
A Martial Arts Master is a master of his peculiar style of combat. Your hero has reached such a proficiency with his combat ability

that he can proudly name a Style and put his name as his Master of that Style in his character sheet. First, your hero can choose any edge that requires the use of weapons with his unarmed attacks. The GM can require to tailor the edge to a specific type of attack, such as Trademark Weapon, so for example a Whirlwind edge used with unarmed attack has to be made with Punches (a Spinning Clothesline). He can choose the standard +1 Parry and +1 damage as the standard Martial Arts Master, or he can choose from the following list two effect that represents his particular style of combat:

> +1 to Parry with no encumbrance penalty (see the Acrobat Edge);

> +1 damage with his unarmed attacks;

> +1 to Fighting rolls with his unarmed attacks;

> +2 AP with his unarmed attacks;

> +1 Armor (that does not stack with regular Armor, as an equipment);

> +2 Pace when fighting;

> +1 to Fighting and Parry when grappling;

> +1 to Fighting and unarmed combat damage when grappling;

> +1 to rolls made when using Powers with the Mystic Martial Arts edge;

> +2 Parry when withdrawing from combat;

> other options as the GM sees can reflect the Style.

In addition, your GM will give you the opportunity to make Edges (or Powers) that represent the moves of your Style, that moves will be Combat edges that has Martial Arts Master (your Style, your Name) as Requisites. You also has to choose four Edges or Powers that represents your Style, and that the student of your Style have to know to have the right to access at Combat edges that you create. MY

Combo (Combat): Req.: Martial Arts Master

A combo is described by two actions, normally attacks but also power use or something similar, that your hero can execute rapidly. Every time your hero execute the first action of the combo with success (for an attack this means hitting effectively your target, for a power exerting his effect, for a defense being at least hit even if not damaged and such) and immediately after does the second action he can count his initiative card as 3 points higher. Note that a combo cannot be executed if the hero is severely distracted in the execution of his moves, so if he hero falls prone, becomes Shaken or get one wound, or otherwise becomes unbalanced, mentally shocked or similar he cannot gain the benefits of the combo.

Dizzy Combo (Combat): Req.: Heroic, Combo

When executing the second part of the combo your hero sum at the damage done at his target the damage done by the first part of the combo, only to see if the target goes Shaken.

Improved Combo (Combat): Req.: Veteran, Combo

When executing the combo your hero gets also +1 to all rolls involved in the second action.

Elemental Understanding (Weird): Req.: Trained by a Master
You can tap to the inner strength awoken by the training in the martial arts and the knowledge of the oriental philosophy that your Master taught you. You gain an additional Bennie that can be spent only in a specific situation (see later). The type has to be approved by the Master, since it has to be compatible with your style. You can buy this edge multiple times. Your hero's Elemental Bennie does not have to be of the same type, as many styles, mainly internal, teach secondary elemental theories along with their primal theory.

Elemental Bennie: you can use this Benny only in combat.

Arcane Background (Mystic Martial Arts) (background):

Req.: Martial Artist and/or Trained by a Master

Arcane Skill: Chi Manipulation/Focus (Spirit), Starting Power Points: 10, Starting Powers: 2

The mystic martial arts represent a hero's ability to tap into his or her own chi (basically "life force" or "spirit energy") to produce amazing effects. Normally you have to follow a strict code of conduct, way of life and training to keep your chi focused and be able to perform such tasks. This vary wildly from arts to arts,

ranging from intensive meditation and hermitage, to follow honor and fighting evil, to extreme mind training and psychic subduing. Whatever the case, if the fighter does not adhere to this way of life, it will find him slowly loose his PP pool until it reach zero. The actual range of powers varies depending on just how "flashy" the player and GM want to get. There are no restrictions rules-wise on taking bolt, for example, but if the GM doesn't think the hero could fire lightning from his palms at Novice rank in his campaign, the player should at least try to come up with reasonable trappings. However, when you choose a power it must be described as a martial arts maneuver.

Note: in many campaign the GM can require to have Trained by a Master in order to get this edge. In this case a character can choose this edge even if not Trained by a master, but he cannot use the powers until he becomes Trained by a Master (the edge is dormant until then).

En passant (Combat): Req.: Novice; Riding d8, Agility d6, can be used only on a war horse or something equivalent

When you attack someone and then flee from combat they have -2 to hit you. If you have also damaged him the malus is -4. Can be used with a lance only while charging.

Unsaddle (Combat): Req.: Novice; Fighting d6, Strength d6

If you have a readied weapon with reach and you hit a mounted opponent that is charging you, he have to make a Strength roll beating the damage you deal or be unsaddled.

Impalator (Combat): Req.: Seasoned; Riding d8, Strength d6, mounted on a war horse or similar animal

If you hit with a lance and get a Raise you deal double damage instead of the usual bonus.

Cry of the knight (Combat): Req.: Seasoned; Fighting d8,

Intimidation d8, mounted on a war horse or similar animal

When you charge an opponent, right before rolling to hit, you can make a free Intimidation roll against him.

Kick out (Combat): Req.: Novice; Riding d8, Spirit d6, mounted on a war horse or similar animal

Your mount can use one action to make a Fighting roll and reduce the gang-up bonus of his opponents and your opponents by 1, +1 with every raise.

Pistolier (Combat): Req.: Novice; Shooting d8, Smarts d6

When you aim with a pistol, you have an additional range increment with an additional -2 (for example: 5/10/20/40 with a 0, -2, -4, -6). WHFRP

Lucky Pistolier (Combat): Req.: Seasoned; Shooting d10, Smarts d8, Pistolier, Lucky

If you aim with a pistol, instead of the usual +2 to hit you can spend a benny to negate every malus for locations and range.

Shoot and Slash (Combat): Req.: Seasoned; Fighting d8, Shooting d8, weapon that can shoot and cut at the same time
You can attack with both a slash and a shoot. Roll to hit with the slashing attack, if it hits you have hit also with the shoot (in the same location, but do not count extra raises). In case of a malfunction or a critical failure, the failure is doubled...

With the tongue and with the blade (Combat): Req.: Novice; Smarts or Agility d6, Fighting d6

You can make a Trick and an attack without multiple action penalty on a single target.

More the tongue than the blade (Combat): Req.: Seasoned; Smarts, Agility, Taunt or whatever appropriate d8, Fighting d8

If you Shaken your enemy with a Test of Will or a Trick and then you attack him in the same turn you get the effect of The Drop on him, through it will last only for that turn.

New small powers (Power): Req.: Novice, Arcane Background
You can choose two times the New Power edge, but you does not have fully memorized the powers gained yet. Maybe you have to read them from a little book or scroll, you have to hold some magical focus, to wear a particular garment or even only have to use bold voice and big gestures in order to cast them, so you have to have one hand free and the possibility to access the book or something like this, depending on the situation, and you cast them at -2.

New smaller powers (Power): Req.: Novice, Arcane Background

You can choose four times the New Power edge, but you does not have fully memorized the powers gained yet. Maybe you have to read them from a big book or some scrolls, you have to hold a magical staff and wand, to wear a particular dressing or even only have to cry loud and do a complex dance in order to cast them, so you have to have two hands free and the possibility to access all the material or something like this, depending on the situation, and you have a -4 on the casting roll.

Memorize spell (Power): Req.: Novice

Choose two powers that you have not fully memorized and that you can cast at -2. You now can cast them without any penalty. Or, choose four of that powers that you can cast at -4. You now can cast them at -2 as they would have been chosen with the New Small Powers edge.

True Magician (Power): Req.: Arcane Background

You can manipulate the fundamental force of magic in a more instinctive manner than most other wizards. You can cast every spell in existence without knowing it, but this will cost you double the amount of PP and you cast it at -2.

Steam scientist (Professional): Req.: Novice, Repair d8, Knowledge (appropriate) d6

With an appropriate Knowledge test and an adequate tinkering the character can grant a bonus of +1 at a relevant statistic of an equipment (like a weapon, a vehicle or something mechanical), +1 for each raise. The bonus lasts until the next malfunction or the next combat (or after some time at the GM call), but the character can maintain the same bonus tinkering again the equipment without rolling Knowledge. WHFB

Witch hunter (Professional): Req.: Novice, Shooting d8+, Repair d8+

Witch hunters worship Sigmar and are vowed to protect the Empire and all humanity from corruption. They are granted a pistol, a rapier and a leather jacket and were dispatched around the Empire. A witch hunter is on duty 24 hours a day, and can be issued special missions. A witch hunter has total jurisdiction for all who concerns cases of corruption, and can bring almost anyone in front of the Council of Old Inquisitors, an experience worried by peasants and nobility alike. WHFRP

Gunner (Professional): Req.: Novice, Shooting d8+ (o Shooting d6 and Fighting d6 if hand to hand weapon), Repair d8+
Gunnery are assigned the experimental weapons projected by the Science Academy of Altdorf, and they are committed to maintain them in good shape while they experiment them on the battlefield. At every gunner are granted about 1000\$ of equipment, including a pair of piece of armor (normally a pot helmet and a plate breast for the long range gunner and a complete chainmail and a shield for the more close combat oriented), plus at least a weapon and other gadgets. In return the gunner is committed to experiment the weapon. They are part of the Imperial Engineers Guild, so they can be recruited during wars. Alternatively they can be sent to missions where their peculiar abilities could be useful. There are different grades in the organization: Gunner, Expert gunner, Chief gunner, Veteran gunner. The more high the grade, the more experimental is the weapon, the more is the budget assigned to the character. WHFB
Promotion table:

-2	weapon with a malfunction of m
+0	weapon with a malfunction of M
+2	weapon used frequently

+2	weapon used in a profitable way
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+2	weapon malfunctioned
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+2	gunner is wounded
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Being part of an organization (Professional): Req.: Novice, Ability or Trait d6/d8

(this is a generic edge, it has to be tailored from case to case)

You are a part of some organization, like the army. You are probably granted specific equipment to accomplish the missions you are assigned to, and the corresponding status, but you probably has to follow some code of conduct and respond to calls to missions, if you are not on duty for long periods, or be expelled or even be persecuted. Generally an organization has some grades or levels: at the end of every mission roll a d20 plus or minus every applicable modifier in the promotion table, if the result is 20 or more, you are promoted at the next level. It will grant more equipment, a better pay, more power in the organization and so on.

Promotion table:

-	routine mission	+2	wounded on duty
+2	difficult mission	+2	act of valor or courage
+4	very difficult mission	+6	suicidal mission

Too cool to bleed (Social): Req.: Novice, Charisma 0 or more, Vigor d6+, Wild Card

You are too cool so if you get beaten you does not bleed, your clothes does not get damaged (unless you do not want it) and so on. Damage does not left any permanent aesthetic effect on you, and you avoid embarrassing situations involving damage at your clothes. You have +2 at Charisma with everyone assists at a combat involving you in which you get damaged.

Prominence of the knight (Social): Req.: Novice; Persuasion or Intimidation d8, Knight

When you are mounted, in armor and barded you have a +2 at Charisma, and everyone who wants to attack you must roll Guts against your Intimidation or Persuasion, if you does not attack.

You don't know who I am! (Social): Req.: Novice; Intimidation or Persuasion d8, social status higher then opponent

If you roll Intimidation or Persuasion against an opponent you can have he make a simple action.

Magical Being (Legendary): Req.: Wild Cards, Legendary, Knowledge (magic) d12, Spellcasting d12, True Magician, Power points x2, Rapid Recharge, Wizard

You have studied so deeply the nature of magic that you have gained the ability to become a being of pure magic... and you have used it to become such a being. You now does not have a true physical body, and you are a sort of elemental of pure magical force, something like a spirit or similar. You can be repelled by spells, banished as a demon, and so. You now can cast every existing spell (and even those non existing) at normal PP cost and without malus. If you have the ability of using small magical tricks at 1 PP, those tricks now will cost you nothing.

Extra Soak (combat): Req.: Seasoned, Vigor d8

Your character gains a Soak Benny, a Benny that may only be used for Soak rolls. This edge can be taken multiple times.

Longwalker (combat): Req.: Seasoned, Vigor d8, Survival d8

You need only half the normal amounts of food and water to survive. In addition, all penalties due to extreme environmental conditions are halved.

Supergadget Training (Power): Req.: Novice.

Choose a gadget built with the Invent power. You do not suffer the -2 at using it.

POWERS

Main Rulebook Powers:

Armor: Rank: Novice; PP: 2; Range: Touch; Duration: 3 (1/r); Spell Points: 12

Success grants the recipient 2 (4 with a raise) points of Armor.

Barrier: Rank: Seasoned; PP: 1/section; Range: Smarts; Duration: 3 (1 per section, per round); Spell Points: 12
Barrier creates a solid, immobile wall. It has a Toughness of 10. Every PP spent creates a 1" wide section of wall. Each section must be connected to at least one other section after the first.

When the spell expires or a section is broken, it crumbles to dust or otherwise dissipates. Opponents may climb the barrier at -2 to their Climb roll if it is made of something solid. Fiery versions of the barrier cause 2d4 damage to anyone who wishes to leap through instead.

Beast Friend: Rank: Novice; PP: Special; Range: Smarts x 100 yards; Duration: 10 minutes; Spell Points: 6

This spell allows mages to speak with and guide the actions of nature's beasts. It does not work on conjured, magical, or otherwise "unnatural" animals. The cost is 3, plus twice its Size for creatures with a Size greater than 0. Small swarms cost 3, Mediums 5, and Large 8.

Blast: Rank: Seasoned; PP: 2-6; Range: 24/48/96; Duration: Instant; Spell Points: 12

The area of effect is a Medium Burst Template. If the roll is failed, the blast deviates as a launched projectile. Targets within the blast suffer 2d6 damage. Raises do not add to damage. For double the PP the blast does 3d6 damage or the size is increased to a Large Burst Template. For triple the points, it does both.

Bolt: Rank: Novice; PP: 1-6; Range: 12/24/48; Duration: Instant; Spell Points: 12

The damage of the bolt is 2d6. The character may cast up to 3 bolts by spending a like amount of PP. The bolts may be spread among targets as the character chooses. Firing the additional bolts does not incur any attack penalties. The character may also increase the damage to 3d6 by doubling the PP cost per bolt.

Boost/Lower Trait: Rank: Novice; PP: 2; Range: Smarts; Duration: 3 (1/r); Spell Points: 12

This power allows a character to increase any of a target's traits by one die type for a standard success, and two with a raise. The affected trait can exceed d12. The power can also be used to lower an opponent's trait. This is an opposed roll against the victim's Spirit. Success lowers any trait of the caster's choice one step, a raise lowers it two steps. A trait cannot be lowered below a d4. Multiple castings stack, though the caster must keep track of when each casting expires as usual.

Burrow: Rank: Novice; PP: 3; Range: Smarts x 2; Duration: 3 (2/r); Spell Points: 6

Burrow allows a mage standing on raw earth to meld into it. He can remain underground if he wants in a sort of "limbo" or burrow to anywhere within his range. A mage with a Smarts of d8 could therefore move up to 16" (32 yards) on the first round, maintain the spell and stay submerged for the second and "move" another 16". A burrowing earth mage can attempt to surprise a foe (even one who saw him burrow) by making an opposed Stealth versus Notice roll. If the mage wins, he gains +2 to attack and damage that round, or +4 with a raise. Targets on Hold may attempt to interrupt the attack as usual.

Burst: Rank: Novice; PP: 2; Range: Flame Template; Duration: Instant; Spell Points: 12

Place the thin end of the Flame Template at the character's front. Targets within the template may make Agility rolls versus the caster's arcane skill roll to avoid the blaze. Those who fail suffer 2d10 damage. This counts as a Heavy Weapon. With a fire trapping, victims have a 1 in 6 chance of catching fire as well.

Deflection: Rank: Novice; PP: 2; Range: Touch; Duration: 3 (1/r); Spell Points: 12

With a standard success, attackers must subtract 2 from any Fighting, Shooting, or other attack rolls directed at the user. A

raise increases the penalty to -4. This also acts as Armor against area effect weapons.

Detect/Conceal Arcana: Rank: Novice; PP: 2; Range: Sight; Duration: 3 (1/r) or 1 hour (1/hour); Spell Points: 6 (may be more in a high magic or supernatural world, less in a mundane world)
Detect/conceal arcana allows a character to sense supernatural persons, objects, or effects within sight. This includes invisible foes, enchantments on people or items, mad science devices, and so on. The power can also be reversed to conceal a single supernatural item, being, or effect. This has the same cost, but the duration is much longer—1 hour with a maintenance cost of 1 per hour. When used in this way, those who wish to see through the ruse with detect arcana use their arcane skill roll as an opposed roll against the concealer's skill. The detecting character may only attempt to see through concealed powers once per casting.

Dispel: Rank: Seasoned; PP: 3; Range: Smarts; Duration: Instant; Spell Points: 6

Dispel allows a hero to negate enemy spells, miracles, mad science, or super powers. It has no effect on innate powers, such as a dragon's breath or a banshee's scream. Neither does dispel work on magic items or permanent enchantments unless the specific item or enchantment says otherwise. Dispel can be used on a power already in effect, and can also be used to counter an enemy power as it's being used. The latter requires the countering mage to be on Hold and interrupt his foe's action as usual. In either case, dispelling the opponent's power is an opposed roll of arcane skills. The dispelling character suffers a -2 modifier if the target power is of another type.

Elemental Manipulation: Rank: Novice; PP: 1; Range: Smarts x 2; Duration: Instant; Spell Points: 0, this are all tricks

A character who chooses this power must select one particular element to control (though he may choose other elements as a new power). This allows him to perform basic "tricks" within his chosen element. The specific tasks that may be attempted are:

Air: The caster can create lesser air currents to blow out a candle, fan a flame, lift a skirt, or cool his body in oppressive heat (+1 to a single Fatigue roll caused by heat).

Earth: A wave of the hand can open a one-foot square hole in soft earth (or half that in stone), or cause a spray of sand that might blind an opponent (+1 to a Trick roll).

Fire: The caster can snap his fingers to create a small flame (about the size of a hot match). With existing fire, he can urge it to spread (+1 to see if a fire spreads), cause it to flare (perhaps as part of a Trick maneuver), or slowly light an object over the course of a few rounds (as if holding a match to it).

Water: The caster can conjure up to a pint of water somewhere within his sight (not "inside" objects or people). A wave of his hand also purifies one gallon of water, whether it be poisoned or simply salt-water. Those who have been poisoned within the last minute also get a second chance to resist any remaining effects.

Entangle: Rank: Novice; PP: 2-6; Range: Smarts; Duration: Special; Spell Points: 6

The arcane skill roll is opposed by the target's Agility. Success indicates partial restraint so that the target suffers a -2 penalty to Pace and skills linked to Agility and Strength. A raise restrains the target fully. He cannot move or use any skills linked to Agility or Strength. Each following round, an entangled target may make a Strength or Agility roll to break free. Other characters may also attempt to free the ensnared person by making a Strength roll at -2. For 2 PP entangle targets a single opponent. For 4 points it affects everyone in Medium Burst Template.

Environmental Protection: Rank: Novice; PP: 2; Range: Touch; Duration: 1 hour (1/Hour); Spell Points: 4

This power allows the target to breathe, speak, and move at his normal Pace while underwater, in zero-G, a vacuum, in the lava of a volcano or the heat of the sun, the arctic wastes, and so on. Pressure, atmosphere, air, etc, are all provided for the character. Complete protection is offered only for background hazards. A success is needed to accomplish the power. With a raise,

maintaining the power becomes 1 PP per 2 hours (for that particular target).

Fear: Rank: Novice; PP: 2; Range: Smarts x 2; Duration: Instant; Spell Points: 4

The area of effect is the Large Burst Template. Every creature beneath the template must make a Guts check, apply -2 to the Guts roll if the caster got a raise. Wild Cards who fail roll on the Fear Table. Extras are Panicked instead.

Fly: Rank: Veteran; PP: 3/6; Range: Touch; Duration: 3 (1/r); Spell Points: 12

Fly allows a character to fly at his basic Pace with a Climb rate of half that number. He may double his Pace by spending twice PP.

Greater Healing: Rank: Veteran; PP: 10/20; Range: Touch; Duration: Instant; Spell Points: 12

Greater healing restores wounds more than one hour old. This use of the power requires 10 PP, and otherwise works exactly like the Healing power. Greater Healing can also heal nonpermanent Crippling Injuries. This requires an arcane skill roll at -4, 1d6 hours of time, and 20 PP. Permanent Crippling Injuries may not be treated with this power.

Healing: Rank: Novice; PP: 3; Range: Touch; Duration: Instant; Spell Points: 6

Heal repairs recent bodily damage. It must be used within the "golden hour," though. For Wild Cards, each use of the heal spell removes a wound with a success, and two wounds with a raise.

The roll suffers a penalty equal to the victim's wounds (in addition to any the caster might be suffering himself). For Extras, the GM must first determine if the ally is dead. If not, a successful skill roll returns the ally to the game Shaken. Healing can also cure poison and disease if used within 10 minutes.

Invisibility: Rank: Seasoned; PP: 5; Range: Self; Duration: 3 (1/r)12

With a success, the character is transparent, but a vague outline is visible. A character may detect the invisible presence if he has a reason to look and makes a Notice roll at -4. Once detected, he may attack the foe at -4 as well. With a raise, the character is completely invisible. The penalty to Notice or hit him is -6. The power affects the character and his personal items. Anything picked up after the power was cast remains visible.

Light: Rank: Novice; PP: 1; Range: Touch; Duration: 10 minutes (1/minute); Spell Points: 4

Light must be cast on an inanimate object, such as a coin, a sword, a shield, or even someone's clothing. Clever casters often cast light on a foe's clothes or weapon to make him easier to see—ignore any penalties for illumination when attacking such an affected target. The light is as bright as a torch, and provides clear illumination in an area equal to a Large Burst Template.

Obscure: Rank: Novice; PP: 2; Range: Smarts; Duration: 3 (1/r); Spell Points: 4

This power creates an area of obscurement equal to a Large Burst Template. Attacks into, out of, or through the area of effect suffer the standard penalty for pitch darkness of -6.

Puppet: Rank: Veteran; PP: 3; Range: Smarts; Duration: 3 (1/r); Spell Points: 12

Puppet is an opposed roll of the character's arcane skill versus the target's Spirit. The user must score a success and beat the target's roll to gain complete control. The victim will attack friends and even commit suicide, though such acts allow the victim another opposed Spirit roll to break the spell. Villainous types may have other versions of puppet that allow them to control subjects for much longer periods of time—perhaps even permanently. Such versions usually require a personal belonging.

Quickness: Rank: Seasoned; PP: 4; Range: Touch; Duration: 3 (2/r); Spell Points: 12

With success, the target has two actions per round instead of the usual one (at no multi-action penalty). With a raise, the recipient gains the benefits above, and can also discard and redraw any initiative cards lower than 8 each round.

Shape Change: Rank: Special; PP: Special; Range: Self; Duration: 1 minute (1/minute); Spell Points: 12

This version of the power only allows a user to transform into mundane animals, but more bizarre transmutations may be found. The cost in PP depends on the type of creature the character wishes to change into. Weapons and other personal effects are assumed into the animal's form and reappear when the power ends, but other objects are dropped. While transformed, the character retains his own Smarts, Spirit, and linked skills. He gains the animal's Agility and Strength and linked skills, and cannot use most devices. He has no capacity for speech and cannot use powers, though he may continue to maintain powers previously activated.

Cost	Rank	Animal Types
3	Novice	Hawk, rabbit, cat, snake
4	Seasoned	Dog, wolf, deer
5	Veteran	Lion, tiger
6	Heroic	Bear, shark
7	Legendary	Great white shark

Smite: Rank: Novice; PP: 2; Range: Touch; Duration: 3 (1/r); Spell Points: 12

This power is cast on a weapon of some sort. If it's a ranged weapon, it affects one entire magazine, 20 bolts, shells, or arrows, or one full "load" of ammunition. The weapon's damage is increased by +2, or +4 with a raise.

Speak Language: Rank: Novice; PP: 1; Range: Touch; Duration: 10 minutes (1/10 minutes); Spell Points: 2

This power allows a character to speak, read, and write a language other than his own. A raise on the arcane skill roll allows the user to project a particular dialect as well.

Speed: Rank: Novice; PP: 1; Range: Touch; Duration: 3 (1/r); Spell Points: 4

With a success, the recipient's basic Pace is doubled. With a raise, running becomes a free action.

Stun: Rank: Novice; PP: 2; Range: 12/24/48; Duration: Special; Spell Points: 6

If the arcane character scores a success, targets within a Medium Burst Template must make Vigor rolls or be Shaken. With a raise, victims must make Vigor rolls at -2.

Telekinesis: Rank: Seasoned; PP: 5; Range: Smarts; Duration: 3 (1/r); Spell Points: 12

The weight a caster can lift is equal to 10 lbs times his Spirit die type, or 50 lbs times his Spirit with a raise on the casting roll. If the target of the power is a living creature, it may try to resist the power with an opposed Spirit roll. If the Spirit roll is greater than the caster's skill total, the creature is unaffected. If the creature loses, however, it is lifted as usual and does not get another attempt to break free. Occasionally a victim might manage to grab onto something solid to prevent itself from being lifted. When this happens, the victim may make an opposed Strength roll versus the caster's arcane skill. If the victim is successful, he manages to grab onto whatever was available and is not moved, bashed, or otherwise affected that round. A caster can use telekinesis to wield a weapon. When this occurs, the weapon's Fighting is equal to his arcane skill, and its damage is based on the caster's Spirit instead of his Strength. A sword that does Strength+2 damage, for example, does Spirit+2 when wielded by telekinesis. A creature affected by this power can be moved up to the caster's Smarts in inches per turn in any direction. Dropped creatures suffer falling damage as usual. Victims who are bashed into walls or other solid objects suffer the caster's Spirit+2 as damage.

Teleport: Rank: Seasoned; PP: 3+; Range: Special; Duration: Instant; Spell Points: 6

Teleport allows a character to disappear and instantly reappear up to 10" distant for each 3 PP spent, or 15" with a raise. This counts as his movement for the round. Adjacent opponents do not get a free attack against the teleporting character. If the hero wishes to teleport somewhere he can't see, he must make a Smarts roll at -2. If it is an unknown area he has never seen the roll is at a -4 penalty. Failure of either roll means the teleporter has hit an object of some sort. He returns to where he came from and is Shaken. A roll of 1 on the casting die (regardless of the

Wild Die) indicates a more serious disaster—in addition to being shaken he also suffers 2d6 damage. The teleporter can never enter a solid space even if he tries. The power instantly returns him to his starting location as above. The hero can carry other beings with him, but this automatically causes one level of Fatigue per additional “rider.”

Zombie: Rank: Veteran; PP: 3/Corpse; Range: Smarts; Duration: Special; Spell Points: 12

When cast, zombie raises a number of dead specified by the character when he spent his PP. The undead are immediately obedient, though perhaps a bit mischievous and literal-minded in their duties. Corpses aren't summoned by this ability, so there must actually be a supply of bodies available for the power to have any effect. The bodies don't have to be fresh—zombie can raise servants that have been waiting patiently for centuries. With a success, the dead remain animated for 1 hour rounds. With a raise, they remain animated for 1d6 hours. With two raises, they remain animated for an entire day.

Official Supplement Powers:

Call o' the Wild: Rank: Novice; Range: Spellcasting die in miles; PP: Special; Duration: 1 / Minute; Spell Points: 6
Summon and control natural creatures; can communicate with and access senses of animal; multiple animals multiply PP cost; PP cost: Bear = 5, Insect swarm = 2, Cougar = 3, Rat swarm = 3, Rattlesnake = 1, Scorpion swarm = 3, Medium shark = 3, Great white shark = 5, Wolf = 3. DEADL

Hunch: Rank: Novice; Range: Touch; PP: 3; Duration: Permanent; Spell Points:

Caster gets a vision, insight or 'hunch' about some event in the past related to the object or person; raises give more info.

Mind Rider: Rank: Novice; Range: Spellcasting die in miles; PP: 3; Duration: 1/Minute

Caster can access all of a target's senses; can cast on unseen target if using object target touched in last week.

Shadow Walk: Rank: Seasoned; Range: Special; PP: Special; Duration: Permanent

Caster can step into one shadow and emerge from another; PP cost: up to 10" = 1, 11"-50" = 3, 51"-1 mile = 5.

Texas Twister: Rank: Novice; Range: Sight; PP: 3; Duration: 1 (concentration)

Cast outdoors; everyone in Medium Burst Template blinded and must make Vigor roll each round or be Shaken; ranged attacks through Twister at -2; can move Twister at Pace equal to Spirit die.

Trinkets: Rank: Novice; Range: Sight; PP: Special; Duration: 1 (concentration)

Summon minor mundane objects from pocket, pouch or bag; last for Smarts in rounds; PP cost: Match or penny = 1, Scarf, card or nickel = 2, Derringer, knife or quarter = 3, Pistol, \$5 coin or specific card = 4.

Exorcism: Rank: Veteran; Range: 1"; PP: 15; Duration: Permanent

8 hour ritual banishes spirit from host; host must be restrained; roll Faith vs spirit's Spirit.

Holy Roller: Rank: Seasoned; Range: Self; PP: 5; Duration: Permanent

Success gives an extra benny, failure loses one; must have a benny available to wager; cannot use bennies on casting roll.

Inspiration: Rank: Novice; Range: Special; PP: 5; Duration: Permanent

Telling a heroic tale adds +2 (+4 with Raise) to Persuasion roll to reduce local Fear rating; can be cast on another. DEADL

Protection: Rank: Novice; Range: Self; PP: 0; Duration: Concentration

Spirit roll vs caster's Faith or supernatural creature cannot attack; -2 Faith if Holy Symbol not used (if appropriate).

Sacrifice: Rank: Novice; Range: Sight; PP: 3; Duration: Permanent

Can give a benny to any character.

Sanctify: Rank: Novice; Range: Special; PP: 10; Duration: Permanent

One week of prayer consecrates ground; 5*Faith in yards if no obvious boundaries; supernatural creatures entering must make a Spirit roll each round or suffer a Wound.

Succor: Rank: Novice; Range: Touch; PP: 1; Duration: Permanent

Remove 1 Fatigue level (2 with Raise), Shaken status or Incapacitated status; doesn't stop bleeding or Wounds from worsening; cannot be cast on self.

Curse: Rank: Seasoned; Range: Sight; PP: 5; Duration: Permanent

Target must roll Spirit vs Faith or become sick; 1 Fatigue / day; if Incapacitated, must make Vigor roll or die.

Guiding Wind: Rank: Novice; Range: Touch; PP: 1; Duration: 2 (1/r)

+2 to hit (+4 with Raise) with Thrown weapon or arrow.

Vision Quest: Rank: Veteran; Range: Self; PP: Special; Duration: Permanent

Ask spirits a question; Casting time / PP cost: 1 hour and 3 PP = minor matter, 1 day and 5 PP = matter of import, 1d6 days and 10 PP = major matter.

Wilderness Walk: Rank: Novice; Range: Self; PP: 1; Duration: 1/Hour

Move outdoors quietly and without leaving a trail; +1 Stealth.

Pawn of Mizridoor: Rank: Novice; Range: Smarts; PP: 3; Duration: 3 (1/r)

Creates soldier to protect wizard; requires a chess piece; soldier crumbles after 1 Wound.

Pawn: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8
Fight d6, Notice d6, Pace 5, Parry 5, Tough 10
Short Sword (Str +2), Stone Skin (+4 Tough)
Immune to Fear, +2 vs Shaken, no called shots,
1/2 piercing damage, immune to disease and poison

Solar Storm: Rank: Seasoned; Range: Faith * 2; PP: 5; Duration: Instant

Targets covered by Large Burst Template suffer 2d10 damage; 1 in 6 chance of catching on fire.

Becalm: Rank: Novice; Range: Sight; PP: Special; Duration: 10 Minute (1/10 minutes)

Halve vessel's Top Speed and Acceleration; +2 to Boating totals in a storm; PP cost: vessel's Toughness/5.

Fire Walk: Rank: Novice; Range: Touch; PP: 1; Duration: 3 (1/r)

Recipient (including their clothes and personal items) is immune to the effects of heat and flame.

Mend: Rank: Veteran; Range: Touch; PP: Special; Duration: Instant

Caster repairs damage to ship's hull done in last hour;

Spellcasting - (ship's Wounds); PP cost: vessel's Toughness / 2.

Quake: Rank: Veteran; Range: Smarts * 3; PP: 5; Duration: Instant

Targets covered by Large Burst Template must roll Agility vs spellcasting roll or suffer 2d10 damage.

Settle Storm: Rank: Heroic; Range: 5 Leagues squared; PP: 10; Duration: Instant

Caster can calm a violent storm; Spellcasting -4; requires 2d6 rounds of uninterrupted casting.

Storm: Rank: Seasoned; Range: 5 Leagues squared; PP: 8; Duration: 2d6 Hours

Caster can summon a small but powerful storm.

Summon Elemental: Rank: Veteran; Range: Smarts; PP: 5; Duration: 5 (1/r)

Caster can summon and control an elemental spirit; cannot receive information from elemental.

Water Walk: Rank: Novice; Range: Touch; PP: 1; Duration: 1 Minute (1/minute)

Caster can walk on water as though it were dry ground; rough seas count as Difficult Ground.

Zephyr: Rank: Novice; Range: Smarts * 2; PP: 5; Duration: Concentration (4 hour max.)

Caster can summon a wind to propel a ship; increases Travel Speed by 1 (2 with Raise); can cancel Becalm; in combat, increases Handling by 1 and Top Speed and Acceleration by 25%.

Senseless: Rank: Novice; Range: Spirit; PP: 2; Duration: 3 (1/r) Target must roll Vigor vs spellcasting roll or 1 sense is negated.

Backwash: Rank: Seasoned; Range: Sight; PP: 2; Duration: Instant

Caster can track psionic link back to source; roll Psionics +2 vs Psionics; loser suffers 3d10 damage (ignores non-magical armor).

Blindside: Rank: Novice; Range: Smarts * 2; PP: 2; Duration: 3 (1/r)

Target rolls Vigor vs Psionics or is blinded; -6 to all actions that require sight, including combat.

Sturm Und Drang: Rank: Seasoned; Range: Smarts * 3; PP: 1; Duration: Instant

Roll Psionics vs target's arcane skill to steal 1d6 PP.

Slow Burn: Rank: Novice; Range: 24/48/96; PP: 1-6; Duration: Instant

Similar to Bolt; AP 5; counts as Heavy Weapon; +5 AP / +1 PP; only one missile.

Telekinetic Squeeze: Rank: Seasoned; Range: Smarts; PP: 3; Duration: Instant

Caster rolls Psionics -2 vs target's Vigor to do 1d10 + (1d10 per raise).

Wallcrawler: Rank: Novice; Range: Sight; PP: 1; Duration: 1 Minute (1/minute)

Caster can move at Pace on vertical and inverted surfaces.

Wall Walker: Rank: Novice; Range: Touch; PP: 2; Duration: 3 (1/r)

Stick to any surface; move at normal Pace; may Run.

Mind Reading: Rank: Novice; Range: Smarts; PP: 3; Duration: 1 (1/r)

Caster can roll vs target's Smarts to read thoughts.

Unofficial Powers:

Affect Mind: Rank: Seasoned; PP: 2; Range: 12/24/48; Duration: Instant

Affect mind is an opposed roll versus the target's Smarts. Success causes a minor distraction (Obi-Wan at the tractor beam "What was that?"). One raise will implant a mental suggestion ("These aren't the droids you're looking for"). Two raises will create a mental illusion (causing the target to fire on friends or fall off a ledge).

Force Leap: Rank: Novice; PP: 2; Range: Self; Duration: Instant Force leap increases the horizontal and vertical leap of a character by 2' for each success and raise. A character may attempt one use of force leap when falling. Each success and raise reduces falling damage by 5 points.

Bind Emotions: Rank: Seasoned; PP: 2; Range: Smarts; Duration: 3 (1/r)

Targets of this Power are fixed in their current emotional state for the duration of the Power. This is likely to be confusing, embarrassing or distracting for the target, but it also provides a +2 bonus to resist all appeals to emotions (including Taunt) as well as complete but temporary protection when a Guts check is called for. Memory is not blotted out, however, and after the spell ends, the target should roll the Guts check as horror comes crashing down.

Binding Sign: Rank: Seasoned; PP: 4; Range: Smarts; Duration: 3 (1/r)

On a successful use of this Power, the substance that makes up the body of a demon is rendered inert and the demon temporarily powerless. Binding Sign is an opposed roll of the character's arcane skill versus the target demon's Spirit. The bound demon can be attacked to disperse its substance, but is treated as a solid object of appropriate toughness (see Savage Worlds p66, Breaking Things). On an unsuccessful use, the demon is immediately aware of the caster and of what was attempted. The caster should expect a counterattack.

Courier: Rank: Seasoned; PP: 3; Range: Known destination; Duration: Special

Courier allows a message to be sent swiftly, though not instantaneously and not without a small amount of risk. The message is carried in some form—the sorcerers of Dama commonly use animals carrying a small note or trained to speak. Though it does not appear to move any faster than normal when observed, the courier actually travels 100 miles in a day and can travel to an individual in any location that would be normally accessible to an animal of its type. The courier's destination must be specified and known to the caster—the courier cannot go to a destination that the caster could not himself find. Upon arrival, the courier will present itself to the target, but it is up to the target to realize the courier's significance. If the target is not present, the courier will attempt to seek him out within the location; if there is no sign, the courier will wait. The courier can be stopped. Anyone deliberately attacking the courier can bring it down but is at -4 on attack rolls. The courier cannot carry anything larger than a small scrap of paper.

Additional Effects: for 1 additional PP, the courier can be magically imbued with the power to speak its message once in the caster's own voice. For 2 additional PP (+1 to capture the subject's voice), the courier can take a return message to the caster; the return message must be sent by the first dawn or sunset after arrival.

Demon Pierce: Rank: Seasoned; PP: 2-6; Range: 24/48/96; Duration: Instant

Non-demons within the burst feel nothing but a chill and a foul breeze, but the fragments inflict wounds as a Blast on demons. All other properties are identical to Blast.

Firewalker: Rank: Seasoned; PP: 3; Range: Smarts (in miles); Duration: Instant

A useful Power that allows the user to step into one fire and emerge from any other fire within range. Both fires must be large enough to accommodate the user (a campfire or decent-sized fireplace). If the user knows the location of the destination fire, she may go there automatically, otherwise the destination is random. Provided the user enters and exits the fires immediately on departure and arrival, she takes no damage from them.

Additional effects: For an additional 3 points, the user may draw another individual with her to the same destination.

Gravecloak: Rank: Veteran; PP: 3-6; Range: Self; Duration: 3 (2-4/r)

A damaging aura surrounds the character to the radius of a small burst template (centered on the character). All creatures (alive or undead, but not constructs) that come within this area suffer 2d6 damage. Additional Effects: for double the PP, the aura expands to the radius of a medium burst template. Damage does not increase, but the larger aura costs more to maintain from round to round.

- Lay to Rest: Rank: Seasoned; PP: 1; Range: Spirit; Duration: Instant

This power duplicates the Holy/Unholy Warrior Edge but can be used only against undead creatures and spirits.

Shadow Sight: Rank: Seasoned; PP: 2; Range: Touch; Duration: 1 hours (1/Hour)

Shadow Sight grants the ability to see in total darkness. It is not without risk: it also allows glimpses into the realm of Shadow. Those under the effect of the Power should make a Spirit roll each hour—failure indicates they see something that isn't actually there.

Shield: Rank: Seasoned; PP: 2/target; Range: Spirit; Duration: 3 (1/round/target)

Identical in effect to Armor, Shield can protect many individuals with a single casting.

Smolder's Kiss: Rank: Seasoned; PP: 3; Range: Touch; Duration: 3

On a successful touch attack, the user leaves the target with a smoldering wound that inflicts 1d10 damage each round for three rounds (as if the target was suffering damage from a spot fire; see Savage Worlds p.97). The Power is accompanied by a

horrendous pain, a noticeable burning smell, and smoking flesh, but there is no actual flame.

Walk with Death: Rank: Seasoned; PP: 3; Range: Self; Duration: 3 (1/r)

This Power cloaks the user from the sight of undead creatures. It has all the effects of Invisibility, but at a reduced point cost. Because many predatory undead have a keen sense of smell, the Power disguises the user's odor as well (though living beings near him sense a disturbing smell of wet earth and death).

Zombie Demon: Identical to Zombie in PP cost, Range, and Duration, Demon instead summons a number of lesser Demons out of Shadow to serve—grudgingly—the character. The demons are obedient, but resent their servitude. They fight willingly, but must be watched lest they try to pervert some more peaceful command. If the caster's maintenance of this Power should ever fail, he must make an opposed roll of his arcane power versus the Spirit for each summoned demon. If he fails, that demon turns against him and attacks (on a success, that demon is banished back to Shadow).

Empathy: Rank: Novice; PP: 2; Range: Spirit; Duration: 3 (1/r) Empathy allows users to sense the general attitude and feelings of the target, and may be used on animals as well as sentient beings. Users gain a +2 bonus to Persuasion and Intimidation rolls for the duration of the power.

Enhance Senses: Rank: Novice; PP: 2 (+1 / extra sense); Range: Touch; Duration: 3 (1/r)

Use of this power improves the sensitivity of one or more of the recipient's senses. The user can enhance a sense per Rank, paying additional PP per sense. Hearing: +1 Notice noises. Sight: +2 Notice sighting. Smell: +2 Tracking a trail no older than 8 hours. Taste: detect poisoned food or drink. Touch: +2 rolls of manual dexterity, as Repair.

- **Non detection:** Rank: Novice; PP: 3 (+1 / extra target); Range: Smarts; Duration: 3 (1/r)

Non-detection prevents the target from being detected by electronic sensory, but is visible in video and audio equipment.

Sense Danger: Rank: Novice; PP: 2; Range: Smarts; Duration: 3 (1/r)

Allows the user to detect threats or danger – an approaching patrol, a poisoned meal. The source cannot be clear, but the user has a rough idea of the direction and approximate distance to the danger.

Telepathy: Rank: Veteran; PP: 3; Range: Smarts; Duration: 3 (1/r)

Allows to form a temporary mental connection between the user and a target, that allows the expression of emotions, feelings, and even permits conversation. Unwilling targets must be overcome with an opposed Spirit roll.

Clairvoyance: Rank: Novice; PP: 3; Range: Varies; Duration: 3 (1/r)

You can see things out of your normal sight. Range depends of how you make your Psionics roll. A normal success is your Spirit inches, with every raise that doubles. You can send it out 24" per round, through things and the like. Your sight is at -2 to Notice and similar rolls, otherwise it is your normal sight.

Distraction: Rank: Novice; PP: 3; Range: Spirit; Duration: 3 (1/r)

The target ignores you for the duration of the spell. A successful Psionics vs. Smarts roll makes you effectively invisible against a target, unless you don't draw attention to yourself. It will work only on normal, living humans.

Illusion: Rank: Novice; PP: 3; Range: Spirit; Duration: 3 (1/r) Make an opposed Psionics vs. Spirit roll, success means the target perceives the illusion as real with one sense. If the target can inspect the illusion with his other senses, the illusion is broken. A raise means all senses are affected. An illusionary attack cannot wound but can Shaken. An immobile illusion (a wall) take no effort to maintain. An active illusion (a cat) require concentration (you can move at Pace but do no other action). It works only on living humans.

Lesser Telekinesis: Rank: Novice; PP: 3; Range: Spirit; Duration: 1 (1/r)

you can lift 3 lbs per Spirit die type, twice with a raise. It has an effective Strength of d4. Thrown items do d4+1 damage.

Mental Blast: Rank: Novice; PP: 2; Range: Spirit x 2; Duration: Special

You can induce sudden shock to a target, making an opposed Psionics vs. Spirit roll. A success means the target must do a Vigor roll at -2 (-4 with a raise) or be Shaken. An Extra already Shaken will faint (Vigor check once a minute to wake up). Functions only on humans.

Mind Block: Rank: Novice; PP: 2; Range: Self; Duration: 3 (1/r) while in use the character seems cold and distant, but he has +2 (+4 with a raise) to all Spirit roll to resist mental attacks, possession, fear, etc.

Object Reading: Rank: Novice; PP: 3; Range: Touch; Duration: Permanent

make a Psionics roll, a success gives you a piece of information on the past, present or future of a object or person. Raise will give you more information. Informations are generally obscure and indirect.

- **Postcognition:** Rank: Novice; PP: 3; Range: 1 mile radius or less; Duration: Instant

You can have glimpses of past in the area. You can shrink the area of effect by taking a penalty to your roll: -2 for a 100 yard radius, -4 to a large burst template. A success gives a surge of memories focused on events that are emotionally charged in the past 10 years. A raise allow you to see further in the back. After the fact make a Smarts or Investigation roll. With each success you pick out a pertinent piece of information. If the radius was reduced, you get +2 or +4.

Precognition: Rank: Novice; PP: 5; Range: Special; Duration: Permanent

You can see serious, often traumatic events in the future. Make a Psionics roll, a success gives an obscure detail about the future, a raise gives a complete vision, though still obscure. If you are trying to see a particular event, you have -4 on your roll, and you will always see a vision, but it can be wrong.

Suggestion: Rank: Novice; PP: 3; Range: Spirit; Duration: 1 +1/raise

The target follow a single simple command (that doesn't go against his nature) or believes something you tell them (that can easily be true). It requires a contested Spirit roll. Targets in stressful situations get +2 on their rolls. If failed the power cannot be used on the same target for the scene.

Flash: Rank: Seasoned; PP: 3; Range: Small Burst Template centered on caster; Duration: Instant

Casting flash is an attack. Magical energy flares out from the caster in a Small Burst Template centered on the caster, doing 2d6 points of damage to all adjacent targets (friend or foe).

Iron Form: Rank: Veteran; PP: 4; Range: Self; Duration: Instant

Casting iron form is as simple as flinching. Just before a melee blow lands, the caster becomes completely rigid, like a statue, and takes no damage from the blow. Instead, he is knocked back 1" (more for extremely powerful blows; such as when the attacker achieves a raise on the Fighting roll) and must make an Agility roll or fall prone. The caster must see the attack coming, so iron form is not usable against missiles, spells, surprise attacks, or when the opponent has The Drop. It can be used against physical impacts that are not strictly attacks, such as hitting the ground after a long fall or being struck by a car. In all cases, the caster must cast iron form before the damage for the blow is known.

Leap: Rank: Seasoned; PP: 1; Range: Self; Duration: Instant With this spell, the caster makes a single prodigious jump in any direction. He can leap 4" horizontally (with at least a 10' ceiling), or 3" straight up. The leap can come before, during, or after the caster's normal Pace. If he runs at least 6" before jumping, the horizontal distance increases to 5".

Mind Link: Rank: Veteran; PP: 6; Range: Sight; Duration: 3 (2/r)

Mind link establishes full two-way, silent communication, in words or images, between the caster and one target. The target can choose to resist the spell with Spirit, or can simply allow the link to take place. If the target is out of sight, but known to the caster and within one mile, the caster can make a single Smarts roll to establish the link. If he fails, Power Points are expended regardless.

Murdock's Eye of Bat: Rank: Seasoned; PP: 3; Range: Self; Duration: 3 (1/r)

The caster becomes capable of echolocation. He ignores all penalties for darkness, concealment, fog, etc., for most purposes. Murdock's Eye of Bat senses only shapes and movement, so the caster cannot perceive colors or read with it. Pouring rain or other similar environmental circumstances render this power useless.

Paralytic Ray: Rank: Seasoned; PP: 3; Range: 3; Duration: 3
If the paralytic ray hits, the target must make a Vigor roll or be unable to move at all for three rounds. This paralysis cannot be maintained beyond the initial duration.

Phantasm: Rank: Seasoned; PP: 4; Range: Smarts; Duration: 3 (2/r)

Phantasm fills a Small Burst Template with visual and audible illusions under the caster's control. The illusions are generally believable, but if it becomes necessary to create an exact image or voice to fool someone familiar with the original, roll a contest of Smarts. It is possible to cover people and objects with the appearance of being "not there", but if the covered targets move the illusion is spoiled.

Phantasmal Nemesis: Rank: Veteran; PP: 6; Range: Smarts; Duration: 3 (2/r)

Phantasmal nemesis focuses on the mind of a single target and creates a personal hallucination, a terrifying apparition from the depths of that person's subconscious. No one else can perceive the threat; not even the caster knows what it is. The apparition locks the victim in vicious combat, but what is really happening is a contest of the victim's Smarts with the caster's Spellcasting skill. Roll one contest each round on the victim's turn. The phantasmal nemesis is autonomous and the caster need not be concentrating on the contest. If the victim loses, he is Shaken; further Shaken results have no effect. If he rolls a 1 on his Smarts die, he suffers a wound. If he beats the spellcaster's roll with a raise, he sees through the delusion and the phantasmal nemesis disappears.

Reed's Fantastic Elongation: Rank: Seasoned; PP: 4; Range: Self; Duration: 3 (1/r)

The caster's body becomes outrageously pliable, giving him +1 Reach and allowing him to stretch his body parts (legs, torso, arms, neck, etc.) up to 3 feet. When the spell expires, the caster's form snaps back to normal. If the GM judges that the caster is in a particularly extreme form when this happens, he must make a Vigor roll or be Shaken.

Tremor: Rank: Veteran; PP: 8; Range: Smarts x2; Duration: 1 (4/r)

This spell shakes the earth within a Large Burst Template. Everyone in the area of effect must make an Agility roll or be Shaken; on a roll of 1, the person also falls prone. Other Agility rolls and Agility-based skills are at -2 in the tremor's area, and

Running is impossible. Weak structures collapse, things fall from shelves, and non reinforced buildings suffer minor damage.

Bestow Benefice/Curse: Rank: Seasoned; PP: 3; Range: Touch; Duration: 3 (1/r)

Description: With this power you can instill a Novice or Seasoned level Edge or minor Hindrance on someone else. The Edge or Hindrance is chosen when the power is bought. If use of this power would "double" an existing Edge or Hindrance then the effect of the power is in fact doubled for the duration of the power.

Bestow Greater Benefice/Curse: Rank: Heroic; PP: 5; Range: Touch; Duration: 3 (1/r)

With this power you can instill a Veteran or Heroic level Edge or major Hindrance on someone else. The Edge or Hindrance is chosen when the power is bought, though knowledge of the first level Edge or minor Hindrance is not required. If use of this power would "double" an existing Edge or Hindrance then the effect of the power is in fact doubled for the duration of the power.

Iron Form: Rank: Veteran, Power Points: 4, Range: Self, Duration: Instant, Based on: Absorption

Trappings: Strike a pose!

Effect: Casting iron form is as simple as flinching. Just before a melee blow lands, the caster becomes completely rigid, like a statue, and takes no damage from the blow. Instead, he is knocked back 1" (more for extremely powerful blows; such as when the attacker achieves a raise on the Fighting roll) and must make an Agility roll or fall prone. The caster must see the attack coming, so iron form is not usable against missiles, spells, surprise attacks, or when the opponent has The Drop. It can be used against physical impacts that are not strictly attacks, such as hitting the ground after a long fall or being struck by a car. In all cases, the caster must cast iron form before the damage for the blow is known.

Leap: Rank: Seasoned, Power Points: 1. Range: Self, Duration: Instant, Based on: Leaping

Trappings: Eating a dried grasshopper

Effect: With this spell, the caster makes a single prodigious jump in any direction. He can leap 4" horizontally (with at least a 10' ceiling), or 3" straight up. The leap can come before, during, or after the caster's normal Pace. If he runs at least 6" before jumping, the horizontal distance increases to 5".

Mind Link: Rank: Veteran, Power Points: 6, Range: Sight, Duration: 3 (2/round), Based on: Telepathy

Trappings: Concentration; a meaningful meeting of the eyes

Effect: Mind link establishes full two-way, silent communication, in words or images, between the caster and one target. The target can choose to resist the spell with Spirit, or can simply allow the link to take place. If the target is out of sight, but known to the caster and within one mile, the caster can make a single Smarts roll to establish the link. If he fails, Power Points are expended regardless.

Extendable Limbs: Rank: Novice; PP: 3; Range: Self; Duration 3(1/r)

Your Kicks and Punches attacks gain Reach equal to your Rank level (1 at Novice, 5 at Legendary).

SUPERPOWERS

Superhuman Strength:

Strength Load L. Max W. (continues)

d12+1	100	400	d12+7	5 tons	20 tons
d12+2	250	1000	d12+8	12.5 tons	50 tons
d12+3	500	1 ton	d12+9	25 tons	100 tons
d12+4	1000	2 tons	d12+10	50 tons	200 tons
d12+5	2500	5 tons	d12+11	125 tons	500 tons
d12+6	2.5 tons	10 tons	d12+12	250 tons	1000 tons

A villain may throw an item under his load limit with a Range of 3/6/12, or if less than half the load limit at 6/12/24. Brawny x1.6.

Chewing the Scenery: These fall apart after 1 or 2 uses.

Weapon Wgt Dam. (continues)

Parking Meter	50	+d10	Car M	2 tons	+d12+5
Large rock	100	+d12	Truck M	4 tons	+d12+6
Boulder	200	+d12+1	City Bus L	8 tons	+d12+7
Lamp post S	400	+d12+2	Tank L	16 t.	+d12+8
Large Tree S	1000	+d12+3	5-s. building A	32 t.	+d12+9
Statue S	1 ton	+d12+4	10-s. Building A	64 t.	d12+10

Each load l. -1 to all Agi and Str rolls and Skills. If damage > Str limits damage to that Str and no additional bonus. HA do HW.

(parts in *italics* are not official or are changes in official rules)

General Modifiers:

Requires Activation (x): must be activated. Is a free action, but it isn't the character's "normal" state. If taken by surprise, the power has no effect.

Elemental Tricks: Air: Everyone affected must make an Agility check or be knocked prone. Darkness: Anyone hit must make a Spirit roll, failure means -2 to actions related to sight for 10 minutes, cumulative up to -6. Electricity: Anyone affected must make a Vigor roll (-2 to most electronic foes such as powered armor or drones) or suffer +1d6 damage. Fire: Anything affected may catch fire, as if they are flammable (See rulebook). Cold: Anyone affected must make a Vigor roll or must discard and redraw any face card dealt (not include jokers). Light: Everyone affected must make a Smarts roll or be Shaken. Psionic: Every living being must make a Spirit roll or be Shaken. Radiation: Extra +2 damage. The victim make a Vigor roll at +2 or gains the Terminally Ill Hindrance, if successful the victim is forever immune to this effect from this villain. Sound: Those affected must make a Vigor roll or be deafened for d6 hours, as if they have the Major Hard of Hearing Hindrance.

Flexible (+1): *the Villain can reshape this power with an action as he wishes distributing the total PP cost of the power between levels and modifiers and limitations.*

Devices (-1): Not all powers are inherent to your character. Some can reside in technological or magical objects instead. Figure each type of power the device grants separately—with a minimum cost of 1. (Note that a device that grants bonuses to several attributes, via the super attribute power, gets a discount only on the total since that is one "type"—not each attribute raised. The same applies to super skills, super Edges, etc.) **Slow Activation** (-1): the device is very slow to activate, put on, or energize (taking at least 5+1d6 rounds to ready). **Handheld** (-1): *operation of the device requires the use of one or both of the villain's hands (like a sword, pistol or flashlight).*

Natural Ability: *the powers affected by this modifier can never be negated, nullified or in any other way taken away from him. In some cases, increasing the cost by 1 per 3 points may be enough, but this could easily be increased to doubling the total cost. As an alternative, the GM might decide to use Natural Ability as a Background Edge. This Edge can be chosen several times (but only at character creation), each affecting any one of the character's starting powers.*

Power Link: *This is a modifier that is used to link two or more powers together. Linked powers can only ever be used in conjunction with each other. There are two basic ways this can work: 1. Activation of either power automatically activates the other one. The villain can never activate only one of the affected*

powers. He either has all of them active or none at all. 2. Activation of one power is required to gain access to the other. The primary power must be of the kind that is activated when needed and stays on until the villain decides to deactivate it again. The secondary power could be either active or permanent. Due to the sheer number of different possibilities for combinations, some of which could be quite limiting, with others hardly noticeable in actual game play, it is virtually impossible to set a specific power point modifier for the Power Link. It's up to the GM to decide how great the disadvantage of having linked powers really is, and thus how much cheaper the powers in question should actually become.

Absorption (4): Works only on a type of energy, such as ice/cold, fire/heat, magic, radiation, kinetic (bullets, punching), slicing (swords, knives), etc. Make a Vigor roll if wounded, success and raise eliminates a wound. **Requires Activation** (-1).

Transference (+3): Each wound negated increase Strength or Vigor one step for three rounds. **Reflection** (+5): redirects the damage back to its source, as long as it is in line of sight. Every wound absorbed causes a wound. **Additional Type** (+4): *choose another type of energy to be absorbed.*

Ageless (1): Doesn't age. Usually only during creation. **Very Old** (+1): The character adds +2 to most Common Knowledge rolls.

Variable Age (+1): *alter age, decade per min (year per round).*

Altered Form (3): Body of sand, water, metal, rubber, or other matter, or can stretch or manipulate it. Can assume any basic shape (does not look like other items or people). Can extend or compact by 50%, gives Reach 1". Rubbery or matter (earth, sand, water, insects, and so on) have +4 armor against other matter and kinetics (bullets, fists, etc.), energy against energy attacks. **Fall-Proof** (+1): half damage from falling, crashes, or similar; never be killed (can be Incapacitated). **More Elastic** (+1): modify by another 50%, Reach +1". **Replenish** (+3): Contacts an identical and substantial source of energy or matter and spend an action to make a Spirit roll for +2 steps in Str for 5 rounds, or heals one wound. **Requires Activation** (-1). **Liquefy** (+3): *turn into liquid, can pass through tiny. Turning and reassuming count as actions, can be performed in the same round. While liquid cannot perform any actions other than slow move, it is almost impossible to wound, but there may be a few ways to harm him.*

No elastic (-1): *your form does not grant you the increased Reach and ability to modify your shape.*

Alternative use (1/Level): *For each level of this power you can choose one of your power (or group of powers) and with his total PP cost buy an addition power (or powers). With an action you can shift between the two 'configurations'.*

Animal Control (Varies): control animals Spirit miles, may have a constant companion. **Cost and Types of Animals Controlled**: 3 for a swarm of rats, insects, or other vermin, or a specific animal less than Large size. 5 for a single Large animal or two small animals. 10 for a single Huge animal, two Large animals or five animals less than Large size. **Animal Companion** (x2): always with the villain wherever he goes. **Shapechanger** (+5): Villain can become them. Gains physical Attributes of creature if greater than his and all special abilities, including forms of movement. Can be combined only with Unique. **Summoning** (+5): The animal(s) can appear at will within 12" of the villain and can be dispelled. **Superpowers** (Variable): add Superpowers at 1 point per PP. **Telepathic Link** (+1): can call to animals via telepathy, they understand his basic instructions, and he can read their basic emotions. **Unique** (Half): the creature(s) is unique and cannot be easily replaced, should be an adventure in itself, and require a long trek to a remote location, dangerous trials, and other obstacles.

Animation (Variable): animate object, come to life as an action.

Points	Object Wt.	Object Str	Size	Pace
3	10 lbs.	d4	-2	4
5	25 lbs.	d6	-1	4

6	50 lbs.	d8	0	6
7	100 lbs.	d10	+1	6
8	250 lbs.	d12	+2	8
9	500 lbs.	d12+1	+3	8
10	1000 lbs.	d12+2	+4	10
12	1 ton	d12+3	+5	10
14	2 tons	d12+4	+6	12
16	5 tons	d12+5	+7	12
18	10 tons	d12+6	+8	14
20	20 tons	d12+7	+9	14
22	40 tons	d12+8	+10	16

Animated Object: Agi d6, Sma d4(A), Spi d4, Str *, Vig d8; Fighting d6, Notice d4, Throwing d4; Pace: *; Parry: 5; Tough.: 6+(Size x2); Armor: generally equal to their Size; Construct: +2 to recover shaken, no extra damage from called shots, piercing attacks half damage, immune to disease and poison.

Multiple objects may be animated from lesser categories (at level 3 could give life to two level 2 or three level 1. Pace is "walking" Pace, if has inherent locomotion move at their normal Pace.

Remains animated at will, but inflicts a -2 to all actions (not cumulative). **Herd (-2):** *The villain can only animate multiple smaller objects as detailed in power's description. No single object may be larger than half his actual level.* **Object Limitation (-2):** *Choose a specific type of objects (statues, toys, books, etc.)*

Aquatic (1): The villain is native to the water, doesn't need to roll to avoid drowning and adds +2 to Swimming rolls. Pace is equal to his Swimming skill. **Needs Water (-1):** Must be totally immersed in salt water once every 24 hours or get a level of Fatigue, if Incapacitated die 24 hours later. Every four hours spent in salt water heals one Fatigue. This limitation make it free.

Armor 2/4/6: 1 point of armor. **Heavy Armor (+2):** considered Heavy Armor. **Requires Activation (-1).** **Partial Protection (-1):** only covers torso.

Attack, Melee (2/Level): H2H attack of 1d6 x level, up to +6d6 (Heavy Weapon), that stacks with hand weapons. **Armor Piercing (+1/2):** each time +1 AP. **Elemental Trick (+2).** **Focus (+3):** ignore the armor of inanimate objects (not people or the armor they wear) with a -4 to his Fighting roll. **Knockback (+2):** targets fly back 1d4" for each success and raise on the attack roll, or 1d10" if you normally cause knockback. **Nonlethal (+1).** **Reach (+1):** each time +1 Reach.

Attack, Ranged (3/Level): range is 12/24/48, damage is 2d6 + 1d6 per additional level (max 5d6), Heavy Weapon. **Area Effect (+2/+4):** Medium Burst Template or Cone, or Large Burst Template. **Armor Piercing (+1/2):** +1 AP per level. **Elemental Trick (+2).** **Focus (+3):** ignore armor of inanimate objects (not people or the armor they wear) taking -4 to Shooting roll.

Knockback (+2): targets fly back 1d6" for each success and raise. **Nonlethal (+1).** **Rapid Fire (+3):** extra missile each level, up to a RoF 3, at no penalty. **Requires Material (-2):** You attack by hurling matter of some sort that you cannot create or carry with you (huge chunks of metal, shards of ice, etc).

Awareness (3): Characters with awareness suffer no penalties due to bad lighting, fog, or other obscurement. Cover modifiers for solid protection (hiding behind a wall, prone, etc.) apply normally. **Danger Sense (+5):** The power is an early warning system. All attacks against the character suffer a -4. This does not stack with deflection or parry. Smarts roll detects ambushes or hidden dangers. **Requires Activation (-1).**

Broadcast (1): The villain can tap into and control local radio and television broadcasts within one mile, or further with a direct feed of some sort. **Manipulation (+5):** can manipulate broadcasts. He can render any electronic image or sound, mimicking peoples as long as he has studied that person before. **More Range (+2):** range of 1000 miles each time this modifier is purchased.

Burrowing (2): tunnel through earth at basic Pace (and "run"). May tunnel and erupt the same round. Burrowers cannot be attacked unless the attacker has some means of detecting them and penetrating the dirt. Burrowers erupting makes an opposed Stealth vs Notice to gain +2 to attack and damage, or +4 with a raise. If the target wins and was on Hold, he may attack just as

the burrower erupts. Solid rock, metal, and hard substances stop the tunneler. **Super Tunneler (+3):** can tunnel through rock, metal, and hard substances at 10 feet per minute.

Chameleon (3): assume the appearance of another being or animal. Cannot emulate someone more than 2 Size levels different. Someone familiar gets Notice -2 to detect something off (after short range interaction). **Inanimate Object (+3):** can assume shape of inanimate objects, cannot vary size by more than 50%. **Voice (+2):** can emulate voices (identification devices). Combined with form the Notice roll is -4.

Construct (5): living automaton, cyborg, robot, statue, or android. Player character do have emotions and can feel fear. +2 to recover from Shaken, no Wound modifiers, immune to disease or poison. Arrows, bullets, and piercing do half damage. No damage from called shots. Do not heal wounds normally, and cannot recover wounds from the Healing skill or power. Repair is used instead, requires tools and spare parts (-2 without tools, -2 without spare parts) and 1d6 hours. **Cyborg (-1):** *part machine and part living, at least one vulnerable biological part which can be targeted with a Called Shot at -4 and causes +4 damage.*

Copycat (2/level): As an action mimic any one other superpower she sees, with value up to her level. The power copied must be identical to the original in all ways. Cannot duplicate effects created by devices. Last for 12 hours, or until a new one is copied. **Devices (+3):** can copy device effects. **Extra Duration (+3):** power retained until a new is copied. **Savant (+3):** can choose to alter the point cost by dropping any or all modifiers.

Touch (-3): must touch the possessor. **Versatility (+3):** may copy multiple powers up to the cost is not greater than her power level.

Damage Field (3): must be activated as a free action. At the end of the movement every adjacent foe suffers 2d6 damage, HW. **Elemental Trick (+2).** **Medium Template (+3).** **Selective (+3):** can control who is affected. **Always On (-1):** *cannot turn this power off, cannot be combined with the Selective modifier.*

Darkvision (2): see in the dark, ignores all darkness penalties. **Requires Activation (-1).**

Decay (3): Destroys matter. Each full round in contact destroys 10 pounds of matter. Living beings must make Vigor -2 or suffer a wound. **Midas Touch (-2):** can't turn off. Everything touched with bare hands begins to decay. **Rapid Decay (+2):** Each time this modifier is chosen, the amount of matter destroyed doubles. No additional effect on living beings.

Deflection (1/Level): Every PP -1 ranged attack. **Limited (1/2):** one type of attack (fire, cold, kinetic energy, etc.) **Requires Activation (-1).**

Duplication (5): create exact copies of them (minus this power), which are Extras, under the creator's control. Must stay within 5". Always slightly off: Notice roll at -2 can determine if a dupe is the character. May be "dispelled" at caster's whim and vanish if the original is Incapacitated. **Extra Duplicates (+3/Dupe):** another duplicate. Every two -1 to trait tests. **Feedback (-2):** *If a dupe is damaged, Vigor roll or Shaken.* **Focus (Half Total):** *The villain must have access to an item or material in order to create his duplicate*

Earthquake (1): Crack 2' deep which races 12" from villain in a straight line. Everyone in the line Agility or Shaken and stuck and cannot move until Shaken. **Earthshake (+3):** Tremor in LBT up to 24" distant. Agility or Shaken. Buildings generally suffer significant damage. Hardened buildings suffer minor damage, but might be breached if repeated. **Trigger (+1):** If used at the heart of a fault-line deep within the earth at a tectonic plate roll d6 no more than once per week. On 6 a real earthquake is triggered, a d4+3 Richter scale, d20 x 10 mile radius. **Volcano (+5):**

Summons a fountain of lava from solid ground no more than 5" from the villain. Requires an entire round, not combined with other actions, covers LBT, 2d10 damage, core of SBT is HW. After lava drains back leaving broken earth, Difficult Ground.

Emotion Control (2): can use Persuasion to improve Reaction many times, provided he has time to spend (10 minutes for each roll), can use Spirit instead of Persuasion for this roll. **Devotion (+2):** *If confronted with someone that is helpful can try one*

Persuasion roll. If successful the target become a true Ally, not suicidal but loyal. This remains until he remains with the Hero and for all the day after, +1 for each raise.

Energy Control (2): choose a type of energy as fire, kinetic energy, cold, darkness, electricity, light, psionics, radiation, or sound. Within MBT fires may be nullified, air evacuated (or filled), electricity drawn or drained. Small effects require no roll. Additional effects are described below. Range 12". Nullify: Smarts to contain or negate energy in MBT to cause no harm inside. Direct attacks do half damage. Damage: MBT, damage 2d6, HW. Elemental Trick (+2). LBT (+3). Selective (+2): decide who gains the protection, gets hit, etc.

Ensnare (3): Fighting roll against adjacent foe, victim bound and -2 Pace and Agility and Strength skills. With a raise fully restrains, can only try to break free. Strength or Agility at -2 to break free, a raise break free and act. Area Effect (+2): LBT. Ranged Attack (+2): 12" with Shooting. Stronger (+3): break free at -4. Damaging (+2/+4): 1d6 after target had chance to break free. For +4 points +1d6 up to 5d6.

Explode (2): "prime" standing still for one full round. On next action he explodes for 3d6 in MBT. He is Shaken, HW. Elemental Trick (+2). Large Template (+3): LBT. Selective (+2): select who is damaged.

Extra Actions (3/Level): an extra action per round, not the same. Repeat Action (x2): The same action. ---

Extra Limbs (4/Level): Your villain has an additional prehensile limb of some sort. He can take an additional physical action with it every round, and does not suffer from multiaction or off-hand penalties while using it. He may also assign extra limbs to take a sustained action, such as grappling someone. You may purchase powers that only affect the limb at the same cost as devices (1 less point for every 5 points invested in the power). You may purchase this power multiple times for multiple limbs. Reach (1/1"): The villain's limbs have Reach at the cost of 1 per game inch.

Fear (3): Some characters are so menacing they cause Guts checks in all who see them. The range is 12" in good lighting, where targets can get a clear look at the villain's appearance, sense his cold vibe, etc. The power must be activated on the villains' turn, but is a free action. (Even those who are permanently terrifying must yell, scream, glare, or otherwise "activate" the power.) No foe may be affected more than once per scene with this power. Scary (-2): The effect is permanent or inherent and subtracts 2 from the characters Charisma. Terror (+2): The Guts check is made at -2.

Fearless (2): Fearless characters never suffer from Fear effects, and cannot be Intimidated.

Flight (2-15): Your villain can fly. The more points put into the power, the faster he can move. If it becomes important, his climb is equal to half his flying Pace. The number listed under Penalty is the modifier foes suffer when trying to attack the flier when he's moving at this speed. Surprise attacks against the character when he's at rest suffer no such penalties. For 2 points you move at your Pace; for 4 points move at 2 x Pace; for 6 move is 4 x Pace and Penalty is -1; for 8 Pace is 48 (120 mph) and Penalty -2; for 10 you move at Super Speed (240 mph), Penalty -4; for 15 move is Sonic Speed (Speed of Sound) and Penalty -8. Space Flight (+5): Your villain can fly right out of the atmosphere and continue to move in outer space. Without gravity or air friction to slow him down, there is theoretically no limit to the velocity he can reach. His Flying Pace acts as Acceleration in space. This power also protects the villain from the most obvious hazards of deep space: hard vacuum, cosmic radiation and high velocity microdebris have no effect on him. He is not truly immune to these effects, he rather ignores their presence. This means that he does not gain any protection to similar dangers when he returns to the atmosphere.

Force Control (2/Level): This handy power allows a character to create and control a force of pure energy that can lift objects, form shapes, bind enemies, or act as a protective barrier. The Strength of the field is d8 initially, and each level in the power

adds a further die step (level 4 is d12+1). This is its damage if used to attack, its ability to grapple, how much it can lift, and so on, just as if it were a character. Those who are hit by it suffer the force's damage (its Strength die plus a Wild Die, just like a Wild Card character). The distance the character can reach with his force is 12". The force can form rough shapes as needed—giant hammers, fly swatters, scoops, and so on. Fine manipulation (creating a key or a Faberge egg) isn't possible with this power.

Bind (+1): The villain can use his power to restrain foes. This requires an opposed Strength roll between the target and the force. If the victim fails, he is bound and may attempt to break free on his actions with a Strength or Agility roll (his choice) opposed by the field's Strength. Once bound, a foe is automatically hit each round if the attacker desires. Roll Strength damage for the force normally. Flight (+4): The force can be used to "carry" the villain (and possibly his associates depending on Strength), basically giving him the flight power at half the level he has in this power. (Two levels in force control is equal to one level of flight, 10 levels gives level 5 flight, etc). Focus (+3): Bypass and ignore the armor of inanimate objects (not people or the armor they wear) by taking a -4 to the Fighting roll. Force Field (+4): This allows the villain to create a bubble of energy that protects whatever is inside. The field covers any one person in the villain's range. The sphere adds +1 to the Toughness of those protected for every level the villain has in force control. (This is not armor, and is not reduced by armor-piercing attacks.)

The villain may create portals in the field at will to let allies or attacks in or out. Foes can push their way into or out of the force field by making an opposed Strength roll with the field. Heavy Weapon (+1): The force counts as a Heavy Weapon.

Maneuverable (+3): Villains with this modifier may rapidly move their projection to strike many foes at once. Pick a starting point anywhere within the villains' range and move it in any path up to 1d10". Every figure touched by the path must make an opposed Strength roll (versus the force's Strength—not the character's) or be knocked prone. Those rolling a 1 on are Shaken as well.

Medium Template (+2): The villain may use Force Control to effect a Medium Burst Template (this template can be used with all of the other modifiers as well). If used for Fighting or Binding only one roll is made and applied to all foes underneath.

Gifted (1): The character ignores the -2 penalty when making unskilled rolls.

Growth (2/Level): Growth allows a villain to become larger, increasing his Size and Strength. It takes one entire action to grow or return to the character's normal size. The character may increase his size by less than allowed if he wants. Each time growth is purchased it adds +1 to Size, which is added directly to Toughness, and one step to the villain's Strength. Between Size +4 to +7, the character is considered Large. If using miniatures, he now occupies a 2" square. Between +8 to +10, the character is considered Huge, and he occupies an area 3" square if using miniatures. Forms larger than Size+10 generally add another inch per level. Monster (-1): The villain can't turn this power off, he is always this size. This gives him a -2 to Charisma, makes him much easier to track, and makes it difficult to find gear the proper size. Long Stride (+1): Your increased size comes with long legs that let you move in longer strides than a normal-sized person.

You may add your Size modifier to your Pace. Hardy (+4): Whenever your villain increases her Size to +4 or greater, she also gains the benefit of being Hardy. If she is Shaken, further Shaken results have no effect—they do not cause a Wound. For obvious reasons this modifier can only be chosen if the villain already has at least four levels of growth. Gargantuan (+5): If your villain's Size reaches +9, she counts as a Gargantuan creature. She now has Heavy Armor and all melee attacks count as Heavy Weapons. She can also attack smaller creatures or objects by stepping on them. In this case she adds the difference in Size between her and the target to her damage total. Of course, the villain also needs at least nine levels of growth to choose this modifier.

Healing (2): Your villain can heal herself and others with a touch. To do so, she must spend an entire action in contact with the patient and make a Spirit roll minus the victim's wounds. Failure simply indicates a lost action. Success heals one wound instantly, but costs the healer a Fatigue level that fades 24 hours later. A raise does not heal an additional wound, but does prevent the healer from suffering Fatigue. Victims with multiple wounds require multiple attempts to heal completely. Extras can also be returned to action using the same process outlined above. The GM must check to see if an Extra has expired or not before the healer makes her roll. It generally requires a Smarts roll on the healer's part to recognize whether or not an Extra is beyond saving. Refresh (+2): This power allows a villain to give her comrades a temporary respite. The healer makes a Spirit roll as a flood of healing energies floods out from her in a Medium Burst Template. Anyone within the template (friend or foe) automatically recovers from Shaken. Rejuvenation (+3): The villain can heal nonpermanent crippling injuries. This requires a Healing roll at -2 (and minus any wound penalties) and may only be attempted one time per injury. This is a separate roll from those used to treat any actual wound levels. Restoration (+5): The villain can heal permanent crippling injuries. This requires a Healing roll at -4 (and minus any wound penalties) and may only be attempted one time per injury by this character (a different healer could try again though). Revive (+2): The character can remove one Fatigue level from himself or others with a touch and a Spirit roll. Only one level per round may be so relieved. This feat may only be performed once per day on a particular victim. Any more than that requires actual food/rest/water, etc. Resurrection (+10): The ultimate healing ability is the power to raise a villain from the dead. In Necessary Evil, the body must have been dead no longer than 12 hours, and must be reasonably intact (approximately 75%). Resurrected victims return to life with three wounds that fade at the rate of one per week, regardless of any other treatment, magic, miracles, or even the Revive modifier to this power (see below).

Heightened Senses (1): The character's senses are heightened for some reason. He adds +2 to Notice rolls. Some characters with heightened senses should have awareness as well. Check there for more information. Eagle Eyes (+1): The character can see details twice as far as most members of his species. Tracking (+1): Your villain has a keen sense of smell, giving him a +2 to Tracking rolls. Additional Sense (+1): *The villain has an additional sense that normal people lack. He might be able to sense electricity, bio-forms, magic or what ever else the player can come up with. The new sense should work similarly to one of the natural senses, so detecting something will require either line of sight, range of sound, or close proximity.* Microscopic Vision (+1): *The villain can see tiny details that others would need a magnifying glass to make out. He can also "zoom in" even closer to see microscopic objects, but this requires his full concentration and prevents him from using any skills except those that are directly connected to his microscopic analysis (typically Notice and appropriate Knowledge skills).* Ultra/Infrasonic Hearing (+1): *Your villain can hear sounds that are either above or below the frequency range of the normal human ear. He can choose this modifier twice to hear in both ranges.* EM-Sense (+1): *The villain can sense the presence of electromagnetic fields. This allows him to "track" radio broadcasts (but not listen to the message) or active power lines.* Requires Activation (-1): *The power must be activated. This is a free action, but it isn't the character's "normal" state (i.e., his senses only work better when he's actively engaged them). If taken by surprise, the power has no affect.*

Illusion (2/Level): Illusion allows your villain to create imaginary images and sounds. The illusions cannot actually affect the real world, but can pretend to. An imaginary monster might "pick up" a real car for example, but in truth, the car is just "blotted out" while a false one is hurled by the beast, but cannot mimic true invisibility. The illusion must cover the "removed" object. The maximum size of the illusion is 2" cubed at level 1,

and duplicates for each level. Film Quality (+1): Film and microphones detect and record the illusions as well.

Psychosomatic Trauma (+2): Each round, the illusion may attack one target per level of the power. The illusion automatically "hits" and each target affected must make a Smarts roll or be Shaken. Those who roll a 1 on their Smarts die suffer a wound. A second Shaken result from an illusion never causes an actual wound. Targeted (-1): The illusion affects the mind rather than creating tricks of light. Any character who wishes to "disbelieve" a particular illusion can make a Smarts roll at -2. If successful, she can detect what is real and what is false.

Immunity (4): Your villain has limited immunity against a particular attack form, such as air/wind, cold/ice, fire/heat, radiation, darkness, light, electricity, sound, and so on. Villains made of a particular substance (such as sand or insects) typically purchase this power for the same type of matter or energy as well. You may choose this power multiple times to select different immunities. Background effects of the particular energy type (walking through fire, in a nuclear reactor, etc.) are completely negated. Damage from direct attacks from the selected energy form is halved (roll normally, then halve the total). Requires Activation (-1): The power must be activated. This is a free action, but it isn't the character's "normal" state (i.e., his immunity works only when he's actively engaged it). If taken by surprise, the power has no affect.

Infection (Variable): The character's touch infects her foes with a disease or other unhealthy condition. This requires a touch attack. A target struck by the attack must make a Vigor roll. If failed, the victim suffers depending on the condition caused (see below). The character should define the specific disease caused by his infection (a nasty cold, ebola, and so on), but the effects are summed up below. These may be combined as well, so that an infection causes an instant Shaken result and eventual death. Costs of conditions are: 1 for Shaken, 1 for Fatigued, 3 for Incapacitation (1d6 hours), 4 for Death in 1d6 hours, 5 for Death (Instant). Always On (-2): The character cannot "turn off" her ability to transmit disease. She must wear clothes, gloves, scarves, and the like at all times or risk infecting her friends. She cannot take lovers, bear children, or otherwise have much of a social life. Strong (x2): Vigor rolls are made at -2.

Intangibility (5): Intangibility makes the character unable to affect or be affected by physical and energy attacks or objects. The character can walk through walls or other barriers but cannot affect the physical world while intangible. Turning intangibility on or off requires a Spirit roll, and is an action. While intangible, any items the character carries become intangible as well, and do not function. Other beings carried by the villain do not become intangible and are dropped. Should the villain become corporeal "inside" someone or something, both she and her victim suffer damage. A hand causes 1 wound to each, an arm causes 2 wounds, both arms causes 3 wounds, and the whole body causes 4 wounds. Vulnerabilities: Some attack forms still affect intangible characters (depending on her trappings). If a character chose mist form as her trapping, for example, the GM might decide that fire or wind-based trappings still affect her normally. Similarly, a ghost might be affected by magical or spiritual attacks. Magical or psychic attacks should almost always affect incorporeal creatures. Phaser (+2): The villain can phase in and out of the material world rapidly. A Spirit roll is still required, but counts as a free action. Affects Others (+3): *The villain is capable of turning another person or creature intangible as well. They must be in constant contact with the villain to remain intangible and are subject to the same benefits and limitations the power provides. The player can spend a bennie to allow more than one person or creature to be intangible. If the villain wanted to use this power on an unwilling target, he must make a touch attack; to maintain his grip for following rounds requires maintaining a grapple.*

Interface (2): Your villain can interface with electronic gadgets, giving him much greater access to its inner workings than others. He gains +4 to rolls involving the use of computers or other

electronics. **Code Breaker (+1):** Through the use of an audio imitator, a mini-computer loaded with lockpicking software, a retinal falsifier, or some other device, your character can open electronic locks and other protection devices with a simple Knowledge (Electronics) roll. This takes a total of four rounds, or two if the villain scored a raise on the skill roll. **Virus (+2):** *The villain can upload an extremely aggressive virus into any computer system. This requires a Knowledge (Computers) skill roll that does not benefit from the normal +4 modifier. Any defense systems the target computer has will modify the result or even make an opposed roll, GM's choice. On a successful roll the target system is infected and stops working until repaired. With a Raise, the system is damaged beyond repair and must be replaced entirely.*

Invent (2/Level): This impressive ability allows an inventor to create one-off devices that duplicate any other power in this book. A character must have a minimum Smarts of d10, a Knowledge (Engineering) of d10, and a Repair skill of d10 to take this power. The inventor can create a device that mimics any power in this book. He does not get the discount for it being a device, however—that's already figured into the price of this power. The cost of the power duplicated can never be greater than the creator's level of invent. An inventor who wants to create an invisibility belt, for example, must have invent at level 5 since invisibility is a 5-point power. The inventor can also make several devices as long as he has the Power Points in invent to pay for them. (A villain with invent at level 10 could have two 4-point devices and a third 2-point device.) The device invented requires 10 minutes times its original cost (a 5-point invisibility belt takes 50 minutes to assemble). Ultra-tech gadgets aren't really created in a few hours—the inventor is assumed to have been working on his many devices in his spare time, but only puts the design together when needed. The devices created are permanent, but must be disassembled for "parts" to make a new device (thereby freeing up the Power Points to invent something new). Devices may be given to other villains, but trait rolls made to use the device are made at -2 as only the inventor truly understands his jury-rigged creations. **Inconceivable (-1):** *the device cannot be used by others.*

Invisibility (5): The character can become invisible at will. Going visible or invisible require an action. Attacks made against an invisible foe suffer a -6 penalty. Invisible beings always leave some tail-tale trace for those who are looking, whether it's a shimmer, a smell, footsteps, etc., so foes get a Notice roll at -4 to detect their presence if given some reason, or if the invisible character closes within 1" (2 yards). **Always On (-2):** *The villain is always invisible. If she wishes to engage in any kind of social interaction, she must take special measures to conceal her unusual appearance.*

Jinx (2): Your enemies are constantly suffering minor slips, misfires, and other mishaps. Any foe making a direct action against your character—whether an attack, a test of wills, or other action—suffers a mishap if his skill die is a natural 1, regardless of Wild Die. When this occurs, the foe's weapon malfunctions, he slips and falls, a supervillain's power fails, and so on. The exact effect is up to the Game Master, but should usually cause the foe to miss his turn at the very least. **Area Effect (+2/4):** This power effects everyone within a Medium Burst Template centered on the villain, including allies. With the four point version he can choose who is affected under the template. **Improved Jinx (x2):** Foes suffer misfortune on a roll of 1 or 2 on their trait die.

Lair (1): This power grants your villain a lair. The lair is a relatively secure location up to the size of a small building he can retreat to when the going gets rough, as well as a place to store devices, trophies, vehicles and the like. The lair has access to all the basic necessities, and your villain can hide out there indefinitely. You may buy powers at half cost for the lair to aid in its defense. These powers are devices that are permanently part of your lair, such as a death-ray cannon (Attack, Ranged), guards (Minions). Etc. You may also choose to pool your villain's lair

together with other characters to create a super-lair, thus sharing the cost of purchasing defenses and capabilities of the lair.

Escape Pod (+1): The lair has a built-in hidden escape pod that can be used for a quick escape should the lair become overrun. This can be a chute, teleportation pad, short-range rocket, etc. The escape pod is relatively small, and can only accommodate you and a couple of other mansized people or objects that you deem worthy of escape. It will take you a mile or so away from your lair, allowing you to make good your escape. **Research Lab (+1):** Your lair has a workshop, library, med-lab or other appropriate area that adds +2 to a relevant skill roll (Repair, Investigation, Healing, etc.). The research lab can be purchased multiple times in order to get multiple types of labs, but bonuses never stack. **Secure Access (+1):** Only those people with the proper key (chip implant, keycard, mystic amulet, etc.) may gain access to the lair. Anyone else will set off an alarm that will alert everyone that does have proper access via klaxon horns, silent signal, radio broadcast, etc. **Well-hidden (+1):** Your lair is fairly well-hidden, either underground, underwater or obfuscated in some way. All attempts to track you down suffer a -4 to relevant die rolls when you are in your lair.

Leaping (1-5): Your villain may actually be able to leap tall buildings in a single bound. The number of points you put into this power determines how far your villain can jump, vertically or horizontally. Your villain automatically ignores falling damage for heights up to his vertical distance. This might occasionally be negated if he is bound or unconscious and cannot land on his feet. **Death From Above:** If combined with a melee attack, the villain may add his level to any damage caused at the end of his jump. The victim can see it coming though, so each +1 added to damage is subtracted from the attack roll. At level 1 the horizontal distance is 4", and 2" the vertical distance. Every other level duplicates that amount (up to 64/32 at level 5). **Bounce (+1):** The character has learned to bounce off vertical surfaces to climb higher than he might otherwise. He may scale any height as long as he has an opposing wall within half his horizontal distance to bounce off of. **Glider (-1):** *The villain uses wings or some kind of levitation to glide through the air. He can use his leaping power only to jump horizontally or vertically down, but never up.* **Smashing Impact (+2):** *After a leap your villain can use the energy of her fall to cause significant damage to structures around her point of impact. Earth, concrete and brickwork will crack and crumble within a radius equal to the villain's level in leaping. Characters caught in the impact zone must make an Agility roll or be Shaken.*

Light (1/Level): Not everyone can see in the dark. Thanks to this power not everyone needs to. Your villain can emit light from his body to illuminate an area with a radius of 4" per level. Within this area all darkness penalties are removed. Note that this means the villain's foes will be able to see him too! The villain can activate and deactivate this power at will as a free action.

Always On (Halve Total): *The villain cannot turn the light off. He is glowing constantly.* **Focus (-1):** *The villain cannot produce the light from his own body. He requires some kind of item to make it glow. This is not a specific item (unless the power is supposed to be a device), but a relatively common item (a log of wood, a light bulb, etc.).* **Light Beam (+1):** *Instead of a diffuse glow, the villain can cast a tight beam of light. This beam can be directed to illuminate the area of a Medium Burst Template at a distance of up to 6" per level. Enemies within the illuminated area suffer no darkness penalty when targeting the villain because they can aim for the light's source.*

Malfunction (3): The villain can cause technological devices to simply fail. To cause a malfunction, the villain simply picks a target within 12" and makes a Spirit roll, minus the modifiers below. If successful, the device malfunctions in some way. Devices of simple and moderate complexity just stop working. Complex devices lose a random subsystem, determined by the GM. Particular sub-systems of complex devices can be selected as well. This incurs a further -2 penalty on the device. Causing a tank's gun to malfunction, for example, is a total modifier of -6 (-

4 for Complex device, -2 for a subsystem). The penalty is 0 for simple devices (can opener, handgun, bow), -2 for moderate (laser rifle, car transmission, microwave oven), -4 for complex (tank, shielded military hardware, Alien technology)

Matter Control (4/Level): The villain can shape and control a particular type of material. He may cover an area the size of a Medium Burst Template for each level of this power. Normally this have a thickness of a few (game world) inches, but this templates may be stacked together to increase the effect. For earth, stone or sand the base weight affected is 10.000 lbs times the level of the power, for ice/water is 10.000 lbs, Glass is 20.000 lbs, Plants 50.000 lbs, Metal 10.000 lbs, Synthetics 20.000 lbs, Cloth 10.000 lbs. The material must be visible and within 24" to be manipulated. Any sort of manipulation, including maintaining hold, requires an action. The Toughness of the material per section is 10. Distraction: Matter can be manipulated to distract foes by showering them with dirt, glass, or other material. This is an opposed roll of your villain's Spirit versus their Agility. On a success anyone attacking the target gains a +2 until the victim's next action. With a raise the target is also shaken. Multiple foes may be targeted at a -1 penalty for each (showering three foes subtracts 2 from all opposed rolls, for example). Note that matter control does not allow your villain to make attacks with the material he controls. Take the attack, ranged power for that. Binding (+1): The villain has enough speed and control over the material to bind his foes. This requires an opposed Spirit roll versus the target's Agility. If the victim fails, he is bound and may attempt to break free on his actions by a Strength or Agility roll opposed by the villain's Spirit. Multiple foes may be "attacked" each round at a standard multi-action penalty. Maintaining the bind requires concentration, and subtracts 1 from all other rolls for each victim held. Once bound, a foe is automatically hit each round if the attacker wants to crush him. Roll damage using the villain's Spirit die. Gliding (+3): The character can move along the matter he shapes, whether he's sliding on ice or being repelled along by earth or metal. His Pace while gliding is 12", and he may "run" for an extra d6" per round as usual. He can also create "ramps" of the material to increase his height approximately 1" per round, to a maximum unsupported height of 5".

Mind Control (3): The power to control minds is perhaps the ultimate ability. With it, the villain can contact and control another mind within 12" by making an opposed Smarts roll with the target. This counts as an action. Success means the target is under the villain's control. If the villain also has telepathy, he has a mental link of infinite distance with his victim. The subject may now venture outside the controller's range of 12", and can mentally relay any information the controller requires. The subjects *will obey his master as long as the command does not goes against an urge of the target. If the target is forced to do something he does not want to do or restrained to not do something he considers important he can make another contest to break free (in combat this means every round). The target will act at his card in combat.* Any time the controller is Shaken, sleeps, is knocked unconscious, or otherwise cannot maintain basic concentration, all minds under his control are instantly released. *Particularly gruesome, directly suicidal, against-the-world acts can give +2 or even +4 to resist.* Mind Wipe (+3): The controller can manipulate the victim's memories so that he does not remember what he's done while under mind control. More Minds (+2): The mentalist can control another target each time this Modifier is bought.

Mind Reading (3): Mind reading allows a character to read another's thoughts. This is an opposed Smarts roll with a range of 12". A success detects surface thoughts but the target is aware that someone is in his head. A raise reveals deeper notions and does not betray the telepath's presence. *A single use of Mind Reading lasts a turn, enough to read a single answer or thought. Multiple tentative can be made on different thoughts, or a Fatigue level can be spent to maintain a prolonged contact that can last a scene (or the time to read all thoughts).* Drunk or

drugged targets suffer a -2 penalty to their Smarts rolls. Mind Rider (+3): The telepath can see, hear, taste, touch, and feel through his target's senses. Doing so lasts as long as desired but requires absolute concentration. Any other action taken while mind riding is considered a multi-action. Empathic Only (-1): *The villain can only read a target's emotions and not their thoughts.* Manipulate (+2): *every time you read a thought you can also manipulate and 'rewrite' the memories you are reading. The change is more realistic and durable if you obtain one (or more) raises, but will last at least an hour (or a day, or a week with raises). If it's important, after that every time the victim recall that memories he can roll again to beat your original roll to reconstruct them. Does not bother for extras, but for WCs permanent changes can be obtained only with deep application of multiple use of Manipulate.*

Super Ego (1/level): *You can exert mind powers (Mind Control, Mind Reading, Telepathy) with your Will instead of your Smarts. This means you will roll a d6 (+1 step per additional level) against target Spirit instead of Smarts vs Smarts when using that powers.*

Minions (1/Level): What villain travels around without a band of faithful minions? Each time this power is taken, your character gains a faithful and reasonably loyal minion with the following statistics. More competent henchmen must be hired through normal roleplaying. Minion: Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8. Skills: Fighting d8, Notice d6, Shooting d6, Throwing d6. Pace: 6; Parry: 6; Toughness: 6. Gear: That's up to you and your wallet, mastermind. Summonable (+2): You can summon your minion to you via warpgate, magical portal, rapid transport, etc. They will arrive within 1d4 rounds of summoning. This modifier must be purchased for each summoned minion. Superpowers (Variable): *You can choose superpowers for your minions at the same cost as for your villain. The power points are spent only once and can affect any number of minions.*

Negation (2/level): This handy power allows your villain to negate others' superpowers and abilities. To do so, the villain must make a successful touch attack. He then makes an opposed Spirit roll with his target. If successful, he may reduce any of the target's powers by a number of Power Points equal to his level in negation. The reduction in Power Points affects positive Modifiers first then the base power. In the case of partial reductions of a power, characters may only use power effects they can pay for fully. A character with this power may instead negate one step of an attribute or two steps of a skill per power level to a minimum of d4. The Power Points return after 2d6 rounds. (To steal someone's abilities, see the copycat power.) More Duration (+2): The Power Points return after 1d6 hours. Range (+3): The negator can use his power without touching his foe, at a distance of up to 12". Restricted to Copycat (-2): The negator may only effect powers he also mimics with copycat.

Paralysis (2): A successful touch attack causes the victim to make a Vigor roll or be paralyzed for 3 rounds. On the victim's fourth action after being paralyzed, he improves his condition to Shaken and may recover normally from that point on. Extra Duration (+1): The paralysis lasts 10 minutes. Extra Power (+1): The victim's Vigor rolls are made at -2. Extra Range (+4): The power is tied to a ranged attack of some sort, such as special bullets, a superpower, and so on. You must have attack (ranged) to use this modifier. Midas Touch (-1): *The villain can't turn off his power. Every person he touches (except himself) with his bare hands will be paralyzed.*

Parry (2/4/6): Your villain's Parry increases by +3/+6/+9. Note that you're better off increasing Fighting via the super skill power until you hit d12, when it becomes more cost-effective to increase Parry instead. Catch and Throw (+2): Your villain can catch ranged weapons and hurl them back instantly. Catching a thrown projectile such as a rock or spear requires an Agility roll. Arrows and other muscle-powered projectiles require an Agility roll at -2, and catching a single bullet is an Agility roll at -4. Throwing it back is a normal Throwing roll with a range of

3/6/12. Thrown weapons such as spears cause their normal damage. Bullets, arrows, and the like cause Strength damage. This throwing roll is a free action. Requires Activation (-1): The power must be activated. This is a free action, but it isn't the character's "normal" state (i.e., his parry works only when he's actively engaged it). If taken by surprise, the power has no affect.

Power Array (2/Level): *A Villain must have Smarts of at least d8 and Spirit of d8 or more. He can choose to have one power from a list of powers, including any Modifiers, up to his level in this power. This takes an action. The list of powers depends on the nature of this power. It would include 10 powers or so, but can be defined also with other definitions that can include roughly a similar amount of powers, for example 'only powers that manipulates the force of nature' to represent a sorcerer that can cast nature spells, or 'only powers that functions with devices' to represent a robot that can control other machines.* Instant (+3): *the first time you cast a spell every turn it's a free action.*

Regeneration (2/4/8): *Make a Vigor roll every hour, minute or turn to heal one wound.* Undeath (+4): *You can regenerate even if dead, if your body is at least partially integral.*

Sense powers (3): With an action and a Spirit roll you can sense if a superpower is in use or if a superhero has some active powers (having a permanent power always active, even super attribute and the like counts), within 12". You sense its exact location if is in sight. Alternatively you can sense if there is such a power in your line of sight, but not where it is, only vaguely its direction, like a sixth sense.

Shapeshift (3/12/24/36): *The villain has the ability to become the shape and size of an animal. He becomes a typical member of the specie, with the same peculiarities as the villain (a fat man would become a fat horse), but otherwise indistinguishable from other animals of the same type. You cannot use your powers when in animal form, as you gain all the physical statistics of the animal, but maintaining your mental characteristics (Smarts and Spirit and linked Skills). At first level you can become an animal of Small or normal size. At the second level you can become also a Large animal or a swarm of rats, insects or other vermin. At the third level a Huge animal or an insect or similar of a size of an inch. At the fourth level the villain can become a Gargantuan animal.* Unique (-2): *the villain can shapeshift only in one type of creature.* Distinguishing feature (-2): *Your animal form has some quirk in its aspect that identifies it as a non conventional animal. The quirk is the same in all forms you acquire, and also in your human form. It is your distinguishing mark. If someone knows of it he can identify every form as you.* Use Powers (+4): *You can use your powers in animal form.*

Shrink (3): The character can alter his form to become much smaller, down to 1" in height. This inflicts attack penalties as usual (-4 for medium-sized foes to target your villain). Foes are also much less likely to Notice the character as well (-4 to Notice rolls versus his Stealth). Given an average person of 6' in height, the character loses one step of Strength (min d4-2) and Toughness (min 1) for every quarter of his original size he shrinks: so at 3' he loses 2 steps of strength and 2 points in toughness, again at 1' and at 6". At 1" he has Str d4-2 and Tough 1, and at microscopic size has Str and Tough 0. Density (+4): The character's Strength and Toughness are not reduced. Microscopic (+4): The character can become the size of a germ. In this form he cannot generally affect or be affected by the normal world. Even poison gas doesn't affect him at this size, though diseases might manifest as gigantic monsters. On the plus side, he can enter most any place completely unseen (even most "airtight" facilities offer no obstacle), travel through the human body (ala Fantastic Journey), and so on. Dwarf (-2): *Your villain is always small. Pick a height of 3' or smaller and apply the modifiers given in the Size Modifiers table to your Traits.*

Speak Language (2): Your villain can speak any language.

Written Word (+1): The character can read and write any language as well.

Speed (Variable): Your villain can run at incredible speeds depending on the number of points you put into it, as shown

below. The number listed under Penalty is the modifier foes suffer when trying to attack the speedster, assuming he's actually in motion. Surprise attacks against the character when he's at rest suffer no such penalties. In combat, assume the speedster is always in motion unless he's bound, entangled, or the player specifically says he's stopped moving. With 1 point he can move at 2 x Pace and Penalty is 0, at 3 points Pace is x 4 and Penalty is -1, at 5 points Pace is 48 (120 mph) and Penalty is -2, at 8 points he goes at Super Speed (240mph) with Penalty -4, at 10 points he has Sonic Speed (Speed of Sound) and Penalty -8. Pummel (+2): Your villain can pummel a foe with a multitude of quick strikes. This is a Fighting attack at -2 that consumes the villain's entire action, and must use either fists or small weapons no larger than knives. If the pummel is successful (he "hits"), the villain has hit with enough of his blows to seriously rattle his foe and hit his weak spots. Add the penalty others need to hit the villain to his damage roll (add +8 to damage with Sonic Speed, for example, +4 for Super Speed, etc.). Whirlwind (+5): By running in a tight circle (the size of a Large Burst Template or smaller), every creature within must make a Strength roll or be sucked into a miniature whirlwind and thrown into the air. Place all figures 1d10" away from their current position in a d12 direction (read it like a clock face). Creatures or objects weighing over 300 pounds are not tossed, but suffer a -2 penalty until the whirlwind stops or they move out of it, which requires a Strength roll at -2. Vibrate (+5): The villain can vibrate his molecules so fast that he can actually pass through solid objects. This is particularly difficult, however, so the character can only move up to six game world inches per round (regardless of his Pace), and he automatically gains a level of Fatigue each round it's maintained. The villain may never stop inside an object. The character must have Sonic Speed before he may take this power. Water Running (+1): *The villain can run across water as if he were running on solid ground. He can change directions while on water, but must remain in constant motion to stay above the surface.*

Storm (3): The very atmosphere trembles at your villain's whims. With this power he can both summon and dispel storms. 1d6 rounds after activating storm, a small tempest appears overhead, or an existing storm is dispelled. The size of the storm affected is 10 miles in diameter. The power only works outdoors. In areas where storms do not typically exist (the desert), summoning a storm requires a Spirit roll at -4, and may only be attempted once per week. When a storm is created, the accompanying rain reduces visibility to 24", extinguishes most normal fires (but not super-powered fires) within 1d10 rounds, and only volatile materials still have a random chance of catching fire from flame-based attacks. Storm conditions inflict a -1 penalty to most actions due to slipping, difficulty hearing, and so on. The Game Master must decide if any actions are unaffected (tests of wills, soak rolls, and other "passive" rolls are generally unaffected). Downpour (+1): The rain is very heavy and comes down in thick sheets. Visibility is reduced to 12", and the ground becomes very slick. Deep puddles form quickly, and raw earth turns to slippery mud. Anyone running in the mud must make an Agility roll or fall prone and become Shaken. Gale Force (+1): The villain can focus the storm into a small but powerful blast once per round by making a Spirit roll. She then places a Large Burst Template anywhere within 24". All those within must make a Strength roll or be knocked prone and Shaken. Lightning Strike (+3): The villain can call down a bolt of lightning from a storm to strike a single target. This requires a Spirit roll, which acts as the character's attack skill. Powers, Edges, and other abilities that generally subtract from ranged attack rolls subtract from the Spirit roll as well. Damage from a lightning strike is 3d10 and it is considered a Heavy Weapon. It has no range modifier.

Stun (2): This power allows the villain to place a single Medium Burst Template up to 12" distant. Characters within the template must make a Vigor roll or be Shaken. Larger (+2): The area of effect is a Large Burst Template. More Range (+2): The range is 24". Smarts (+1): The targets must make Smarts rolls instead of Vigor rolls. Stronger (+2): Foe's Vigor rolls are made at -2.

Cone Template (+0/+1): Instead of the Medium Burst Template, the power can affect an area determined by the Cone Template. Unlike a real flame weapon, the Cone Stun does not give targets a chance to dodge out of the cone. This option does not cost additional points if the Cone Template completely replaces the Medium Burst. If you want your villain to be able to use both options, it costs +1 point.

Summon equipment (3): A Villain can have any type of equipment he own ready in hand when he wants. Equipment suited for this power must be relatively small (the Villain has to be able to carry it around). The equipment can appear with some special effect and it could have a distinctive and odd appearance, or it can't. Requires activation (-1). Single item (-1): the Villain can summon only a specific item (or suite of items like your weapons and armor).

Super Attribute (1/Step): This power increases your villain's attributes, and usually reflects some sort of supernatural enhancement. Each Power Point spent increases an attribute one step. A d12 becomes a d12+1, and so on. (Note that derived statistics, like Toughness, round down, so that a d12+1 Vigor produces a Toughness of 6.) Requires Activation (-1): The increase in attributes must be activated. This is a free action, but it isn't the character's "normal" state (i.e., he doesn't eat, sleep, and walk about in public with increased attributes). Subtract -1 from the total paid for this power, regardless of how many attributes are affected. The power always costs at least 1 point however.

Super Edge (2): Spending two Power Points grants the villain any one Combat Edge allowed in the setting—regardless of its Req. (except for those which require other Edges—so a character must still take Frenzy before taking Improved Frenzy). Note that Power Points cannot grant other types of Edges (Background, Social, Legendary, etc.). Requires Activation (-1): This will work quite well for some of the available Edges, but not at all for others. In general, "requires activation" can be applied to any effect that would normally be "always on," including all the passive and defensive Combat Edges (Block, Dodge, First Strike, etc.). However, for Edges that grant a certain bonus to a specific action the character performs (like Marksman or Sweep), the -1 modifier would basically be a free point. Since activation is a free action, the character could simply activate the Edge right before he used it, and after that he wouldn't need to worry about it anymore.

Super Skill (1/2 Skill Points): Super skill grants you 2 points to increase your villain's skills (new skills cost 2 points to buy at d4), and usually reflects extreme training or supernatural enhancement of some sort. Each Power Point spent increases a skill one step. Unlike the normal advancement, it doesn't matter if the super skill is over the linked attribute or not (though it still matters if you use regular advancements to increase the skill further). (Note that derived statistics, like Parry, round down, so that a d12+3 Fighting produces a Parry of 9.) Requires Activation (-1): The boosted skills must be activated. This is a free action, and isn't the character's "normal" state (i.e., he doesn't eat, sleep, and walk around with increased skills). Subtract -1 from the total paid for this power, regardless of how many attributes are affected. The power always costs at least 1 point however.

Super Sorcery (3/Level): These powerful beings control eldritch energies that allow them to do nearly anything at whim. The strength of a super sorcerer lies in her flexibility. She can manipulate raw magic itself instead of focusing on only a handful of spells. (Magicians who have two or three powerful spells are easier to make by taking specific powers with a magic trapping.) There are a number of lesser sorcerers on Earth. These dabblers use the standard Arcane Background (Magic) or (Miracles) rules. But they are far beneath the level of the world's "super sorcerers." Super sorcerers must have Spellcasting at d8 or higher, a Smarts of at least d8 and Spirit of d8 or more. Super sorcerers can give themselves any power in this book at will as a "spell," including any Modifiers, up to their level in super sorcery. Each spell cast takes an action, requires a Spellcasting

roll, and the sorcerer must be able to move both hands and speak. If a 1 is rolled on the Spellcasting die (regardless of the Wild Die), the sorcerer has made a mistake in his incantations and suffers a dangerous spike in energy. He is automatically Shaken and all his current spells are negated. Once cast, a spell may be maintained as long as the caster desires—it simply takes up that many of his allowable casting points. The temptation for greater power is always present however and a super sorcerer can go over the limit, borrowing additional casting points up to his level in this power. This is very dangerous and the caster must roll on the Backlash Table if his Spellcasting die is equal to or less than the number of points borrowed. Example: Ixua Anamza the mummy has 5 levels in super sorcery. He currently has a 3 point and 2 point power up. Feeling risky, he decides to gamble and borrow his maximum to add a 5 point attack power. He rolls a 4 on his Spellcasting die, so his spell is successful but now he must roll on the Backlash Table (roll 2d6): 2 - Rift: Something from another dimension has been disturbed by the sorcerer's dabbling and lashes out at him. He must make a Spirit roll -2 or die instantly. If he manages to live he may not use powers for d6 days; 3 - Mind Whip: The character suffers a Wound and loses a permanent die in Spellcasting. He also loses the ability to use his powers for d6 days; 4-5 - Mental Blast: The villain takes a level of Fatigue and can't use his powers for a day; 6-8 - Mystic Feedback: The villain is Shaken and unable to use his powers for d6 hours; 9-10 - Energy Fatigue: The strain of dealing with such vast power has taken its toll. He is shaken and can't use his powers for d8 Rounds; 11 - Magic Shock: The villain is Shaken and may not use his powers for d6 Rounds; 12 - Power Surge: The sorcerer taps into a particular potent source of magic and gains an extra 4 points he may immediately spend on extra modifiers. Instant (+3): the first time you cast a spell every turn it's a free action. Sure Magic (+1): You does not have to roll your Spellcasting unless you want an extra effort. No extra effort (-4): You cannot use an extra effort.

Swinging (3): Villains with any kind of cord, rope, webbing, or other grappling lines can move through certain types of settings—such as the tall buildings of Star City—with ease. The villain can travel through such environments at a Pace of 12. In a tactical setting (on a battle map), he can move to any point within 12" that it is feasible to swing to. The line can hold up to 500 pounds safely. Swingers who fall can make a single Agility roll to catch themselves at the midpoint of their descent. Swingers may also make a single Agility roll to grab someone else who is falling with their line. The roll suffers no penalties if the villain was on Hold. If not on Hold and the villain hasn't acted yet, he may discard his action card to attempt to grab a single falling victim. This is an Agility roll at -4. Lines used in this way can usually snag a falling victim up to 24" (twice his usual distance). In either case (stopping his own fall or someone else's), the swinger can land within his usual tactical distance. Strong Line (+1/1000lbs): The line can safely hold 1000 pounds for each additional point put into this Modifier.

Telekinesis (2/Level): Telekinesis is the ability to move objects or creatures (including one's self) with pure thought or will. The range of the power is 12", and its Strength starts at d10, plus 1 die step per additional level (a d12+2 at level 4, and so on). This is the Strength used to throw objects (which still requires a Throwing roll), or damage targets with objects (by Fighting), just as if it were wielded by a character of the same Strength. The villain always rolls a Wild Die when rolling for the power's Strength, just as if it were his own. Actively using telekinesis counts as an action, so while a villain may use the power to carry five baseball bats, striking with each of them is still five separate actions (a -10 multi-action penalty to each). Living Creatures: If the villain wants to lift a living creature, it may try to resist the power with an opposed Spirit roll with the caster. If the supervillain wins, he may pick up the target and move it up to 2d6" per round. Smashing the victim into something causes Strength damage automatically. Dropping him causes falling damage as usual. More Range (+2): The range of the power is

24", but still requires line of sight. Focus (+3): Bypass and ignore the armor of inanimate objects (not people or the armor they wear) by taking a -4 to the Fighting roll. Heavy Weapon (+1): Counts as a Heavy Weapon.

Telepathy (2): The villain can communicate with anyone and everyone in sight through telepathy. Specific known individuals who are not in sight may be reached with a Smarts roll within one mile, or a Smarts roll at -4 if further away. Once established, the connection may be maintained as desired, but requires concentration. This inflicts a -1 penalty per "conversation" to all other actions. Broadcast (+1/+3): The villain may contact all minds within 1 mile. This is not selective, however, and must go to every sentient mind in range. For 3 points, the message can be broadcast across an entire world.

Teleport (3): Teleport allows a character to disappear and instantly reappear up to 12" distant. This counts as his movement for the round, and is not an action. Adjacent opponents do not get a free attack against the teleporting character. The teleporter must be able to see his destination to teleport with no roll. If he's teleporting to a place he's previously seen, he may do so safely with a Smarts roll at -2. If he wishes to teleport to a previously unseen location, he must roll at -4. Failure means the teleporter has hit an object of some sort. He returns to where he came from and is Shaken. A roll of 1 on the Smarts die (regardless of the Wild Die) results in 3d6 damage. The teleporter can never enter a solid space even if he tries. The power instantly returns him to his starting location as above. Carrying Others: The villain can carry others with him, but this automatically causes one level of Fatigue per additional "rider." (Up to three may be carried at once, but causes instant Incapacitation.). One level of Fatigue is removed for every 10 minutes of rest. More Range (+2/12"): The villain's teleport range is increased by 12" every time this is purchased. Rapid Teleport (+3): The villain can teleport very rapidly, up to three times per action. The character can divide multi-actions or extra attacks over the teleportations. If the teleporter uses his ability to maneuver around a single foe and makes at least two attacks (via two weapons, the Frenzy Edge, etc), he attacks from multiple sides just as if the foe were being ganged up on, which reduces the target's Parry by -2 (or -3 if making 3 attacks). Taxi (+2): The teleporter gets a Vigor roll to resist Fatigue caused by additional each additional "rider". Teleport Other (+5): Villains with this ability can teleport others to them. If the target is friendly, the villain simply makes a Spirit roll (one individual per action, additional targets may be transferred as a multi-action). Hostile foes get an opposed Spirit roll to resist being teleported. This may be performed as a multi-action as well to move more than one foe in a single action. **Toughness (3/6/9)**: Toughness +2/+4/+6.

Toughness (1/Level): +1 Toughness. *Your toughness is quite visible, a force field, purple scaly skin and so.* Requires Activation (-1). Partial Protection (-1): only covers torso. Armor (-1): your toughness is in fact an armor and has all his flaws. Invisible (+1): your toughness is not visible. Hardy (+4): If Shaken, further Shaken have no effect.

Undead (4): A rare few individuals don't let even the cold hand of death stop them from their hateful existence. These are the undead—vampires, zombies, liches, or spiteful revenants from beyond the grave. The specifics of your cadavers' abilities depend on his exact "species," but all undead have a few things in common. Undead gain +2 to their Toughness and do not suffer additional damage from called shots. Undead ignores two level of wound modifiers, and are immune to disease and poison. Arrows, bullets and other piercing attacks do half damage as undead do not depends on internal organs to maintain their semblance of life. Undead do not benefit from the Healing skill, but roll natural healing rolls once per day. They suffer a -2

Charisma in close contact due to their clammy skin and dark aura. (If your undead is decayed, take the Ugly Hindrance.) Undead who are forced to roll on the Knockout Blow Table do not Bleed Out or suffer permanent injuries (they're merely Incapacitated until healed). Vampire (-2): The villain is a vampire. A wooden stake to the heart (-6) that causes a single wound kills your villain instantly. He also has an allergy to garlic (-2 to all trait rolls if the substance is within 1"), and suffers an immediate wound if he crosses running water. Finally, a vampire must drink one quart of blood (human or otherwise) once per day or suffer a level of Fatigue that can only be removed by drinking human blood. Vampires Incapacitated by Fatigue can crawl at the rate of 1" per round, but suffer -6 to all actions while in this weakened state. The benefits of being a vampire must be bought as powers as they are dependent on the creature's sire, which legend you believe, and so on. Most have super-strength, extra actions, altered form (mist, wolf, bat, etc), and mind control.

Vehicle (Variable): From rocket-bikes to assault choppers, this power allows your character to have their own super-vehicle. The cost of the power depends on what the cost of the base vehicle you want to convert into your supervehicle. For 1 point the cost is up to \$10,000, for 2 is to \$50,000, for 3 to \$500,000. Powers can be purchased for vehicles at the reduced cost for devices (-1 Power Point per 5 points of powers). While the downside is that vehicles cannot be taken everywhere, the plus side is that any defensive powers affect everyone in the vehicle! AI (+1): Your vehicle has a rudimentary artificial intelligence that allows it to follow any simple, short, programmable instructions. It has target recognition, simple object avoidance and location-finding capabilities, but is not capable of anything more complex than that. Example instructions include: "drive forward and release this bomb", "come to this location when I give the signal", or "attack anyone that comes within 5 yards of your front flame-thrower". Secure Access (+1): Your vehicle has ultra-high security (retinal scan, voice recognition) and can only be operated by someone with the proper access. Any unauthorized access will trigger an alarm and may activate any security defenses, including any powers built into the vehicle.

Wall Walker (1): Characters possessing this power can walk on horizontal surfaces or even upside down at their normal Pace (and may run). As long as the surface can support it, wall-walking characters may carry their normal load limit with them as they go.

Whirlwind (2): The villain can create a small movable cyclone that can scatter and disrupt his foes. The whirlwind is the size of a Medium Burst Template, and must remain within 24" of the villain controlling it or instantly disappear. The whirlwind can be moved up to 2d6" each round, and can extend to the limit of the villain's vision. Controlling the cyclone is an action, and it takes one full round (no other actions allowed) to conjure. (Two if indoors.) Anyone touched by the cyclone must make a Strength roll or be knocked prone and Shaken. Larger Whirlwind (+2): The whirlwind uses a Large Burst Template. Twister (+2): The whirlwind has the strength of a cyclone. Characters must make Strength rolls at -2 or be sucked up and thrown 1d10" in a random direction (roll a d12) for 2d6 damage (+1d6 if the victim hit a solid object in addition to the ground). Thrown victims are automatically Shaken regardless of damage.

X-Ray Vision (1/Level): *Your villain can see through solid matter. For each level of this power, his gaze can penetrate 1" of light materials like paper, cloth or skin/muscle tissue. Denser materials like metal or concrete halve the depth of penetration. Lead, and some other extremely dense materials, cannot be penetrated by X-Ray vision at all. The villain can adjust his depth of penetration to any level he wishes up to his maximum level.*

MONSTERS

Supereroe Novice [WC]: medio.

Attributes: Agi d6, Sma d6, Spi d6, Str d6, Vig d6

Skills: Drive d6, Fighting d6, Guts d6, Notice d6, Persuasion d4, Shooting d6, Stealth d6, Knowledge (one) d6

Pace: 6; Parry: 5; Toughness: 5

Gear: Weapons: Str damage.

Edges: one other, Arcane Background: Superpowers, Extra power points

Hindrances: Major, Major, Minor, Minor

Special Abilities: Superpowers: 20 PP.

Supereroe Legendary [WC]: 80 XP (16 incrementi, 4 per tipo).

Attributes: Agi d8, Sma d8, Spi d8, Str d6, Vig d8

Skills: Drive d6, Fighting d10, Guts d8, Notice d8, Persuasion d6, Shooting d6, Stealth d8, Knowledge (one) d10

Pace: 6; Parry: 7; Toughness: 6

Gear: Weapons: Str damage.

Edges: five more, Arcane Background: Superpowers, Extra power points x 5

Hindrances: Major, Major, Minor, Minor

Special Abilities: Superpowers: 40 PP.

Acolyte: Acolytes are non-powered clerics, or cultists; they're the lowest level of a clerical or a religious organization, lacking the ability to manifest miracles. They're often led by a more powerful cleric.

Attributes: Agi d6, Sma d6, Spi d8, Str d6, Vig d6

Skills: Fighting d6, Guts d6, Knowledge: Religion d8, Notice d4, Shooting d4

Pace: 6; Parry: 5; Toughness: 7

Gear: Armor +2: In a fantasy setting, acolytes usually wear medium-weight armor, such as chain mail. In a more modern setting, they'll wear only their ceremonial robes

Weapons: Acolytes typically carry swords, clubs, or maces; these are Str+2 weapons. Some will carry crossbows (15/30/60, 2d6, takes 1 action to reload). Most will also carry a dagger, usually ceremonial but always functional (Str+1). Modern acolytes will carry low-quality firearms (10/20/30, 2d6-1).

Cultists: For a foaming-at-the-mouth cultist of Things Men Was Not Meant To Know, add the following: Fervor: Cultists can whip themselves up into a religious fervor. This takes a Spirit roll and a normal action. Once in this frenzy, they get a +2 to all Fighting and Guts rolls, and a .2 to any Smarts, Shooting, or Notice rolls. This fervor lasts until the combat ends.

Damned Children [WC]: These are human children who have been genetically manipulated by the Grays either pre-conception or in utero. From birth there's no question that they're somehow... different. The Damned often serve as advance scouts for the alien invaders. they're all born with blonde hair and blue eyes.

Attributes: Agi d6, Sma d10, Spi d10, Str d4, Vig d6

Skills: Fighting d4, Intimidation d10, Knowledge (Alien science) d12, Notice d8, Persuasion d8, Repair d8, Stealth d10

Pace: 6; Parry: 4; Toughness: 4

Hindrances: Small Edges: Level Headed

Special Abilities: Fear: When using their Mind Control power, the eyes of the Damned glow eerily; anyone seeing this happen must make a Guts check. Know it All: Constant use of their Mind Reading power gives the Damned an almost encyclopedic knowledge of Earth lore. Treat all but the most rarefied information as Common Knowledge for them. Mind Control: The Damned can use the Puppet power at will, and get a +2 to their Spirit rolls when doing so. Mind Link: The Damned are typically inserted onto Earth in packs of up to a dozen. These packs are in constant mental contact with each other, allowing them to share information instantaneously with each other: when one of them learns something, they all learn it. There is a drawback: if one of them becomes Shaken, the rest of them do, too. (This doesn't extend to Wounds, though!) Mind Reading: By making an opposed Spirit roll against a target, the Damned can read their mind. With a normal success, they can scan surface thoughts; subsequent raises allow them to scan deeper.

Grays [WC]: These beings generally appear to be your archetypal aliens: gray skinned, tall and spindly, with huge black eyes and small slits for mouths, though they can take on other forms. These particular aliens do not come in peace. They utilize a bizarre mixture of super-science and mysticism which to a large degree has baffled Earth scientists. More recently, they have completed development of the technology to distill pain and fear from Earth creatures as a source of techno-occult power. (Hence the rise in horrifying abductions and cattle mutilations.) At some point their supply of such power will reach critical mass; what happens then is up to you, but it certainly won't be anything good... The Grays find combat distasteful, and allow their servants to handle it for them.

Attributes: Agi d8, Sma d12, Spi d10, Str d8, Vig d6

Skills: Fighting d6, Guts d10, Intimidation d10, Knowledge (Occult Science) d12, Knowledge (Torture) d12, Notice d10, Shooting d6

Pace: 6; Parry: 4; Toughness: 5

Edges: Arcane Resistance, Level Headed

Gear: Hypodermic: Str+1. These are foot-long and wickedly barbed. If the Gray hits with a raise, the extra damage inflicted is caused by blood and other fluids (and sometimes solids!) being extracted from the target. Damage from a hypo is incredibly painful; those Shaken by one are at a -2 to their Spirit roll to recover. Implants: These are small bits of metal implanted into victim during their time with the Grays. They allow the aliens to track the victim anywhere on Earth; they also transmit fear, pain, and feelings of paranoia and isolation back to the Grays for distillation. Probes: These aren't used for gathering information, but for inflicting pain. They allow the Grays to torture a victim for days (or longer) without doing any permanent damage to them.

Special Abilities: Alien Intellect: Grays get +2 to any Smarts-based opposed rolls against normal humans; their thought patterns are unpredictable, at best. Fear -2 Garmonbozia: Grays gain power and sustenance from the pain and suffering of others. When injected into themselves, it both removes any Wounds they have and boosts their Agility and Strength to d10 for one hour. When injected into a human, they suffer incredible agony. They must make a Vigor roll at -2 immediately to avoid being Shaken. They must continue to make Vigor rolls every round for 3 +1d6 rounds or take a level of Fatigue and become Shaken again if they've recovered. If reduced to Incapacitated by Fatigue, any additional Fatigue levels become Wounds instead. Immunity: Grays are immune to the mental powers of the Damned Children and Nordics. Mind Wipe: Grays can wipe an individual's memories, up to 48 hours worth, with an opposed Smarts roll. The memories aren't really gone, though, just deeply suppressed. They still surface in the form of dreams and hallucinations, and can be recovered through extensive hypnotherapy. Paralysis: Grays can induce paralysis in humans with their minds. Make an opposed Spirit roll; if the Gray wins, the target can't move for 3 rounds. Each Gray that acts in concert to hold the victim doubles the duration (6 rounds with 2 Grays, 12 rounds with 3, etc.); use the Cooperative Roll rules to have them assist. Engaging the paralysis counts as an action for the Grays, but maintaining it does not.

Men in Black: There is considerable speculation on who these agents really work for; is it the Grays? Are they part of a government black op? Someone else, someone we haven't seen yet? Or do they work for no one but themselves, serving an agenda we can't hope to understand? Men in Black are known to appear wherever a great deal of psychic/supernatural activity has occurred, or is about to occur. They look more or less normal, but their features are uneven, and their voices project down into deep subharmonics. Their behavior is erratic, at best.

Attributes: Agi d8, Sma d10, Spi d10, Str d10, Vig d8

Skills: Fighting d10, Guts d10, Intimidation d8, Knowledge (Alien technology) d8, Notice d8, Persuasion d8

Pace: 6 ; Parry: 7; Toughness: 7

Edges: Arcane Resistance, Brawny, Level Headed

Gear: Vehicle - Edsel: What's weirder than the MiB.s driving Edsels? The fact that they look like they just drove off of the assembly line. A careful examination under the hood reveals that although the engine appears normal at first glance, it's put together completely wrong, and could never actually run... they're identical to Luxury Cars (SW pg. 52). Guns: These are functionally identical to a Colt .45, and look approximately like one as well. Like their Edsels, if the inner workings are examined, there's no way these weapons should be able to actually fire.

Special Abilities: Unshakable: MiB's ignore all Wound penalties and are never Shaken by attacks.

Nordic [WC]: Contrary to conspiracy theory, the Nordics are not a separate alien race (they're alternately described as being in league with, or opposed to, the Grays). Rather, they are Damned Children who have grown to full size... and full power. Despite this power, they remain the thralls of the Grays. Nordics are all statuesque (averaging 6.6"), with perfectly chiseled features, platinum blonde hair and pale blue eyes. With all their power, they're still more comfortable with others of their kind around, and are almost never encountered alone.

Attributes: Agi d8, Sma d10, Spi d12, Str d6, Vig d8

Skills: Fighting d6, Guts d10, Intimidation d10, Knowledge (alien science) d12, Notice d12, Piloting d8, Repair d10, Shooting d8, Stealth d8

Pace: 6; Parry: 5; Toughness: 6

Edges: Level Headed, Combat Reflexes, Hard to Kill

Special Abilities: Fear -1 Know it All: Having grown up constantly reading the minds of those around them, the Nordics have a vast array of knowledge to draw upon, allowing them to make a Common Knowledge roll for all but the most bizarre or trivial information.

Mind Control: Nordics can use the Puppet power at will, getting a +2 to their Spirit roll. They can use this power on up to three people at a time, though they can only activate it once a round. Unless all the targets are performing similar actions, the Nordic must make a Smarts roll each round to maintain control. If it fails, all the targets are freed. Mind Reading: Nordics can scan the surface thoughts of anyone within their line of sight with a Spirit roll, getting a +2 to the roll. With a raise, they can read the targets recent memories, and with two raises they can read all their memories. Telekinesis: Nordics can use the Telekinesis power at will, lifting 120 pounds normally, or 600 on a raise of their Spirit roll.

UFO's: The ships used by the Grays are not simply vehicles; they are living, sentient beings enslaved by the aliens and tortured into subservience. The Grays use their dark science to alter the appearances of their ships, so no two of them look exactly the same.

Acc/Top Speed: 100/1000+ (see below)

Climb: 100; Toughness: 16 (4) Crew: 2+50; Cost: Alien only

Notes: Advanced Stealth Tech; Heavy Armor; Improved Stabilizer

Sensor Array: UFO.s ignore all lighting penalties, and the pilot gets a +2 to Notice rolls to spot other aircraft.

FTL/Interdimensional Travel: Depending on what you choose as the Grays place of origin, their vehicles will have either faster-than-light drives or will be capable of travelling between dimensions or through time. Regardless, the engine warps space/time, creating some unusual effects: .lost time., disruption of Earthly electronics, etc.

Weapons: Particle Beam: 150/300/600; Damage 5d10 (Heavy Weapon); ROF 1. Tractor Beam: These allow the craft to manipulate items up to 12" away; it can lift, hold, and manipulate up to two tons.

Antelope: You can use this template for other, similar animals such as deer, elk, or (non-magical!) reindeer.

Attributes: Agi d10, Sma d6 (A), Spi d6, Str d8, Vig d6

Skills: Fighting d4, Guts d4, Notice d6

Pace: 12; Parry: 4; Toughness: 6

Special Abilities: Fleet of Foot: Antelope have a Pace 12 and roll a d12 for Running. Sharp Senses: They get a +1 to all Notice rolls. Kick/Horns: Str+1 Size +1

Ape, Albino: This rare breed of gorilla lives in the deepest jungles, and are all but a myth to the outside world.

Attributes: Agi d8, Sma d6 (A), Spi d6, Str d12+1, Vig d8

Skills: Climbing d8, Fighting d8, Guts d8, Notice d6

Pace: 8; Parry: 6; Toughness: 8

Edges: Berserk, Combat Reflexes

Special Abilities: Brachiation: Albino apes can move through the treetops at a Pace of 6". Claws/Bite: Str+1 damage. Fleet-footed: Apes can move incredibly quickly when they drop down to all fours; they have a Pace 8 and roll a d8 for running. Leaping:

Albino apes can leap 4", +2" with a Strength roll. Low-light Vision: They ignore Dim and Dark lighting penalties. Size +2

Ape, Mutant [WC]: Whether it's Nazi scientists in a pulp setting or a deranged wizard in a fantasy world, someone always makes a super-intelligent ape! They typically serve as laboratory assistants for their creators, and are capable of speech.

Attributes: Agi d8, Sma d8, Spi d8, Str d12+1, Vig d8

Skills: Climbing d8, Fighting d10, Guts d10, Knowledge:

Science or Magic d8, Notice d6, Shooting d6

Pace: 6; Parry: 7; Toughness: 8

Gear: Weapons: The apes' creator will typically arm them with a large, powerful weapon, such as a Greatsword (Str+4, Parry -1; due to their size, they can wield them one-handed) or large gun. Special Abilities: Berserk: Whenever a mutant ape is Shaken or Wounded, it must make a Spirit roll at -2 or give in to it's more animalistic urges. In addition to the normal Berserk modifiers, it's effective Sma drops to d6 (A), and it cannot use it's Knowledge or Shooting skills. Fleet Footed: Normally, mutant apes would never stoop (literally!) to running on all fours, as they consider it beneath them. They will in a pinch, though, allowing them to roll a d8 for Running. Leaping: Mutant apes can leap 4., +1./raise on a Strength roll. Level Headed: This Edge doesn't function when the ape is Berserk. Punch: Str damage. These apes' claws are usually kept filed down, to make their lab work easier, and their fangs are removed to make speech easier for them. Size +2

Bandit: Human brigands. They specialize in .highway robbery., capturing poorly guarded merchant caravans.

Attributes: Agi d6, Sma d4, Spi d4, Str d6, Vig d6

Skills: Climbing d6, Fighting d6, Guts d6, Notice d4, Shooting d6

Pace: 6; Parry: 5; Toughness: 6

Gear: Armor +1: Bandits wear poorly-tended armor; regardless of its type, it only adds a +1 to Toughness. Weapons: Most bandits carry clubs or daggers, which do Str+1 damage, though some may have a bow (12/24/48, 2d6).

Special Abilities: Cowardly: Bandits will only initiate an attack when they outnumber their targets by at least 2-to-1. If they're reduced to even odds, make a Spirit roll for them at .2 each round; failure means they run.

Basilisk: Ten foot long, sinuous magical lizards, made famous for their ability to turn men to stone with their gaze.

Attributes: Agi d6, Sma d8 (A), Spi d6, Str d10, Vig d8

Skills: Fighting d6, Guts d6, Notice d4, Stealth d4

Pace: 4; Parry: 5; Toughness: 9

Special Abilities: Bite: Str+1 Slow: Basilisks have a Pace of 4 and only roll a d4 for Running. Size +3 Stone Gaze: The basilisk can turn those who meet it's gaze to stone. Anyone surprised by the basilisk meets its gaze automatically. Anyone engaged in melee combat with the basilisk meets its gaze automatically unless looking away; those who do choose to look away take a -4 to their Fighting rolls, while the basilisk gets a +2 to hit them. Using a mirror, you can cut this to a -2 to your Fighting roll, and give the basilisk a +1, though this precludes the use of a shield. Those who meet its gaze must immediately make a Vigor check or be turned to stone; they'll remain in this state until the basilisk chooses to release them or until it is killed. Use of the Greater Healing spell will also return a stone character to normal, though

it will not simultaneously heal any wounds they might have received prior to being petrified. This power only works against opponents within melee range, and it does not work in complete darkness.

Bat, Normal: A regular, cave-dwelling bat. they're not really dangerous, but can scare those they catch unaware (hence the Intimidation skill).

Attributes: Agi d8, Sma d4 (A), Spi d6, Str d4, Vig d6

Skills: Fighting d4, Intimidation d4, Notice d8, Stealth d12

Pace: 1; Parry: 4; Toughness: 2

Special Abilities: Fear +1: Bats can cause the weak-willed to freak out; take a +1 to your Guts check. Flight: Bats can fly at a Pace of 12", with a 6" acceleration. Nocturnal: In normal daylight, bats take a -4 to all rolls; reduce this to -2 on heavily overcast days. Size -3 Small: Opponents take a -2 to any attack rolls against them. Slow: Bats crawl at Pace 1, with no running. Sonar: Bats can see in complete darkness with a form of sonar; they ignore all lighting penalties. However, when attacking opponents standing still (i.e., those who take no action, such as movement or attacking, or who are on Hold), they're at a -4 to attack rolls.

Bat, Giant: These massive creatures (nearly as large as a full-grown man) are ravenous meat eaters, while the vampiric variety subsists solely on blood.

Attributes: Agi d6, Sma d6 (A), Spi d6, Str d8, Vig d6

Skills: Fighting d6, Guts d6, Intimidation d8, Notice d8, Stealth d10

Pace: 2; Parry: 5; Toughness: 5

Special Abilities: Bite: Str+1 Fear -1 Flight: Giant bats can fly at a Pace of 12", with a 6" acceleration. Slow: On the ground, giant bats can only crawl about at a Pace of 2. Sonar: Bats can see in complete darkness with a form of active sonar; they ignore all lighting penalties. However, when attacking opponents standing still (i.e., those who take no action, such as movement or attacking, or who are on Hold), they're at a -4 to attack rolls.

Vampire Bats: For vampire bats, use the Giant Bat and add the following: Paralyzing Bite: Characters who are Shaken by the bite of a vampire bat must make a Vigor roll or be unable to move for 2d6 rounds. Infection: Some (1 in 10) vampire bats can pass on true vampirism with their bite. Anyone killed by one of these bats will become a vampire three days after death, unless appropriate precautions are taken.

Fire Beetle: These 2 1/2" long beetles are usually found underground. They have glowing glands above their eyes and on their back which allow them to see in the dark.

Attributes: Agi d6, Sma d4 (A), Spi d6, Str d6, Vig d6

Skills: Fighting d4, Guts d4, Notice d6

Pace: 6; Parry: 4; Toughness: 6

Special Abilities: Armor +1: Tough carapace. Bite: Str+2

Fluorescent Glands: The beetle halves all lighting penalties.

These glands can be removed after the beetle is dead (make an Agility roll at -2 to do so); they give off light in a 2" radius for 1d6 days.

Oil Beetle: Oil beetles are 3" long, oily black in color, and can burrow underground.

Attributes: Agi d6, Sma d4 (A), Spi d6, Str d6, Vig d6

Skills: Fighting d6, Guts d4, Notice d4, Shooting d8, Stealth d6

Pace: 6; Parry: 5; Toughness: 7

Special Abilities: Armor +2: Tough carapace. Bite: Str+2

Burrowing: An oil beetle can dig through loose earth and soil at Pace 6. Oil: Oil beetles can squirt a stream of irritating, oily fluid (use Shooting) at an opponent within melee range. The oil raises painful blisters; the target must make a Vigor roll or take a level of Fatigue. The blisters go away after 24 hours. A called shot to the head will likely (4 in 6 chance) blind the target as well; the victim's sight returns in 1d4 days. Multiple squirts have no additional effect.

Tiger Beetle: The largest of the giant beetles, tigers are 4" long, with particularly large and fearsome mandibles. They live in grasslands, and are black and orange striped like a tiger.

Attributes: Agi d6, Sma d4 (A), Spi d6, Str d8, Vig d8

Skills: Fighting d6, Guts d6, Notice d6, Stealth d6

Pace: 8; Parry: 5; Toughness: 8

Special Abilities: Armor +2: Tough carapace. Bite: Str+3 Fleet Footed: Tiger beetles can scurry quickly; they have a Pace 8, and roll a d8 for running. Tiger Stripes: When moving at 1/2 their Pace or less in grasslands, tiger beetles get a +2 to all Stealth rolls.

Berserker: Crazy barbarian warriors, berserkers are fearsome foes.

Attributes: Agi d6, Sma d4, Spi d8, Str d6, Vig d8

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d4, Survival d6

Pace: 6; Parry: 5; Toughness: 7

Edges: Combat Reflexes

Gear: Armor +1: Heavy furs and rough leather hide. Weapons: Str+2. Axes, swords, and cudgels of primitive design (never ranged weapons).

Special Abilities: Berserker Rage: Berserkers can force themselves into a fighting rage. By making a Spirit roll, they can drive themselves into a frenzy, giving them a +2 to Fighting, Guts, and damage rolls, and a -2 to all other rolls. Brave: Berserkers get a +2 to their Guts checks and to oppose Intimidation rolls. In skirmish level encounters, Berserkers do not need to make morale rolls. Scare Tactics: Before combat, a group of 10 or more berserkers can try to frighten their foes by chanting, beating on their shields, and the like. Treat this as an Intimidation roll at +2.

Black Blob: An amorphous blob, roughly thirty feet in diameter. they're not massive creatures, but are spread out over a wide area.

Attributes: Agi d4, Sma d4 (A), Spi d4, Str d6, Vig d6

Skills: Fighting d4, Notice d12, Stealth d10

Pace: 4; Parry: 5; Toughness: 9

Special Abilities: Acidic Touch: Blobs secrete a powerful acid that eats anything but stone. By making a Touch attack (+2 to Fighting), they inflict 2d8 damage. Any non-magical weapons or armor they come in contact with will most likely be ruined at the end of the round they touch it (or it touches them, in the case of weapons); on a 1-4 on d6, the item corrodes away to a smoking heap of goo. Fearless: Immune to Fear and Intimidation.

Invulnerable: Weapons and most spells do no damage against a blob; they only cause it to split and reform (this happens whenever the blob is Shaken). They can only be harmed by fire; torches, for example, do 1d10 damage to them. Fire-based spells do full damage. Large: Opponents get a +2 to all attack rolls against a blob, due to its size. Ooze: Blobs are amorphous creatures. As such, they get the following bonuses: +2 to recover from Shaken; no damage from called shots; immune to poison and disease. They have no facing to speak of, and those fighting them in groups are denied any Ganging Up bonuses. Blobs can squeeze themselves through openings as small as an inch across. They can't be blinded or deafened, and ignore all lighting penalties. Slow: Blobs have a Pace 4 and cannot Run. Size +4 Wall Walker: Blobs can move on walls and ceilings at their normal Pace.

Cavern Crawler: Crawlers hide in caves - the deeper and darker the better - waiting for something living to come within reach

Attributes: Agi d4, Sma d4 (A), Spi d6, Str d6, Vig d6

Skills: Fighting d6, Notice d12

Pace: 2; Parry: 5; Toughness: 6

Special Abilities: Acidic Touch: Oozes attack by secreting a powerful acid which does 2d6 damage; this requires a touch attack to administer (+2 to Fighting rolls). Any nonmagical weapons or armor they come in contact with will most likely be ruined at the end of the round they touch it (or it touches them, in the case of weapons); on a 1-3 on d6, the item corrodes away to a smoking heap of goo. Fearless: Cavern crawlers have no true intellect to speak of; they are thus immune to Fear, and cannot be Intimidated or Taunted. Immunity: Crawlers take no damage from cold or fire based attacks. Ooze: Cavern crawlers are large, amorphous blobs. As such, they get the following bonuses: +2 to recover from Shaken; no damage from called shots; immune to poison and disease. They have no facing to speak of, and those

fighting them in groups are denied any Ganging Up bonuses. Oozes can squeeze themselves through openings as small as an inch across. They can't be blinded or deafened, either; they see by feeling vibrations and changes in air density, across their entire surface (making it exceptionally difficult to sneak up on them), and thus ignore all lighting penalties. Size +1 Slow: Crawlers have a Pace 2, and can't run. Wall Walker: They can move up walls and across ceilings without difficulty.

Giant Blob [WC]: These are the giant, town-eating movie blobs you'd expect a young Steve McQueen to be running from in a movie theater.

Attributes: Agi d4, Sma d4 (A), Spi d6, Str d12+12, Vig d12

Skills: Fighting d6, Notice d12, Stealth d6

Pace: 4; Parry: 5; Toughness: 17

Special Abilities: Acidic Touch: The giant blobs acid eats through organic materials (2d10 damage on a Touch attack). Stone and metal can't be dissolved. Normal clothing offers no protection, as the acid seeps through almost instantly, but HAZMAT-style uniforms will stop it. Crush: Str damage, plus Size bonus and acid. This is treated as a Heavy Weapon. Fear -4 Fearless: The blob is immune to Fear, Intimidation, and Taunts. Gargantuan: Can only be hurt by Heavy Weapons; adds Size bonus to crushing attacks, minus Size bonus of target; ignore armor of vehicles when crushing. Ooze: +2 to recover from Shaken; no damage from called shots; immune to poison and disease; no Ganging Up bonuses apply; squeeze through openings as small as an inch across; can't be blinded or deafened; ignore all lighting penalties. Pseudopods: Str damage, plus acid; 8" reach. Size +9 Slow: Blobs move at Pace 4 and can't run.

Boar: Massive, feral pigs, with razor-sharp tusks; they're notoriously short-tempered.

Attributes: Agi d6, Sma d6 (A), Spi d8, Str d10, Vig d10

Skills: Fighting d8, Guts d10, Notice d6, Stealth d6

Pace: 6; Parry: 6; Toughness: 9

Special Abilities: Armor +2: Tough, thick hide. Charge: A boar can attack at the end of a run with no multi-action penalty, and gets a +2 to damage when doing so. Tusks: Str+1

Bugbear: Bugbears are cousins to goblins, but larger, more powerful, and less clever. Despite their size, they're quite stealthy, and prefer to wait until they can get the Drop on an opponent to attack.

Attributes: Agi d6, Sma d4, Spi d6, Str d10, Vig d10

Skills: Fighting d8, Guts d6, Notice d6, Shooting d4, Stealth d10, Throwing d8

Pace: 6; Parry: 6; Toughness: 9

Gear: Weapons: Bugbears use a variety of simple hand to hand weapons (Str+2), but usually prefer to open a combat with thrown spears or axes (3/6/12, Str+2). Armor +1: Bugbears wrap themselves in stinking hide and leather.

Special Abilities: Low-light Vision: Bugbears halve the penalties for poor lighting. Size +1: Bugbears are slightly larger than the average human.

Camel: These beasts of burden are a must for any desert-based adventure.

Attributes: Agi d8, Sma d4 (A), Spi d6, Str d12+1, Vig d8

Skills: Fighting d4, Guts d6, Notice d6

Pace: 10; Parry: 4; Toughness: 8

Special Abilities: Fleet Footed: Camels have a pace of 10 and roll a d8 for running. Kick/Bite: Str damage Size +3 Ships of the Desert: So long as they drink their fill of water before beginning a trip, they make their Vigor rolls to survive the heat every 12 hours rather than every 4 and get a +2 to these rolls regardless of their physical activity. These benefits last for 5 +1d4 days, at which point the camel must fill up on water again.

Cat, Great: For the great cats, use the Lion in the SW rulebook, pg. 132, with the following changes: Panther: Panthers roll a d10 for running. Tiger: Tigers have a Stealth d8, with a +2 when hiding in high grass. Sabretooth Tiger: Sabretooths are Size +3 (Toughness 9), and their huge fangs do Str+3 damage.

Cave Locust: These are stone grey, 3" long, subterranean grasshoppers. They tend to move in swarms, and avoid trouble unless threatened.

Attributes: Agi d10, Sma d4 (A), Spi d4, Str d4, Vig d8

Skills: Climbing d8, Fighting d6, Guts d4, Notice d4, Stealth d8

Pace: 6; Parry: 5; Toughness: 7

Special Abilities: Armor +1: Thick carapace. Leaping: Cave locusts can leap up to 9" in a straight line in place of their normal move (this doesn't count as Running). Camouflage: If a cave locust doesn't move or attack in a round, it's natural coloration allows it to hide; it gets a +2 to its Stealth roll to remain unnoticed. Mandibles: Str damage. Low Light Vision: Cave locusts cut all lighting penalties in half (round down).

Centaaur: The half-man, half-horse warriors of Greek myth.

Attributes: Agi d8, Sma d6, Spi d6, Str d10, Vig d8

Skills: Fighting d8, Guts d6, Notice d6, Shooting d6, Throwing d6, Tracking d6

Pace: 8; Parry: 6; Toughness: 8

Gear: Weapons: Centaurs typically arm themselves with clubs (Str+1), spears (Str+2, range 3/6/12), or bows (2d6, range 12/24/48).

Special Abilities: Kick/Punch: Str. Fleet Footed: Centaurs have a Pace 8 and roll a d10 for running. Multiattack: They can attack with both their kick and a melee weapon in a single round with no penalty. Size +2

Centipede, Giant: These foot-long centipedes may not seem dangerous, but their bite carries a deadly poison.

Attributes: Agi d6, Sma d4 (A), Spi d6, Str d4, Vig d6

Skills: Fighting d6, Guts d4, Notice d6

Pace: 5; Parry: 5; Toughness: 3

Special Abilities: Bite: Str damage. Poison: If the centipede does manage to bite a foe successfully (getting at least a Shaken result) they must make a Vigor roll. Failure means they become violently ill for 10 days, taking a point of Fatigue. While sick, their Pace is reduced by half, and they cannot run. Bedrest and plenty of fluids will reduce the time of illness to 5 days. Size -2 Small: Opponents take a .2 to their attack rolls against them, and they get a +2 to their rolls against normal-sized foes. Wall Walker: Centipedes can crawl up most surfaces without making a Climbing roll.

Chimera [WC]: A terrible creature with the forebody of a lion, hindquarters of a goat, and the wings of a dragon, with a head from each creature.

Attributes: Agi d6, Sma d6 (A), Spi d8, Str d12+4, Vig d8

Skills: Fighting d8, Guts d8, Notice d10

Pace: 6; Parry: 6; Toughness: 13

Special Abilities: Armor +2: Thick, tough hide.

Bite/Horns/Claws: Str+1 Fear: Chimera's are fearsome creatures to behold, and force a Guts check when initiating combat. Fire

Breathing: By spending a benny, a chimera's dragon head can belch forth fire, using the Cone Template. Anyone in the area must make an Agility roll at -2 or take 2d8 damage, and must check to see if they catch fire (SW pg. 97). A chimera can't bite with it's dragon head and breathe fire in the same round.

Improved Sweep: Chimera's can attack any adjacent opponents, with a combination of biting, ramming with it's goat head, and claws, at no penalty. Flight: Chimera's are capable of winged flight, at a pace of 10", with a 2" acceleration (their massive bodies make it difficult for them to become initially airborne).

Large: Chimeras are 40' long, with massive, powerful bodies. Normal size opponents get a +2 when attacking them. Size +5 Three Headed: The chimera's three heads afford it the following bonuses; it gets a +2 to all Notice rolls, a +2 to recover from Shaken, and called shots to the head do no additional damage.

However, a called shot to the head which results in at least 1 wound will kill that head, though the creature suffers no particular ill effects from this. Destroying all three heads kills the creature.

Cockatrice: Bizarre magical rooster/serpents, capable of petrifying those they touch.

Attributes: Agi d8, Sma d6 (A), Spi d6, Str d4, Vig d6

Skills: Fighting d6, Guts d6, Notice d6

Pace: 6 ; **Parry:** 5; **Toughness:** 4

Special Abilities: Beak: Str+1. Flight: Cockatrices can fly at a Pace 10, with a 5 acceleration. Petrification: Any living creature hit by a cockatrice in combat (either by beak with a normal Fighting roll, or with a Touch attack at +2 to hit) must immediately make a Vigor roll or be turned to stone. they'll remain stone until the cockatrice is killed or a Greater Healing spell is cast upon them (though this spell will not simultaneously heal any damage they might have taken prior to being turned to stone). Size -1: they're long, but not massive creatures, roughly equivalent to a large dog. Corrosive Slime: This creature looks like. well, like slime! it's acidic touch eats away inanimate objects, and turns any flesh it contacts into more slime. The slime itself isn't really a living opponent, so it should be treated more as an environmental hazard rather than a monster. Contact with the slime will immediately begin to dissolve any metal or wood it contacts; if it's not burned or frozen off within 3 rounds, the items will be rendered useless, and will be completely dissolved in 6 rounds. Any cold or fire based magic will destroy it utterly, or flames equivalent to a normal torch (though these will damage the victim as well, of course!). If the slime isn't removed from living flesh in 3 rounds, the target must begin making Vigor saves each round or take 2d6 damage as they're turned into slime themselves.

Crab, Giant: These are 10" wide crabs, voracious animals which attack, kill, and eat anything that moves.

Attributes: Agi d4, Sma d4 (A), Spi d6, Str d12, Vig d8

Skills: Fighting d6, Notice d4

Pace: 4 ; **Parry:** 5; **Toughness:** 14

Special Abilities: Aquatic: Giant crabs can breathe underwater, but they're not swimmers. They move underwater by walking at their normal Pace. Armor +3: Tough carapace. Claws: Str+2 Fearless: Crabs are essentially mindless creatures; as such, they're immune to Fear, Intimidation, and Taunts. Large: Crabs are big creatures; opponents get a +2 to their attack rolls against them. Size +5 Slow: They have a Pace 4 and roll a d4 for running. **Crawling Eye [WC]:** The Crawling Eye is a massive eyeball which crawls around on a bed of maggot-white tentacles. These horrifying creatures typically live underground, making their home in caverns or sewers.

Attributes: Agi d4, Sma d6 (A), Spi d10, Str d12, Vig d8

Skills: Climbing d8, Fighting d8, Intimidation d10, Notice d12

Pace: 6; **Parry:** 6; **Toughness:** 11

Special Abilities: Fear -2: The Eye incurs a Guts check in anyone who sees it. The first time it's struck for at least a Shaken result in melee combat, the attacker is splashed with a gout of yellowish, bitter vitreous humor, and must immediately make a Guts check at -4.

Large: Opponents get a +2 to attack rolls when fighting the Eye.

Multiattack: The Eye can attack any number of adjacent opponents with no penalty. Size +5 Vision: The Eye ignores all lighting penalties, including those from the Obscure spell, and can see in complete darkness. It suffers a -2 to any rolls to attempt to blind it with bright light, however. Wall Walker: The Eye can crawl up walls at Pace 2, and hang from ceilings with a Climbing roll.

Crawling Hand: A disembodied human - or humanoid - hand, given life by demonic possession, dark arts, or weird science.

Attributes: Agi d10, Sma d6 (A), Spi d8, Str d8, Vig d8

Skills: Climbing d10, Fighting d8

Pace: 8; **Parry:** 7; **Toughness:** 4

Edges: Quick

Special Abilities: Choke: A hand.s only real attack; it throws itself at the target and tries to latch onto their throat (requires a raise on a Fighting roll). With a success, the target begins taking Fatigue and Wounds as though drowning (SW page 95); a successful opposed Strength roll can pull the hand off. Jumping: Hands can leap 3", +1" with a Strength roll. Size -2 Small: Opponents take a -2 to their attack rolls when fighting a crawling hand.

Cyclops: These one-eyed giants stand 20. tall, and are known for their stupidity.

Attributes: Agi d6, Sma d4, Spi d8, Str d12+4, Vig d10

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d4, Throwing d6

Pace: 6 ; **Parry:** 6; **Toughness:** 12

Gear: Club: Str+2 Thrown Rocks: Str+1, range 3/6/12

Special Abilities: Large: A Cyclops is a massive creature; normal sized foes get a +2 to attack rolls against them. One Eye: They take a .2 to any Notice roll dependent on vision. Size +5

The Damned: These are the tortured souls of Hell. When the need arises, their masters can force them to do battle for them, or simply pit them against one another for their own amusement.

Attributes: Agi d6, Sma d6, Spi d4, Str d6, Vig d6

Skills: Fighting d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities: Bite/Claw: Str damage. Nigh-Unkillable: The Damned are already dead. They take damage normally, but when .killed. anywhere but Hell they simply collapse and decompose almost instantly, reforming in Hell. The only way to dispose of them

permanently is within the boundaries of Hell itself, and then only with a blessed weapon or faith-based magics.

Hellhound: Appearing as massive coal-black mastiffs with eyes like burning embers, hellhounds are usually found in the company of the foulest servants of the Pit.

Attributes: Agi d6, Sma d8 (A), Spi d10, Str d12+2, Vig d10

Skills: Fighting d8, Guts d10, Notice d8, Stealth d6, Tracking d8

Pace: 8 ; **Parry:** 6; **Toughness:** 9

Special Abilities: Armor +1: Thick skin. Bite: Str+3 Darkvision: Hellhounds can see in complete darkness and through the thickest smoke or fog; all lighting penalties are cut in half. Fleet-footed: Hellhounds have a Pace of 8 and roll a d8 for running.

Hellbreath: Instead of making a bite attack, a hellhound can spit forth a gout of flame. Place a Small Burst Template directly in front of the hound; everyone in the template takes 2d8 damage, and must check to see if they catch fire (SW page 97). Size +1 Weakness - Unholy: Hellhounds cannot enter onto sanctified ground, and take an extra 1d6 damage from holy/blessed weapons.

Masters of the Pit [WC]: These creatures are the torture masters of Hell, and are feared by the Damned even above the Princes.

Attributes: Agi d8, Sma d8, Spi d12, Str d12+4, Vig d12

Skills: Fighting d12, Guts d12, Intimidation d12+2, Notice d8

Pace: 6; **Parry:** 8; **Toughness:** 13

Hindrances: Bloodthirsty **Edges:** Frenzy

Gear: Whip: Str+1, +2" reach. Anyone left Shaken by a Pit Master.s whip takes a -2 to their Spirit roll to recover due to the pain it inflicts. At will, the Pit Master can cause the whip to burst into flame; it then does Str+1d6 damage.

Special Abilities: Armor +3: Heavy chains and gorespattered black leather. Fear Fearless: The Masters are immune to Fear and Intimidation. Fly: A Pit Master.s massive, batlike wings allow it to fly at Pace 10, with an acceleration of 2. Size +2 Weakness - Unholy: The Masters cannot set foot onto sanctified ground, and take an additional 1d6 damage from holy/blessed weapons.

Succubus / Incubus [WC]: These are devils who attack human souls through raw sexuality. Contrary to popular belief, succubi and incubi are not separate creatures. They are in and of themselves sexless, but are capable of changing their physiology to suit the desires of those they are attempting to seduce.

Attributes: Agi d8, Sma d10, Spi d8, Str d6, Vig d6

Skills: Fighting d4, Guts d6, Notice d8, Persuasion d12, Shooting d6, Stealth d8

Pace: 6 ; **Parry:** 4; **Toughness:** 5

Special Abilities: Horrible Beauty: Typically, succubi get a +2 to their Persuasion rolls, but see .Change Appearance. for more.

Their natural form is equally beautiful and horrific (they retain the benefit of Attractive, but also have a Fear effect, see below).Fear: Anyone who sees a succubi in it's natural form must make a Fear check. Should they roll a 2 on the Fright Table, they

do not have a heart attack; instead, they become equally overwhelmed with fear and desire, and must make a Spirit roll at -2 or become completely subservient to the succubus, though they will hate themselves for it. Mind Reading: Succubi can scan the thoughts of others with a successful opposed Smarts roll. They can only use this power to gain insight into the targets wishes and desires. Shapeshifting: Given the opportunity to Mind Read their target, a succubi can alter it's appearance to make itself into someone's .perfect specimen.. To that person they will be Very Attractive, getting a +4 to their Persuasion rolls. Weakness - Unholy: As unholy creatures, succubi cannot step only holy ground. If they touch or are touched by a holy symbol, they revert to their natural form, and cannot change their appearance again for 24 hours. They take an extra 1d6 damage from holy/ blessed weapons.

The Torture Lords [WC]:

The Lords are the special agents of the Dark Prince himself, and appear to anyone who wants or needs their special services.

Attributes: Agi d8, Sma d12, Spi d12, Str d8, Vig d10

Skills: Fighting d8, Intimidation d12, Knowledge (torture) d12, Notice d8, Persuasion d12

Pace: 6; Parry: 6; Toughness: 9

Edges: Level Headed

Gear: Armor +2: Spiked leather. Knives: Str+2. These inflict incredibly painful wounds; those Shaken by them take a -2 to their Spirit roll to recover.

Special Abilities: Fear -2 Fearless: The Lords are immune to Fear and Intimidation, except from the Dukes of Hell or the Prince himself. Chains: The Lords can summon and control hooked chains, seemingly from nowhere. Treat this as the Telekinesis power, summoned with a Spirit roll. They can be used to attack as well; use the Lords Spirit in place of Fighting, and the chains do d12+2 damage. The Lords can take no other actions and can only move at half Pace while controlling the chains.

Pleasure in Pain: The Lords do not suffer from Wound penalties; instead, they take the corresponding penalty number as a bonus to all their rolls instead (i.e., instead of a -1 penalty for one Wound, they get a +1 bonus). Summoning: The Torture Lords can leave Hell more freely than other demons and devils. They can appear before anyone, anywhere, who believes badly enough that they deserve punishment a misdeed, whether real or imagined. Weakness - Unholy: The Lords cannot set foot on sanctified ground unless summoned there; if summoned, they can remain in the presence of their summoner indefinitely, however. They take an extra 1d6 damage from holy/blessed weapons.

The Dukes of Hell [WC]: While the Prince of Darkness broods in the ebon towers of Dis, it is the Dukes of Hell who see to the successful operation of the pits.

Attributes: Agi d10, Sma d12+2, Spi d12+2, Str d12+6, Vig d12

Skills: All of them at d12

Pace: 6; Parry: 10; Toughness: 21

Edges: Imp. Arcane Resistance, Imp. Block, Imp. Frenzy, Harder to Kill, Imp. Level Headed, Imp. Nerves of Steel, Imp. Sweep, Command, Fervor, Hold the Line

Gear: Armor +5: Magical heavy plate. Weapons: The Dukes each have a favored weapon, doing Str+6 damage.

Special Abilities: Armor +6: Unnatural toughness. Fear -6: The Dukes are among the most horrifying creatures around! Fearless: The Dukes are immune to Fear and Intimidation, except from the Prince. Magic: The Dukes have 66 power points and can cast all known spells. Shapeshifting: The Dukes can take on any humanoid form, from Size -1 to +2 at will. Their Attributes and Abilities remain the same no matter what form they take. Size +2: In their natural form, the Dukes are massive, towering over the other denizens of Hell.

Summon the Damned: By making a Spirit roll at -2, a Duke can summon 3d6 of the Damned to do his bidding. They appear at the end of the round and can act on the next round. Weakness - Unholy: The Dukes are powerful to enter sanctified ground at will, though they do find it uncomfortable; they take a -4 to their

Toughness and a -2 to all their rolls. Holy/ blessed weapons do an extra 1d6 damage.

Deinonychus (Velociraptor): These dinosaurs are among the most perfect land predators ever to walk the earth. They combine impressive intelligence with incredible speed, pack tactics, and an array of natural weaponry. (The Jurassic raptors are actually closer in appearance to deinonychus, a cousin of the sleeker velociraptor.)

Attributes: Agi d10, Sma d10 (A), Spi d10, Str d12+1, Vig d10

Skills: Fighting d10, Guts d10, Intimidation d10, Notice d10, Stealth d8, Tracking d10

Pace: 10; Parry: 7; Toughness: 10

Edges: Quick

Special Abilities: Armor +2: Tough scaly hide. Bite: Str+1. If the raptor gets a raise on its Fighting roll, it leaps into the air and kicks the target with it's massive hooked claws. It gets an additional free attack against the target at +2 to hit and damage.

Fast: Raptors have a Pace 10, and roll a d12 when running. Fear

Leaping: Raptors can jump 6", +2" with a Strength roll. Sharp

Senses: Raptors have an acute sense of smell; they get a +2 to Notice and Tracking rolls. Size +1

Pteranodon: These flying dinosaurs and their cousins, the pterodactyls, are right at home in any lost world setting.

Attributes: Agi d10, Sma d6 (A), Spi d6, Str d8, Vig d8

Skills: Fighting d6, Notice d10

Pace: 4; Parry: 5; Toughness: 9

Special Abilities: Armor +1: Scaly hide. Bite/Claw: Str+2. Flight: Pteranodons fly at Pace 12, with a 3 Acceleration. Fly-By Attack: When the pteranodon is flying at fully speed, it can do a fly-by attack, getting a +2 to damage. If it gets a raise on it's attack roll when flying-by against a human or smaller sized opponent, it snatches them up and carries them off, most likely to it's nest.

Size +2

Slow: On the ground, they have Pace 4 and cannot run.

Triceratops: Trikes are among the most recognizable of dinosaurs, with their distinctive head-ridge and three horns.

Normally docile plant-eaters, they are terrible foes if they - or their young - are threatened.

Attributes: Agi d4, Sma d6 (A), Spi d8, Str d12+5, Vig d12

Skills: Fighting d6, Guts d10, Intimidation d6, Notice d8

Pace: 6; Parry: 5; Toughness: 16

Special Abilities: Armor +3: Tough hide. Attacks to the trike.s head and neck double this armor value (a total Toughness of 19) due to it's bony ridge. Charge: If the trike moves 6. in a straight line before attacking, it gets a +2 to hit and damage. Gore: Str+3.

Large: Opponents get a +2 to all attack rolls when fighting a trike. Size +5

Tyrannosaurus Rex [WC]: Modern science believes that T-Rex was little more than a massive, lumbering jackal, but that.s no fun at all. Here.s Rex as we know and love him; hail to the King, baby!

Attributes: Agi d6, Sma d6 (A), Spi d12, Str d12+7, Vig d10

Skills: Fighting d8, Intimidation d12, Notice d6, Tracking d6

Pace: 8 ; Parry: 6; Toughness: 17

Edges: Improved Nerves of Steel

Special Abilities: Armor +3: Tough, scaly hide. Bite: Str+3. Fear -4 Fearless: The Rex is immune to Fear and Intimidation. Huge: Opponents get a +4 to hit the Rex. Size +7 Stomp: Str damage.

The Rex.s stomp counts as a Heavy Weapon. A stomped foe must make an opposed Strength roll against the Rex to break free. As long as the Rex doesn't move, it will continue to do Str damage to the victim each round (though typically it will bite them to death once it has them trapped), and gets a +4 to hit and damage to its bite attacks against them. Swallow Whole: With two raises on it's bite attack, the Rex has swallowed the victim whole (Size +1 or smaller creatures only). Those swallowed take 3d6 damage against their base Toughness each round until dead or freed. A swallowed character can try to cut their way free with a dagger or knife by making an Agility roll at -2; roll damage against Toughness 8. If you can do at least one Wound, you've sliced a hole big enough to slip free; you're automatically Shaken once

out. If the Rex is killed, you can be freed from the outside in a single round.

Djinni [WC]: Ancient, powerful spirits from a desert dimension, djinn are sometimes captured and forced into servitude by particularly powerful sorcerers. Lesser djinn are used as guardians and assassins by those who summon them, as they lack the power of wish fulfillment their more powerful cousins, the True Djinn, possess.

Attributes: Agi d10, Sma d10, Spi d12+4, Str d12+1, Vig d10

Skills: Fighting d10, Guts d12, Notice d8

Pace: 6 ; **Parry:** 7; **Toughness:** 10

Special Abilities: Armor +3: Partially incorporeal at all times.

Flight: Djinn.s are creatures of the air; they fly at a speed of 15", with an acceleration of 8". Gaseous Form: The Djinn may convert its body into mist by making a Vigor roll. Invisibility: As the spell. The Djinn becomes invisible by making a Spirit roll at +2; it remains invisible for three rounds. If it takes any action other than movement (including Flight) while invisible, it must make another Spirit roll at -2 to maintain the effect. The djinn can't use its Whirlwind or Gaseous Form powers while invisible, nor can it turn invisible while either of these powers is already in effect. Invulnerability: Djinn are immune to all attacks save those from magic or magical/blessed weapons. Punch: Str damage. Size +2: Djinn are 7. to 8. tall. Whirlwind: The Djinn may transform himself into a raging whirlwind. It takes a full round for the djinn to get up to speed; if he's Wounded or Shaken during this time, he must start the process over again. Place a Large Burst Template centered on the djinn.s location. Everything inside takes 2d6 damage, and Size +1 or less creatures are picked up and hurled about for the duration of the effect, taking an additional 2d6 damage for each round inside. The whirlwind moves at Pace 10, and the djinn can remain in this form for 3 rounds. At that time, the djinn reappears, and must make a Vigor roll or be Shaken.

Doppelganger: In their natural state, these creatures are gray skinned and unnaturally thin. They can alter their appearance to look like anyone they've ever seen; they'll often kill a party member, take their place, and attack from within when the group is at its most vulnerable.

Attributes: Agi d8, Sma d10, Spi d8, Str d6, Vig d6

Skills: Fighting d6, Guts d4, Investigation d8, Notice d8,

Persuasion d10, Shooting d6, Stealth d10, Throwing d6

Pace: 6 ; **Parry:** 5; **Toughness:** 5

Gear: Armor/Weapons: The doppelganger will use whatever gear the person it's duplicating uses. Otherwise it'll be armed with a dagger (Str+1).

Special Abilities: Shapeshifting: The doppelganger can duplicate a target from Size -1 to +1 with a Smarts roll. With a normal success, the copy is extremely close, though it can be detected with a Notice roll at .2. On a raise, the duplication is perfect, down to moles, birthmarks, etc. A doppelganger's power is considered to be protected by a Conceal Arcana spell at all times; if someone tries to detect it, they should make an opposed roll against the doppelganger's Smarts. Mind Eaters: A handful of doppelgangers, legendary even among their own kind, are known as Mind Eaters. They can not only copy the appearance of a target but, by consuming their brain and making a Smarts roll, their memories and skills as well. These memories only last a short time (24 hours with a normal success, 48 with a raise); long enough for them to do considerable damage.

Ice Dragon [WC]: The smallest of dragons, these live in cold regions such as frozen mountaintops, glaciers, and arctic areas. they're the most primal of the dragon breeds, as befitting the harsh environment they call home. they're equally covered with shaggy white fur and icy blue scales.

Attributes: Agi d8, Sma d8, Spi d10, Str d12+2, Vig d10

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d10

Pace: 8 ; **Parry:** 6; **Toughness:** 14

Edges: Improved Frenzy

Special Abilities: Armor +2: Thick, scaly hide and heavy fur.

Breath of Ice: Ice dragons breathe a cone of icy vapor. Use the

Cone Template; those within the area of effect must make an Agility roll or take 2d6 damage. It cannot use its breath attack and its claw/bite attacks in the same round. Claws/Bite: Str+1.

Fear Flight: Ice dragons can fly at Pace 12, with an acceleration of 4. Immunity: Ice dragons are immune to coldbased attacks, and can survive indefinitely in cold weather. Large: Opponents get a +2 to all attack rolls. Size +5

Swamp Dragon [WC]: These dragons live in swamps and marshlands. They typically submerge themselves in the swamp, with only their eyes and nostrils exposed (appearing much like an alligator) and wait for prey to pass by, attacking by surprise. they're coloration is typically a mixture of black, brown, and mossy green.

Attributes: Agi d8, Sma d8, Spi d10, Str d12+3, Vig d10

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d10, Stealth d10

Pace: 8 ; **Parry:** 6; **Toughness:** 15

Edges: Quick, Improved Frenzy

Special Abilities: Acid Spittle: Swamp dragons can spit a blast of acid with horrific results. The glob can be fired up to 12. away; use the Small Burst Template where it strikes. Anyone in the template must make an Agility roll at .2 or take 2d6 damage each round for three rounds. Any armor or clothing they're wearing will be destroyed; any other items have a 50- 50 chance of being ruined (roll d6; on a 1-3 it's been corroded). Characters hit with the acid can neutralize it by immersing themselves in water or applying a base chemical, such as lye. The dragon can't make any claw/ bite attacks in the same round it uses its spittle attack.

Armor +3: Thick, scaly hide. Claws/Bite: Str+1 Fear Flight:

Swamp dragons can fly at Pace 15, with an acceleration of 6.

Immunity: Swamp dragons are immune to acidbased attacks, and to all toxins and poisons. Large: Opponents get a +2 to all attack rolls. Semi-Aquatic: Swamp dragons can swim at a Pace of 18", and can hold their breath underwater for up to an hour. Size +5: Swamp dragons are long, sinuous creatures, well built for gliding through the water.

Forest Dragon [WC]: These dragons live in jungles and forests. they're consummate hunters and skilled trackers, and never use their gas attack on any target they intend to eat, as it spoils the taste. They usually make their lairs near salt licks; they eat copious amounts of salt (a process in their stomach breaks the salt down into sodium, which they digest, and chlorine gas, which they expel as their breath weapon). Their coloration varies throughout the year: bright green in spring, darkening through summer, gold and red in fall, and brown/grey in winter. Some even have a mane of leaves which grows and changes with the seasons as well.

Attributes: Agi d8, Sma d8, Spi d10, Str d12+4, Vig d10

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d10, Tracking d8

Pace: 8 ; **Parry:** 6; **Toughness:** 16

Edges: Level Headed, Improved Frenzy

Special Abilities: Armor +3: Thick, scaly hide. Claws/Bite: Str+2 Fear -1 Chlorine Gas Breath: Place a Medium Burst Template adjacent to the dragon; everyone inside the template must make a Vigor roll at .2 or take 2d8 damage. With a raise on damage, the target is blinded for 1d4 rounds. The dragon can't make any claw/ bite attacks the same round that it uses its breath weapon.

Flight: Green dragons can fly at Pace 18, with an acceleration of 6. Immunity: Forest dragons are immune to all natural poisons, save those that target dragons specifically. Scent: +2 to all their Notice and Tracking rolls. Large: Opponents get a +2 to all attack rolls. Size +6

Sky Dragon [WC]: Sky dragons live in deserts and plains, though they spend more time in the air than in their lairs (hence their mottled blue and white coloration; it makes them harder to see while flying). they're the fastest flyers amongst dragonkind.

Attributes: Agi d8, Sma d8, Spi d10, Str d12+6, Vig d12

Skills: Fighting d8, Guts d12, Intimidation d10, Notice d10

Pace: 8 ; **Parry:** 6; **Toughness:** 18

Edges: Level Headed, Improved Frenzy

Special Abilities: Armor +3: Thick, scaly hide. Claws/Bite: Str+3 Fear -1 Lighting Breath: Use the Cone Template; anyone inside makes an Agility roll at -2 or takes 2d8 damage. The dragon can't use its claw/bite attacks in the same round it uses its breath weapon.

Flight: Sky dragons can fly at Pace 30, with an acceleration of 10. Storm Sight: Sky dragons ignore lighting penalties caused by inclement weather, such as fog or rain. Large: Opponents get a +2 to all attack rolls. Size +7 Immunity: Sky dragons are immune to lightning and electric-based attacks.

Elder Dragon [WC]: Elder dragons are the most powerful and rare of their kind, and unlike other dragons they are peaceful and work to aid in the war against evil. They rarely appear in their natural form, using their magic to pass as commoners, but when they do, they appear as great, sinuous Oriental dragons covered in scintillating gold and silver scales, with a mane of silver fire surrounding their heads.

Attributes: Agi d8, Sma d12, Spi d10, Str d12+10, Vig d12 Skills: Fighting d10, Guts d12, Intimidation d12, Notice d12, Spellcasting d12

Pace: 8 ; Parry: 7; Toughness: 21

Edges: Level Headed, Improved Frenzy

Special Abilities: Armor +4: Tough, scaly hide. Claws/Bite: Str+3 Aura of Majesty: Elder dragons are incredibly fearsome to creatures of evil intent (Fear -4), and inspirational to those who are true of heart (they get a +4 to all Spirit rolls). Fiery Breath: Use the Cone Template. All those within the template must make an Agility check at .2 or take 3d8 damage. Those who fail must also must check to see if they catch fire (SW rulebook, pg. 97). The dragon can't use its claw or bite attacks in the same round that it breathes fire. Flight: Elder dragons fly at Pace 24, with an acceleration of 6. Huge: Opponents get a +4 to attack rolls. Size +9 Tail Lash: The dragon can sweep all opponents in its rear facing in a 3" long by 6" wide area. This is a standard Fighting attack and does Str-2 damage. Shapeshifting: Elder dragons can change their appearance to look like a humanoid, from Size -1 to +1, or any normal (non-magical, average sized) animal with a Smarts roll. they're not skilled as mimics, so if they attempt to duplicate an existing person, you get a +2 to Notice. Regardless of the form it takes, the dragon retains its Attributes, Pace, and Toughness. Spellcasting: Elder dragons have 30 power points and the following spells, though feel free to change them as you see fit: Barrier, Blast, Bolt, Detect/Conceal Arcana, Dispel, Invisibility, and Stun. (they'll never take Armor, relying on their natural toughness to protect them, and will rarely take Fear.)

Dryad: A female spirit of the trees. They are tied to a tree at birth, and die if the tree dies. they're generally peaceful and reclusive. Attributes: Agi d8, Sma d6, Spi d10, Str d6, Vig d6 Skills: Climbing d6, Fighting d4, Guts d6, Notice d8, Stealth d10 Pace: 6 ; Parry: 4; Toughness: 5

Edges: Very Attractive

Special Abilities: One With the Forest: Dryads get a +2 to their Notice and Stealth rolls. Charm: Few men can resist the charms of a dryad. This is the equivalent of the Puppet power; the dryad and target make opposed Spirit rolls. If the dryad wins, the target is under her control. When facing numerous opponents, she'll use the target to occupy them until she can escape; if facing a single foe, she'll take them back to her tree and Merge them (see below). A Charmed target remains under control for one hour.

Merging: A dryad can physically merge with her tree by making a Spirit roll. While inside the tree, she can't be harmed unless the tree is harmed. If she's taken more than 40" away from her tree, however, she must make a Vigor roll each round or die. A dryad can also force a Charmed opponent to merge with her tree; the target can make a Spirit roll to resist, but failing that, they will be dragged into the tree. Merged victims will live as long as the tree does, and can be freed by the dryad or with a Dispel effect.

Efreeti [WC]: Eternal foes of the djinn, the efreeti are elemental spirits of fire. They can be summoned to serve as powerful

bodyguards and assassins, though they will make every attempt to twist and subvert the commands of their master.

Attributes: Agi d10, Sma d8, Spi d12+3, Str d12+3, Vig d12

Skills: Fighting d10, Guts d12, Intimidation d10, Notice d8 Pace: 6 ; Parry: 7; Toughness: 16

Special Abilities: Invulnerability: Efreeti are immune to all attacks save those from magic or magical/ blessed weapons.

Armor +5: Body of semisolid flame and smoke. Size +3 Punch: Str damage. Flight: Efreeti can fly at a 15" Pace, with a 5" acceleration. Pillar of Fire: As a normal action, an efreeti can transform itself into a pillar of flame. Place a Small Burst Template; anything touching the template takes 2d10 damage and must check to see if it catches fire. The efreeti can maintain this form for 3 rounds; after it changes back, it cannot assume this form again for ten minutes. Wall of Fire: Three times a day, as a normal action, an efreeti can summon up a wall of fire as per the Barrier spell. The wall is 10" in length and lasts for 3 rounds.

Air Elemental: These elementals appear as a whirlwind roughly 10. high; occasionally, a screaming face can be seen within the swirling mass.

Attributes: Agi d10, Sma d4, Spi d8, Str d12+1, Vig d8

Skills: Fighting d8, Notice d4

Pace: 20; Parry: 6; Toughness: 12

Edges: Level Headed

Special Abilities: Damage Resistance: They get +3 to Toughness (this does not count as Armor, so AP attacks won't counter it), as well as the following: +2 to recover from Shaken; no extra damage from called shots; arrows, bullets, and other piercing attacks do half damage; immune to disease and poison. Dust Cloud: Air elementals can kick up dust and small debris around them, making it almost impossible to see. Place a Large Burst Template centered on the elemental; this area has Dark lighting. The cloud lasts 3 rounds. Flying: They fly at Pace 20 and can instantly accelerate to this speed; this is their normal mode of movement, and they cannot run. Fearless: Immune to Fear and Intimidation. Immunity: Air elementals are immune to attacks based on air, wind, lighting, and electricity. Size +3 Strike: Str damage. Vulnerability: They are vulnerable to attacks from stone or crystalline weapons and ammo. Stone melee weapons do double damage; ranged weapons do full damage. Spells with a stone special effect (such as a Burst defined as a hail of stones) do double damage. Air elementals can't be summoned underground, and will never enter a cave or stone structure voluntarily. Whirlwind: The elemental makes a Vigor roll at .2; on a success, place a Medium Burst Template centered on the elemental, or a Large Template with a raise. Everyone within must make an Agility roll or take 1d10 damage, and they're ejected 1d4" from the Template in a random direction. The elemental can't move or take any other actions in the same round it creates a whirlwind.

Earth Elemental: Earth elementals appear as crude, 12. tall humanoid figures composed of earth, mud, or stone.

Attributes: Agi d4, Sma d4, Spi d8, Str d12+10, Vig d12

Skills: Fighting d8, Notice d4

Pace: 4 ; Parry: 6; Toughness: 17

Edges: Level Headed

Special Abilities: Burrowing: They can burrow at Pace 15.

Damage Resistance: They get +4 to Toughness (this doesn't count as Armor, so AP attacks don't help against it), as well as the following abilities: +2 to recover from Shaken; no extra damage from called shots; arrows, bullets, and other piercing attacks do half damage; immune to disease and poison. Fearless: Immune to Fear and Intimidation. Immunity: Earth elementals are immune to attacks based on earth or stone, as well as petrification attacks by creatures such as basilisks or medusae. Large: Opponents get +2 to all attack rolls. Punch: Str damage. Size +5 Slow: Earth elementals move at Pace 4 and roll a d4 for Running. They can never make more than one attack a round. Vulnerability: Earth elementals are vulnerable to air, lightning, and electricity. Attacks with an air or electrical effect (such as a Blast defined as a whirlwind, or a Bolt created as a lightning bolt) do double

damage. Earth elementals can't be summoned in areas such as open plains, or during a thunderstorm. they'll never voluntarily cross plains, deserts, or any other area with similarly wide-open skies.

Fire Elemental: Fire elementals appear as a swirling, animated column of flame, roughly 10. high.

Attributes: Agi d10, Sma d6, Spi d8, Str d8, Vig d10

Skills: Fighting d10, Notice d6

Pace: 12; Parry: 7; Toughness: 13

Edges: Quick, Two Fisted

Special Abilities: Body of Fire: Anyone who gets within melee range of a fire elemental must contend with the intense heat; make a Vigor check each round of combat or take a point of Fatigue. Flammable items within adjacent hexes will catch fire within 1d4 rounds. Damage Resistance: They get a +3 to Toughness (which doesn't count as Armor, so AP attacks don't help against it), as well as the following abilities: +2 to recover from Shaken; no extra damage from called shots; arrows, bullets, and other piercing attacks do half damage; immune to disease and poison. Fearless: Immune to Fear and Intimidation.

Firestorm: These elementals can unleash a sudden burst of flame. The elementals makes a Vigor roll at .2; on a success, place a Medium Burst Template centered on the elemental, and all creatures within the template must make an Agility roll or take 1d12 damage and must check to see if they catch fire. If the elemental gets a raise on its Vigor roll, use a Large burst template instead. Fleet Footed: Fire elementals move incredibly quickly; they have a Pace of 12", and roll d10.s for running. Immunity: Fire elementals are immune to any attacks based on heat and flame. Size +3.

Strike: A fire elementals hand to hand attack does Str damage, plus 1d10 fire damage. Anyone struck must check to see if they catch fire (SW, page 97). Vulnerability: Water is harmful to fire elementals; a bucket of water does 2d6 damage to them, while complete immersion will kill them instantly. Water based spells or effects do double damage against them. Fire elementals can't be summoned within 100 yards of a major body of water, and they cannot cross any amount of water more than 2" wide.

Water Elemental: Water elementals appear as a semi-solid, swirling mass of water, roughly 10. high.

Attributes: Agi d8, Sma d4, Spi d8, Str d12, Vig d10

Skills: Fighting d6, Notice d6

Pace: 6 ; Parry: 5; Toughness: 14

Special Abilities: Aquatic: Water elementals obviously can't drown. They can swim at a Pace of 15". Damage Resistance: They get +4 to Toughness (this isn't Armor, so AP attacks get no benefit), as well as the following benefits: +2 to recover from Shaken; no extra damage from called shots; arrows, bullets, and other piercing attacks do half damage; immune to disease and poison. Drowning Attack: A water elemental can attack by moving into the same area as a target; make an opposed Agility roll for the attack. If the elemental wins, the character is trapped inside and must immediately begin checking against Drowning (SW pg 95), substituting Vigor rolls in place of Swimming. In order to escape, the trapped character must win an opposed Strength roll against the elemental; if the elemental is Shaken, the trapped character gets a +2 to their roll. Any attacks on the elemental have a one in three chance (1 or 2 on a d6 roll) of hitting the trapped character as well. The elemental can only drown one character at a time, and cannot take a move action while drowning someone; if it does, the trapped character is freed. Fearless: Immune to Fear and Intimidation. Immunity: The elemental is immune to all water based attacks and effects. Cold based attacks won't hurt it, but will freeze portions of it; each attack reduces its Pace by 1, but adds 1 to its Toughness, for 1d4 rounds. Size +3 Slam: Str attack. Tidal Wave: The elemental can surge forward, slamming multiple targets in a single round. Place a Small Burst Template in place of the elemental for the duration of the tidal wave, and move it in a straight line 6". Anyone hit takes Str-2 damage. Vulnerability: Water elementals are vulnerable to fire or flame based attacks. These attacks are

increased by one die type (i.e., a 2d10 fireball would do 2d12 instead).

Elephant: it's an elephant!

Attributes: Agi d4, Sma d6 (A), Spi d8, Str d12+5, Vig d8

Skills: Fighting d4, Guts d6, Intimidation d8, Notice d6

Pace: 6 ; Parry: 4; Toughness: 14

Special Abilities: Armor +2: Thick, leathery hide. Large:

Elephants are massive creatures; opponents get a +2 to all attack rolls when

fighting them. Size +6 Trample: Elephants will often attack by charging forward, by running forward and trampling their opponents. They charge in a straight line, or making a single turn with the Turn template; anyone within their path must make an Agility check or be run down. Victims take Str damage and are knocked prone. Trunk Slap/Tusks: Str+2

Ent [WC]: Ents are living trees, protectors of the woodlands they call home.

Attributes: Agi d4, Sma d10, Spi d12, Str d12+10, Vig d12

Skills: Fighting d6, Guts d12, Notice d6, Tracking d10

Pace: 4; Parry: 5; Toughness: 15

Special Abilities: Armor +3: they're made of wood. One With the Forest: By making a Spirit roll, an ent can communicate with the spirits of wood, earth, and air. Size +4 Slow: Ent's move at Pace 4 and cannot run.

Ferret, Giant: These creatures look like large weasels; they're about a meter in length. they're quick, quite intelligent, and can sometimes be trained. They hunt rats, normal and otherwise.

Attributes: Agi d10, Sma d8 (A), Spi d6, Str d6, Vig d6

Skills: Climbing d8, Fighting d6, Guts d6, Notice d6, Stealth d8

Pace: 8 ; Parry: 5; Toughness: 4

Edges: Alertness, Quick

Special Abilities: Bite: Str+1 Fleet Footed: Ferrets are quick; they get a Pace of 8", and roll d8 for Running. Size -1

Rat Hunters: Ferrets get a +2 to all attack rolls when fighting rats of any size.

Giant Piranha: These are massive versions (nearly 5. long) of the familiar small, ravenous fish.

Attributes: Agi d8, Sma d4 (A), Spi d6, Str d6, Vig d6

Skills: Fighting d8, Guts d4, Notice d4

Pace: 6 ; Parry: 6; Toughness: 5

Special Abilities: Aquatic: Pace 6. Bite: Str+1 Frenzy: If a character in the water with piranha takes damage sufficient to leave them Shaken, the blood drives the piranha into a feeding frenzy. The piranha target the wounded character whenever possible, and will get +2 to all attack and damage rolls against them, but take a -2 to their Parry.

Spiny Rockfish: These fish hide in shallow salt water, and when motionless they're all but invisible, and their spines are filled with deadly poison.

Attributes: Agi d6, Sma d4 (A), Spi d6, Str d4, Vig d6

Skills: Fighting d6, Guts d6, Notice d4, Stealth d6

Pace: 6 ; Parry: 5; Toughness: 5

Special Abilities: Aquatic: Pace 6. Camouflage: A rockfish is hard to spot in it's natural environment. When not moving, you must make a Notice roll at .2 to spot them. Poison: Those hit with a spine for at least a Shaken result must immediately make a Vigor roll. Failure means they'll take 1 Wound each round until dead or until a Healing spell is used on them. Spines: Str+1 damage.

Giant Catfish: These are massive, 15' long fish found in fresh water. Use the Medium Shark in Savage Worlds, pg. 133.

Giant Sturgeon: These creatures are 30. long, and can swallow their prey whole! Use the Giant Shark in Savage Worlds, pg 133, but add the following

Special Ability: Swallow Whole: With two raises on its Fighting roll, the sturgeon has swallowed its target whole. Those swallowed take 1d8 damage each round against their base Toughness. While inside, a swallowed character can try to cut their way free with a dagger or knife by making an Agility roll at .2; roll damage against Toughness 8. If you can do at least one wound, you've sliced a hole big enough to slip free; you're

automatically Shaken once out. If the sturgeon is killed, you can be freed from the outside in a single round.

Gargoyle: Just as their name implies, these are creatures of living stone, with wings, claws, and fangs. They are cunning, powerful creatures.

Attributes: Agi d4, Sma d8 (A), Spi d8, Str d12, Vig d10

Skills: Fighting d8, Guts d8, Notice d4

Pace: 6 ; Parry: 6; Toughness: 12

Special Abilities: Armor +5: Gargoyles are solid stone.

Claws/Fangs: Str+1. Constructs: As living statues, gargoyles get the following bonuses: +2 to recover from Shaken; no extra damage from called shots; arrows, bullets and other piercing attacks do half damage; immune to disease and poison. Flying: Gargoyles can fly at Pace 12, with a 4 acceleration. Stillness: When a gargoyle takes no action during a round, in an appropriate environment (on castle or church walls, perched on a cavern ledge, etc.), it can appear to be nothing more than a statue; make a Notice roll at .2 to notice. They can remain motionless like this for weeks or more at a time, though they are completely awake and aware the entire time.

Ghoul: Ghouls are undead who feast on human flesh (the more decomposed, the better). They appear as emaciated humans with gray, dried skin drawn taut across a framework of bone. They are bestial in nature, little better than animals.

Attributes: Agi d8, Sma d8 (A), Spi d6, Str d6, Vig d8

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d8, Stealth d8

Pace: 6 ; Parry: 5; Toughness: 8

Edges: Improved Frenzy

Special Abilities: Claw/Bite: Str+1 Low Light Vision: Ghouls are nocturnal creatures; they cut all lighting penalties in half (round down). Paralysis: The touch of a ghoul “ typically delivered through it's claw or bite attack “ can cause paralysis. Those hit by the ghoul for a Shaken result or better should immediately make a Vigor check or be paralyzed for 2d6 rounds. Undead: As undead, ghouls get the following bonuses: +2 Toughness; +2 to recover from Shaken; no extra damage from called shots; arrows, bullets, and other piercing attacks do half damage; immune to disease and poison.

Ghroll [WC]: These horrific creatures are trolls brought back to unlife as ghouls. The look like trolls that have spent a week in the grave, and smell even worse.

Attributes: Agi d6, Sma d4, Spi d8, Str d12+4, Vig d12

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d8

Pace: 6; Parry: 6 ; Toughness: 13

Edges: Quick, Improved Sweep

Special Abilities: Armor +1: Rubbery hide. Regeneration: Ghrolls can make a Vigor roll each round to heal damage, 1 Wound with a success, 2 with a raise, unless the damage was caused by fire. Size +2 Undead: Ghroll gain the following: +2 to Toughness; +2 to recover from Shaken; bullets/ piercing attacks do half damage; no extra damage from called shots; ignores Wound penalties; immune to disease/poison.

Hill Giant [WC]: The smallest - and least intelligent - of the giants, they still tower over Ogres at 12” tall.

Attributes: Agi d6, Sma d4, Spi d6, Str d12+5, Vig d12

Skills: Fighting d6, Guts d8, Intimidation d8, Throwing d6

Pace: 8 ; Parry: 5 (6 with Spear); Toughness: 12

Hindrances: All Thumbs. Edges: Sweep.

Gear: Weapons: Hill giants use either massive spears (Str+3, Parry +1, Reach 2, requires 2 hands) or stone-headed clubs (Str+3). Rocks: They typically carry bags full of throwing rocks, the only missile weapon they can manage (3/6/12, Str+2).

Special Abilities: Just Plain Dumb: Hill giants take a -2 penalty to most Common Knowledge rolls, as well as a -2 penalty to resist Taunts and Smarts based Tricks. Large: Opponents get a +2 to their attack rolls against hill giants. Size +4

Stone Giant [WC]: These 14” tall gray-skinned giants use stalactites as clubs and typically keep bears as pets (typically 1d6 black or brown bears). they're incredibly adept at throwing rocks

Attributes: Agi d6, Sma d6, Spi d6, Str d12+6, Vig d12

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d4, Throwing d10

Pace: 8 ; Parry: 5; Toughness: 14

Edges: Sweep

Gear: Stalactite Club: Str+2 Rocks: 5/10/20, Str+3

Special Abilities: Armor +2: Thick, tough skin. Large: Opponents get a +2 to their attack rolls against stone giants. Size +4

Frost Giant [WC]: Frost giants are massive 18” tall creatures native to the icy reaches. They typically keep polar bears or dire wolves as pets; their homes will typically have 1d6 of them somewhere in the vicinity.

Attributes: Agi d6, Sma d6, Spi d8, Str d12+7, Vig d12

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d4, Throwing d8

Pace: 8 ;Parry: 6 (5 when using Greataxe); Toughness: 17

Edges: Sweep

Gear: Greataxe: Str+3, AP 1, Parry .1, Requires 2 hands Iron Armor: +2 Toughness Rocks: 3/6/12, Str+2 damage.

Special Abilities: Armor +2: Thick, tough skin. Immunity: Frost giants are immune to cold and cold-based attacks. Large: Opponents get a +2 to attack rolls. Size +5 Weakness (Fire): Frost giants are vulnerable to fire-based attacks, taking double damage from them. In temperatures over 60°F, they suffer the effects of extreme heat (SW, pg. 95).

Fire Giant [WC]: Fire giants make their home in volcanic regions, forging weapons and armor in temperatures that would make even the most hardened dwarven blacksmith faint. they're strong for their size (16. tall), more so than their larger cousins the Frost Giants. They often keep hydras or hell hounds as guards; you'll find 1d6 of them in their settlements.

Attributes: Agi d6, Sma d6, Spi d10, Str d12+8, Vig d12

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d6, Repair d10, Throwing d6

Pace: 8 ; Parry: 6 (7 w/shield); Toughness: 18

Edges: Level Headed, Improved Sweep

Gear: Brass Armor: Armor +2 Brass Shield: Parry +1, Armor +2 to ranged shots that hit Giant Longsword: Str+3, AP 2 Rocks: 3/6/12, Str+1 damage.

Special Abilities: Armor +2: Thick, tough skin. Immunity: Fire giants are immune to heat and all flame and fire-based attacks and effects. Large: Opponents get a +2 to attack rolls. Size +4 Weakness (Cold): Fire giants are vulnerable to cold attacks, taking double damage from them. In temperatures under 70°F, they suffer the effects of extreme cold (SW, pg. 94).

Cloud Giant [WC]: Cloud giants live on great mountains and, sometimes, in great castles within the clouds themselves. They breed giant hawks, and take great sport in using them for hunting. they're among the largest of giants at 20. tall.

Attributes: Agi d6, Sma d8, Spi d10, Str d12+9, Vig d12

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d8, Throwing d6

Pace: 8 ; Parry: 6; Toughness: 17

Edges: Level Headed, Improved Sweep

Gear: Robes: Armor +1 Giant Mace: Str+3

Special Abilities: Armor +3: Thick, tough hide. Keen Senses: Cloud giants have sharp eyesight and a keen sense of smell; they get a +2 to all their Notice rolls that involve eyesight, and a +4 when using scent. Large: Opponents get a +2 to all attack rolls. Size +5

Storm Giant [WC]: These massive (22. tall) giants are opponents feared by most; only the very powerful or the very foolish would consider taking one on. Like their cousins the cloud giants, they live on mountain tops or cloud castles, though some also make their homes in the ocean depths.

Attributes: Agi d6, Sma d10, Spi d12, Str d12+10, Vig d12

Skills: Fighting d10, Guts d12, Intimidation d12, Notice d6

Pace: 8 ; Parry: 7; Toughness: 17

Edges: Improved Level Headed, Improved Sweep

Gear: Giant Longsword: Str+4, AP 2

Special Abilities: Aquatic: These giants can breathe water, and swim at Pace 8. Armor +4: Thick, tough hide. Fear Immunity: They are immune to lightning and electrical based attacks. Large: Opponents get a +2 to all attack rolls. Size +5 Spells: Storm giants have 15 power points and the Bolt and Blast spells (in the form of lightning), as well as the power to summon a thunderstorm at a cost of 5 power points. The storm appears within 10 minutes, lasts for 6 hours, and creates Dim lighting conditions for the duration. (The giants ignore this penalty.)

Gnoll: Gnolls appear to be humanoid hyenas. they're powerful and cruel, using others to do the dirty work for them. When they do attack, they prefer to attack from surprise. In their hearts, though, they are cowardly creatures, and prone to run when the tide turns against them.

Attributes: Agi d6, Sma d6, Spi d6, Str d10, Vig d8

Skills: Fighting d8, Guts d4, Intimidation d8, Notice d8, Shooting d8, Stealth d6, Tracking d6

Pace: 6 ; **Parry:** 6 (7 with shield); **Toughness:** 7

Gear: Armor: Boiled leather vest (+1 Toughness, covers chest) and Medium Shield (+1 Parry, +2 Armor to ranged attacks that hit) for those not using bows. Weapons: Gnolls prefer to use flails (Str+2, ignores Shield Parry bonus) and bows (2d6 damage, 12/24/48).

Special Abilities: Scent: Gnolls get a +2 to Notice and Tracking rolls due to their sharp sense of smell.

Wood Golem: These 3. tall figures are carved from a single block of wood and given life by magic. they're the least of the golems, usually tasked with simple household chores.

Attributes: Agi d6, Sma d4, Spi d6, Str d4, Vig d4

Skills: Fighting d6, Notice d4, Stealth d6

Pace: 5 ; **Parry:** 5; **Toughness:** 6

Edges: Arcane Resistance

Special Abilities: Armor +2: they're made of solid wood.

Construct: Golems get the following benefits from being a construct: +2 to recover from Shaken; no extra damage from called shots; arrows/bullets/piercing attacks do half damage; immune to disease and poison. Fearless: Wood golems have no fear; they'll charge into any danger at the command of their creator without a second thought. Punch: Str+2 damage.

Weakness (Fire): These golems are vulnerable to fire and fire based attacks; they take double damage from them.

Bone Golem: These golems are created by binding together various bones into a nearly-solid framework in the shape of a man, and are often mistaken for skeletons. They have weapons bound to them, often in the place of hands, and are created to either guard or to kill.

Attributes: Agi d8, Sma d4, Spi d8, Str d8, Vig d8

Skills: Fighting d10, Intimidation d6, Notice d8

Pace: 8 ; **Parry:** 7; **Toughness:** 8

Edges: Arcane Resistance, Level Headed, Improved Frenzy

Special Abilities: Armor +2: Body of bone. Construct: Golems get the following benefits from being a construct: +2 to recover from Shaken; no extra damage from called shots; arrows/bullets/piercing attacks do half damage; immune to disease and poison.

Fast: Bone golems have a Pace of 8 and roll a d8 for Running.

Immunities: They are immune to attacks based on fire, cold, and electricity. Weapons: Str+2 damage; these weapons can't be disarmed.

Flesh Golem [WC]: These unfortunate creatures are usually created by Weird Scientists. they're stitched together from the corpses of murderers executed for their crimes, and unlike other golems it is believed that the flesh carries with it an equally piecemeal soul. Some flesh golems have been able to break the bonds of servitude that go with their creation, though these rogues rarely live long when left to their own devices.

Attributes: Agi d8, Sma d6, Spi d8, Str d12+1, Vig d10

Skills: Climbing d6, Fighting d8, Guts d10, Intimidation d10, Notice d6, Stealth d6, Survival d6

Pace: 8 ; **Parry:** 6; **Toughness:** 9

Edges: Arcane Resistance, Sweep

Special Abilities: Construct: Flesh golems get the following benefits: +2 to recover from Shaken; no extra damage from called shots; arrows/bullets and other piercing attacks do half damage; immune to disease and poison; ignore all wound penalties. Fleet Footed: Flesh golems have a Pace of 8 and roll d8 for running. Leaping: Flesh golems can jump 6", +2" with a Strength roll. Punch: Str damage. Size +2

Clay Golem [WC]: The first golems were behemoths formed from clay and given life by a mark carved into their forehead.

The creation of such creatures is thought to be a lost art, but occasionally an enterprising wizard will rediscover the secret.

Attributes: Agi d4, Sma d4 (A), Spi d12, Str d12+4, Vig d10

Skills: Fighting d8, Intimidation d10, Notice d4

Pace: 6 ; **Parry:** 6; **Toughness:** 14

Edges: Arcane Resistance

Special Abilities: Armor +5: Formed from solid clay. Punch: Str damage. Clay golems are incapable of using weapons, relying solely on their massive clublike fists and smothering attack.

Fearless Construct: Golems get the following benefits from being a construct: +2 to recover from Shaken; no extra damage from called shots; arrows/bullets/piercing attacks do half damage; immune to disease and poison; ignore all wound penalties. Size

+2 Slow: Clay golems move at Pace 6, but cannot run. When drawing for initiative, they take two cards and act on the worst of the two. Smother: If the clay golem gets a raise on its Fighting roll, the target must make an immediate opposed Strength roll against the golem. If the golem wins, it has grabbed the victim by the back of the head and shoved their head into it's body. The victim will have to make an opposed Strength roll to escape; they'll also have to begin making Vigor rolls each round or suffer the effects of Drowning (SW pg 95). If the golem hasn't been directly commanded to kill the victim, it will release them as soon as they become Incapacitated. Weakness (Mark of Creation): Clay golems are given life by the magical rune carved into

their foreheads. If this mark is removed or altered, the golem collapses, lifeless. Removing the head isn't sufficient; the body will continue to function normally even if the golem is decapitated. An attack directed specifically at the mark (-4 to Fighting or Shooting rolls) which gets at least a Shaken result is damaging enough to sully the mark and stop the golem.

Amber Golem [WC]: These golems are typically carved to look like life-sized statues of lions or tigers, and are used as guards or trackers.

Attributes: Agi d8, Sma d8 (A), Spi d10, Str d12+2, Vig d10

Skills: Fighting d10, Intimidation d8, Notice d12, Stealth d8, Tracking d10

Pace: 8 ; **Parry:** 7; **Toughness:** 12

Edges: Improved Frenzy, Level Headed

Special Abilities: Armor +3: Body of solid amber. Claw/Bite:

Str+2 Construct: Golems get the following benefits from being a construct: +2 to recover from Shaken; no extra damage from called shots; arrows/bullets/piercing attacks do half damage; immune to disease and poison; ignores all wound penalties.

Fearless: Golems feel no fear. Scent: Amber golems have an uncanny sense of smell; this gives them a +4 to Notice and Tracking rolls. They halve all lighting penalties at melee range, and suffer no penalties when fighting in melee against Invisible opponents. Size +2

Bronze Golem [WC]: These are often mistaken for fire giants, sharing their stature and many of their features. They are fueled by a viscous fluid that ignites upon exposure to air.

Attributes: Agi d6, Sma d6, Spi d10, Str d12+6, Vig d12

Skills: Fighting d8, Intimidation d6, Notice d6

Pace: 8 ; **Parry:** 6; **Toughness:** 15

Edges: Arcane Resistance, Improved Sweep

Gear: Giant Sword: Str+3, AP 1

Special Abilities: Armor +3: Body of solid bronze. Size +4

Construct: They get the following benefits : +2 to recover from Shaken; no extra damage from called shots; arrows/bullets/piercing attacks do half damage; immune to

disease and poison. Fearless: Golems feel no fear. Blood of Fire: Whenever a bronze golem takes a Wound in melee, the attacking character must make an Agility check or take 2d6 fire damage, and must check to see if they catch fire. If the golem takes more than 1 Wound from a single blow, place a Medium Burst Template centered on the golem. Everyone in the template must save or take damage and check against catching fire.

Gorgon: These magical creatures appear to be bulls covered in heavy metallic scales.

Attributes: Agi d4, Sma d6 (A), Spi d8, Str d12+1, Vig d10

Skills: Fighting d6, Guts d10, Intimidation d8, Notice d4

Pace: 6 ; Parry: 5; Toughness: 12

Special Abilities: Armor +3: Metallic scales. Charge: If the gorgon moves 6" in a straight line before attacking, it does Str+4 damage. Horns/Hooves: Str+2 Petrifying Breath: Any round that the Gorgon does not attack with horns or hooves, it may belch forth a cloud of green gas which petrifies those exposed to it. Place a Small Burst Template directly in front of the Gorgon; anyone touched by it must make an immediate Vigor roll at .2 or be turned to stone. This can be cured by a Greater Healing spell (which will not heal any Wounds at the same time) or by killing the gorgon. Size +2

Great Worm: These giant gray wormlike creatures are usually about 30. (5") long, with a gaping maw fully five feet across and lined completely around with sharp, hook shaped teeth.

Attributes: Agi d4, Sma d4 (A), Spi d6, Str d12+1, Vig d6

Skills: Fighting d6, Guts d6, Notice d4

Pace: 4; Parry: 5; Toughness: 11

Special Abilities: Bite: Str+1 Burrowing: Great worms can move through loose earth at Pace 4. Large: Opponents get a +2 to all attack rolls. Size +6 Slow: Great worms have a Pace of 4 and roll a d4 for running. Swallow Whole: With two raises on its Fighting roll, the worm has swallowed its target whole. Those swallowed take 1d8 damage against their base Toughness each round until dead or freed. Swallowed characters can try to cut their way free with a dagger or knife by making an Agility roll at .2, and rolling damage against a Toughness of 5. If you can do at least one wound, you've sliced a hole big enough to slip free; you're automatically Shaken once out. If the worm is killed, you can be freed from the outside in a single round.

Griffon: Creatures of mythology, griffons have the head, claws, and wings of an eagle and the body and hindquarters of a lion. Some brave souls capture and tame them to use as mounts.

Attributes: Agi d8, Sma d8 (A), Spi d8, Str d12+1, Vig d8

Skills: Fighting d8, Guts d10, Intimidation d8, Notice d8

Pace: 8 ; Parry: 6; Toughness: 9

Special Abilities: Armor +1: Thick hide. Claws/Beak: Str+2

Favored Prey: Griffons love to feast on horseflesh. Wild griffons will attack horses on sight. Those using a griffon as a mount must make an opposed Spirit check against the griffon to prevent it from attacking a horse. Flight: Griffons fly at Pace 24, with an 8 Acceleration. Size +2

Hag [WC]: Horrible swamp witches, hags are infamous in folklore for eating children. (A reputation they richly deserve!) they're usually encountered singly, but are sometimes found in covens of three or five.

Attributes: Agi d6, Sma d10, Spi d10, Str d8, Vig d8

Skills: Fighting d6, Guts d10, Intimidation d10, Notice d4, Riding d8, Spellcasting d10

Pace: 6; Parry: 5; Toughness: 8

Hindrances: Mean Edges: Hard to Kill, Nerves of Steel, Beast Bond

Gear: Cauldron: These massive cauldrons can hold a creature up to Size +1. Once the lid is on, it's held in place with an effective Strength of d12+4 against anyone inside; it can be opened by anyone from the outside. Those inside take a Fatigue level every 10 minutes until dead. Broomstick: Hags ride these flying sticks at Pace 18 and Acceleration 6.

Special Abilities: Armor +2: Unnaturally tough. Familiar: Hags typically have a small animal, such as a cat, toad, or snake, as their familiar. When the familiar is within 6" of the hag, she gets

+10 power points and +2 to all her Spellcasting rolls. If the familiar is killed, she automatically takes 1 Wound. Fear -1 Magic: Hags have 30 power points and can cast the following spells: Barrier, Bolt, Boost/Lower Trait, Detect/Conceal Arcana, Dispel, Healing, Obscure, Shape Change (Heroic equivalent), Stun, Zombie. Nightmares: Hags can visit the sleeping and haunt their dreams with an opposed Spirit roll. The victim can't be hurt physically, but takes a level of Fatigue from loss of sleep. A hag can only haunt one person a night.

Harpy: These creatures are a bizarre amalgam of an eagle and a horrific old woman. they're known for luring travelers to their lair with their song in order to devour them.

Attributes: Agi d8, Sma d8, Spi d8, Str d6, Vig d10

Skills: Fighting d6, Guts d8, Intimidation d6, Notice d6

Pace: 6 ; Parry: 5; Toughness: 7

Edges: Improved Frenzy

Gear: Short sword: Str+2

Special Abilities: Claws: Str+1. Flight: Harpies can fly at Pace 15 with a 5 Acceleration. Song: Harpies can charm targets in a group up to the size of a Large Burst Template up to 100 yards (50.) away with their song. Everyone in the Template must make a Spirit roll at .2 to resist the song; those who fail fall victim to the Puppet power. they'll be compelled to go to the harpy, who will consume them at its leisure if they're not stopped. If anyone tries to prevent the victims from marching to their death, they'll attack (though they'll get another Spirit roll, again at .2, to break the spell).

Hawks: Normal Hawk These birds of prey are often tamed and used for hunting.

Attributes: Agi d10, Sma d6 (A), Spi d10, Str d4, Vig d6

Skills: Fighting d8, Guts d8, Notice d10

Pace: 2 ; Parry: 6; Toughness: 3

Special Abilities: Claws/Beak: Str+2 Go for the Eyes!: With a raise on its Fighting roll, the hawk has attached itself to the targets head, and will begin clawing and pecking at their face. The target is at .4 to all rolls while they're being attacked, and must make an opposed Strength roll to get the hawk off. While attached, the hawk gets a +2 to its Fighting and damage rolls. If the character suffers an Injury from this damage, they've lost an eye. Anyone attacking the hawk while it's attached must get a raise on their attack roll or they'll hit the victim instead! Swoop: If the hawk can fly at least 10" in a straight line before attacking, they do Str+4 damage with its claws.

Slow: On the ground, hawks can only hop for a Pace of 2, and can't run. Flight: Hawks fly at Pace 20, with an Acceleration 5.

Sharp Eyes: Hawks get a +4 to all Notice rolls. Size -2

Giant Hawk: These pony-sized cousins of mundane hawks have been known to carry off sheep or half-folk when game is scarce.

Attributes: Agi d8, Sma d6 (A), Spi d10, Str d12+1, Vig d8

Skills: Fighting d8, Guts d8, Notice d10

Pace: 4 ; Parry: 6; Toughness: 7

Special Abilities: Claws/Beak: Str+2 Flying: Giant hawks fly at Pace 20, with a 4 acceleration. Sharp Eyes: They get a +4 to all Notice rolls. Size +1 Slow: On the ground, giant hawks hop about at a Pace of 4, and can't run. Snatch: If the Giant Hawk gets a raise on its Fighting roll when Swooping against a target man-sized or smaller, it snatches up the victim and flies off with it, most likely to feed its young. Swoop: If the hawk can fly at least 10" in a straight line before attacking, it does Str+4 damage with its claws.

Hippogriff: Combining the head and foreparts of a giant eagle and the hindquarters of a horse, hippogriffs are popular amongst those looking for a flying mount. they're not as powerful as Griffins, but are more easily controlled.

Attributes: Agi d8, Sma d6 (A), Spi d6, Str d12, Vig d8

Skills: Fighting d6, Guts d6, Intimidation d8, Notice d6

Pace: 8 ; Parry: 5; Toughness: 8

Special Abilities: Size +2 Claws/Beak: Str+2 Flight: Hippogriffs fly at Pace 20, with a 5 Acceleration.

Hobgoblin: Hobgoblins are a militant offshoot of the goblinoid races; some believe that, like Tolkien's Uruk-Hai, they are a

crossbreed between orc and goblin. Not as large or powerful as bugbears and orcs, they're better trained, highly disciplined, and completely ruthless.

Attributes: Agi d6, Sma d6, Spi d10, Str d8, Vig d8

Skills: Fighting d8, Guts d10, Intimidation d8, Notice d6, Shooting d8, Stealth d6, Throwing d8

Pace: 6 ; Parry: 6 (7 w/shield); Toughness: 6 (8 w/armor)

Edges: Two-fisted

Gear: Piecemeal Armor: Armor +2, covering most of the body including the head, though their backs are completely unarmored. Falchion: Str+3 damage. Medium Shield: +1 Parry, +2 armor vs. ranged attacks that hit. These are usually equipped with vicious spikes that do Str+2 damage when used as a weapon. Heavy Bow: Range 10/20/40, 2d6+1 damage, +1 AP. Special Abilities: Low Light Vision: Hobgoblins ignore Dim and Dark light conditions.

Hobgoblin Leader [WC]: The elite of hobgoblin society . if you can call it that . they lead through fear and iron discipline.

Attributes: Agi d6, Sma d8, Spi d10, Str d10, Vig d10

Skills: Fighting d10, Guts d10, Intimidation d10, Knowledge:

Tactics & Warfare d8, Notice d6, Shooting d10, Stealth d6, Throwing d8

Pace: 6 ; Parry: 7 (8 w/shield); Toughness: 7 (9 w/ armor)

Edges: Improved Frenzy, Level Headed

Gear: Piecemeal Armor: Armor +2; no different than the armor of their troops, though they'll typically have a crest on their helm to differentiate them from the others. Falchion: Str+3 Medium Shield: +1 Parry, +2 armor vs. ranged attacks that hit. Equipped with spikes: Str+2 damage.

Special Abilities Low Light Vision: They ignore Dim and Dark light conditions.

Hydra [WC]: These creatures are similar to dragons, though smaller and lacking wings, and with multiple heads.

Attributes: Agi d6, Sma d8 (A), Spi d8, Str d12+2, Vig d10

Skills: Fighting d6, Guts d8, Intimidation d10, Notice d10

Pace: 6 ; Parry: 5; Toughness: 13

Special Abilities: Armor +2: Thick scales. Bite: Str+1 Size +4:

Large: Opponents get a +2 to all attack rolls. Many-Headed: Hydras have 3d4 heads. They can be killed by either attacking the body or by killing all the heads individually. The body uses all the stats listed above; it's easy to hit due to its size, but harder to damage. An individual head can be Shaken, but this doesn't effect the others, and as long as at least one head remains un-Shaken, the body can act as well. Heads can be killed with a single Wound (area effect attacks like Blast always hit the body rather than the heads!), and have the following stats: Head: Parry 7, Toughness 7, Small (-2 to all attack rolls against them) Sweep: Hydras can attack as many adjacent opponents as it has living heads, though it can't send more than one head after the same target (they tend to get in the way of each other).

Invisible Devourer: A 10' (2") square cube, almost completely transparent, which moves through dungeons clearing them of waste and corpses. When they encounter living beings, the devourer's touch paralyzes them, usually long enough for them to suffocate and the devourer to consume them. It has but one attack: it keeps moving forward, inexorably, until killed.

Attributes: Agi d4, Smarts -, Spi d6, Str d8, Vig d8

Skills: None

Pace: 2 ; Parry: 2; Toughness: 10

Special Abilities: Consumption: The devourer attacks simply by moving forward. Opponents in the way, paralyzed or not, are drawn into the devourer's body (characters who aren't paralyzed will have to roll against paralyzation each round they're in the devourer). Characters drawn in must immediately begin making Vigor rolls to keep from suffocating (use the Drowning rules, SW pg 95). A swallowed character who remains unparalyzed can try to crawl free with an opposed Strength roll against the devourer. It takes several hours for a devourer to digest a full-sized human; they can't digest metal or glass, and these will remain inside the devourer for several

days, until it can finally expel them as waste. Large: Opponents get a +2 to all attack rolls. Mindless: The devourer has no more intellect than an amoeba. it's immune to Fear, Intimidation, Taunts, and Tricks, as well as any mind-affecting spells or powers. Paralyzing Touch: Anyone touching a devourer (usually by running into them blindly) must immediately make a Vigor roll at +2 or be paralyzed for 2d6 rounds. Application of a Healing spell will eliminate the paralysis, though it will not heal any Wounds the character

has suffered. Size +4 Slow: Devourers have a Pace 2 and can't run. Transparent: Devourers are transparent, almost to invisibility. Make a Notice roll at .2 to see them.

Serial Killer [WC]: Modern books and movies have attributed all sorts of motivations to the serial killer, but in truth there's only one reason they commit the crimes that they do: to fulfill their sick sexual fantasies. This version is based on highly organized killers like Ted Bundy: intelligent, educated, and persuasive. The Psychotic Hindrance is common to all of them, but you can add on Cannibal, Necrophilia, etc., as required.

Attributes: Agi d8, Sma d8, Spi d6, Str d8, Vig d8

Skills: Driving d6, Fighting d8, Guts d6, Intimidation d10, Lockpicking d6, Notice d8, Persuasion d8, Stealth d10

Pace: 6; Parry: 6; Toughness: 6

Hindrances: Psychotic, Wanted Edges: Attractive, Frenzy, Level Headed, Improved Trademark Weapon (weapon of choice), Charismatic

Gear: Melee Weapon: Str+1. This can be any small melee weapon, typically a knife.

Special Abilities: Pain: Serial killers are adept at inflicting especially painful wounds. Victims Shaken by a serial killers attack take a -2 to their Spirit roll to recover.

Slasher [WC]: Michael Myers and Jason Voorhees are the prototypical slashers: powerful, brutal, and all but unstoppable.

Attributes: Agi d6, Sma d4, Spi d12, Str d12+2, Vig d12

Skills: Fighting d10, Intimidation d10, Notice d6, Stealth d10, Throwing d8, Tracking d8

Pace: 6 ; Parry: 7; Toughness: 11

Hindrances: Bloodthirsty Edges: Combat Reflexes, Improved Frenzy, Improved Nerves of Steel

Gear: Improvised Weapons: Str+2. Slashers sometimes use a particular weapon (knife, machete), but will often use whatever is at hand, like gardening tools. Whatever they use, it'll do the same damage.

Special Abilities: Damage Resistance: Slashers are incredibly tough, getting a +3 to Toughness; this is not armor, so AP attacks get no benefit. he's Ba-aack: Slashers are notoriously difficult to kill. Treat this as the Harder to Kill Edge, but the slasher only dies if you roll a 1 on d6. Regeneration: Slashers can make a Vigor roll each round to recover any damage they've taken, regaining 1 point with a success, 2 with a raise. Right Behind You!: Slashers always seem to pop up from nowhere. If a Slasher gets a raise on its Stealth roll, it's considered Invisible until after its first attack.

The Bogeyman [WC]: The Bogeyman lives under beds and in dark closets. He feeds only under cover of darkness; any manflesh will do, though children are his preferred meal.

Attributes: Agi d8, Sma d8, Spi d10, Str d10, Vig d10

Skills: Climbing d10, Fighting d8, Guts d8, Intimidation d12, Notice d8, Persuasion d10, Stealth d12

Pace: 6; Parry: 6; Toughness: 7

Edges: Level Headed, Improved Nerves of Steel

Gear: Knives: Str+1. The Bogeyman can produce knives instantly (as the Fast Draw Edge) and at will. No two of them are the same, and he never runs out: he's perfectly recreating knives that have been used in murders all over the world and throughout time. (The recreation includes the fingerprints and blood of the original killer and victim, which could lead to some interesting investigations...) Special Abilities: Fear -2 Invulnerability: Normal attacks can only leave the Bogeyman Shaken. Move in Darkness: The Bogeyman can travel instantaneously from one place to another, anywhere in the world, so long as it's

completely dark. (Hence his preference for closets and under beds.) See in the Dark: Lighting penalties are reversed for the Bogeyman: it sees normally in total darkness, -1 for Dark, -2 Dim, and -6 for full lighting. Weakness (Knives): If you manage to get one of the Bogeyman's own knives away from him, he can be Wounded with it normally. If he's killed with one, he vanishes into shadow, but isn't permanently dead; he reforms seven nights later, but can never return to the place where he was killed.. Weakness (Daylight): Direct sunlight does 2d8 damage to the Bogeyman each round, and is the only thing that will kill him permanently.

The Dreamstalker [WC]: One, two, Freddy's coming for you....

Attributes: Agi d10, Sma d8, Spi d12, Str d12+1, Vig d10

Skills: Fighting d10, Guts d10, Intimidation d12, Notice d10, Stealth d8, Taunt d12

Pace: 6; Parry: 7; Toughness: 9

Hindrances: Overconfident Edges: Combat Reflexes, Harder to Kill, Nerves of Steel, Trademark Weapon (bladed glove)

Gear: Bladed Glove: Str+2. Since this is worn as a glove, the Dreamstalker can't be disarmed.

Special Abilities: Damage Resistance: Dreamstalkers get a +2 to Toughness due to their unnatural origins; this doesn't count as armor, so AP attacks gain no benefit. Dream Magic: While in the dreamworld, the Dreamstalker has complete control over the environment. Treat him as having 50 power points and the following spells: Barrier, Deflection, Dispel, Fear, Fly, Obscure, Shape Change (Legendary equivalent), Telekinesis. He can also change the setting at will; for example, the dream may begin in a haunted house, and then suddenly shift to an industrial boiler room. Dreamstalking: The Dreamstalker normally exists only in dreams. Use the stats listed above; characters attacked in dream use their Smarts for all Agility-based rolls (Fighting, Shooting) and their Spirit in place of Strength and Vigor (damage in hand-to-hand combat, for determining Toughness, etc.). Any Wounds and Injuries the characters suffer in dream carry over to the waking world. While a character is being attacked, other characters must make an opposed Spirit roll against the Dreamstalker to wake the character up. If the attacked character can hold onto the Dreamstalker when they're awakened, the Dreamstalker is dragged into the waking world with them. Fear: -4 Invulnerability: While in the dreamworld, the Dreamstalker can be Shaken but not Wounded. Regeneration: While in the Dreaming, the dreamstalker can make a Vigor roll each round to regenerate Wounds: 1 with a success, 2 with a raise. Weakness (The Waking World): The only way to kill the Dreamstalker is by dragging him into the waking world first. He loses his Invulnerability and Dream Magic abilities in the real world.

The Ripper [WC]: This malevolent spirit has been called the Murder Elemental, and with good reason. It was around long before the Whitechapel murders, though it was there that it finally earned its name. The Ripper travels ethereally, seeking out men who have fantasized about murder but haven't acted on these fantasies. Taking control, it forces them to act on these tendencies until its hunger is sated (five murders usually does the trick). Once gone, those who have been possessed either continue on their path of death or commit one final murder by killing themselves.

Attributes: Agility n/a, Sma d10, Spi d12, Strength n/a, Vigor n/a

Skills: Fighting d10, Guts d10, Intimidation d12, Knowledge (Anatomy) d10, Notice d10, Persuasion d10, Stealth d10, Streetwise d10

Pace: n/a; Parry: 7; Toughness: n/a

Hindrances: Homicidal Edges: Level Headed, Improved Nerves of Steel, Quick Draw, Danger Sense

Gear: Knife: Str+1. The Ripper always forces the possessed to use a knife as their preferred weapon. Once the Ripper has moved on, the possessed may choose another weapon more suited to their temperament.

Special Abilities: Possession: The Ripper can take total control over a target with an opposed Spirit roll. It can only take over those who want to kill but haven't. Once possessed, the target

takes on the Rippers Smarts and Spirit, as well as all its Skills, Hindrances, and Edges. Their Agility, Strength, and Vigor increase by one die type. They retain their own Skills and Edges. (Where two Skills overlap, use the best of the two.) Ethereal: In its natural state, the Ripper is both ethereal and invisible, flying about at Pace 12. In this state, it cannot be harmed in any way, but neither can it interact with the physical world. Weakness (Holy Ground): The Ripper, either in ethereal form or while possessing a target, cannot set foot on holy ground. If a possessed target is forced onto it, the Ripper is wrenched out of the target; they must make a Spirit roll at -4 or be rendered catatonic for the rest of their natural life. The Ripper can't possess a new target for 1d6 days as it licks its wounds. Weakness (Ritual death): An ancient ritual exists which can kill the Ripper once and for all; it must be used while the Ripper is in possession of a host body. If the Ripper is trapped at the scene of one of its murders, and that ground is then sanctified by a priest at the same time the possessed is killed, the Ripper is attached to the killer's soul, and is forced to ride along on its trip to Hell, locked together for eternity in the pit.

Killer Bees, Giant: These are footlong bees, vicious and fearless. Unlike modern Africanized killer bees, they have barbs on their stingers, so they can strike only once. Since they usually attack in groups of anywhere from twenty to a hundred, though, this is no great comfort to those attacked. Anyone who approaches too close to a killer bee hive will be attacked mercilessly until they are dead or well away from the hive.

Attributes: Agi d8, Sma d4 (A), Spi d10, Str d4, Vig d6

Skills: Fighting d6, Notice d6 Pace: 4 ; Parry: 5; Toughness: 3

Special Abilities: Slow: On the ground, killer bees have Pace 4 and cannot run. Flight: They Fly at Pace 12, with an acceleration of 4.

Size -2 Fearless: Killer bees are immune to Fear, and they cannot be Taunted or Intimidated. Sting: Str+1, AP 2; if the bee strikes and does at least 1 Wound, it buries its stinger into the target, pumping poison into the wound. The stinger remains in the wound, and the bee dies the next round. Removing the stinger does an additional 2d4 damage to the victim's base Toughness.

Poison: The killer bees' poison does 2d6 damage; a successful Vigor roll halves the damage, and a raise negates it altogether.

Killer Mold: Killer mold is, like corrosive slime, an environmental hazard rather than a true monster. It can be found in patches of varying sizes (Small, Medium, or Large Burst Template), always underground, and usually scattered with bones and bits of stone and metal. Any flesh, wood, leather, or other organic that comes in contact with the mold is attacked by a digestive enzyme doing 2d6 damage each round you're in the mold and for 1d6 rounds after you've left. (It takes only one round for the enzyme to eat through a pair of boots and start attacking your feet!) The mold can be killed with fire; you can clear away a 1. section of it each round with a torch, and a Blast spell of sufficient size will wipe it out entirely. When burned, there's a 1 in 6 chance the mold will release its one defense mechanism: a massive cloud of spores. These spread out in a radius around the mold (1. for Small, 2. for Medium, 4. for Large); anyone caught in the cloud must make a Vigor roll each round they're inside or take a level of Fatigue. Those reduced below Incapacitated choke to death.

Kobold: These small (smaller even than goblins) cave dwellers look like a humanoid dog/lizard. They attack from hiding, striking quickly and moving away over and over, harrying their opponents to death.

Attributes: Agi d10, Sma d4, Spi d6, Str d4, Vig d6

Skills: Climb d8, Fighting d4, Guts d4, Notice d6, Taunt d6, Shooting d8, Stealth d10, Throwing d8

Pace: 6 ; Parry: 4; Toughness: 5

Gear: Blowgun: 5/10/20, 1d6. With a raise on their Shooting roll, the blowgun dart hits the target in their least armored spot. The darts are typically poisoned; the target must make a Vigor check or take a level of Fatigue. This effect wears off after 1 hour.

Darts: 3/6/12, Str+1. These are small, light throwing spears, useless in melee. Small Bow: 10/20/40, 2d4.

Special Abilities: Cowardly: Kobolds will only initiate an attack when they outnumber their targets by at least 2-to-1. If they're reduced to even odds, make a Spirit roll for them at -2 each round; failure means they run. Cunning: Kobolds get a +2 to all their Stealth and Taunt rolls, so long as they outnumber their opponents. Infravision: They halve all lighting penalties. Size -1 Sprint: Kobolds can move extremely quickly when necessary; they roll a d10 for Running.

Leech, Giant: There are certainly creatures deadlier than the giant leech, but few which cause such revulsion. They're typically 3 to 4 feet long, and live in swamps and bogs. They attach themselves to unwary travelers and drain them dry.

Attributes: Agi d4, Sma d4 (A), Spi d6, Str d4, Vig d4

Skills: Fighting d6, Notice d8, Stealth d8

Pace: 2; Parry: 5; Toughness: 4

Special Abilities: Aquatic: Leeches function equally well in water and on land; they swim at Pace 4. Bite: Str+1. Blood Drain: When a leech hits a soft spot (see below) it will latch on to the target and inject them with a numbing poison. The victim must make a Notice roll; otherwise, they won't even know they're being killed! Victims take a level of Fatigue every minute (they get a new Notice check when they do); they die if reduced below Incapacitated. Camouflage: Leeches are almost impossible to see in the murky swampwater of their home; they get a +4 to Stealth rolls there. Size -1 Slow: On land, leeches move at Pace 1. Soft Spot: With a raise on its Fighting roll, the leech automatically hits the targets least armored area, and will drain their blood.

Weakness (Salt): A fistful of salt scattered on a leech will kill it almost instantly.

Crystal Statue: These appear to be carved from a block of quartz or some other crystal. They are frighteningly quick, vicious opponents, lacking in patience and guile.

Attributes: Agi d8, Sma d6, Spi d8, Str d8, Vig d8

Skills: Fighting d8, Guts d8, Notice d6, Stealth d6

Pace: 10; Parry: 6; Toughness: 8

Edges: Improved Frenzy

Gear: Sword: Str+3. These are carved from the same crystal as the statue, and share the statue's vulnerability to sonics (see below).

Special Abilities: Fast: Crystal statues can move at a Pace of 10, and roll a d10 for running. Armor +2: The statue is made of solid crystal. Construct: Though they are sentient, crystal statues are still considered constructs in many ways. As a result, they gain the following bonuses: +2 to recover from Shaken; piercing/bullet attacks do half damage no additional damage from called shots; immune to disease and poison. Vulnerability (Sonics): Crystal statues are vulnerable to sonic and sound-based attacks; they cause the statues to resonate and possibly shatter! Any time a statue is hit with such an attack and is Shaken or Wounded, it must immediately make a Vigor roll or shatter, killing it instantly.

Iron Statue: These statues can also be of any size or shape, though they are invariably larger and bulkier than crystal statues.

Attributes: Agi d6, Sma d6, Spi d8, Str d12, Vig d10

Skills: Fighting d6, Guts d10, Notice d4

Pace: 6; Parry: 5; Toughness: 11

Edges: Improved Sweep

Special Abilities: Armor +3 Construct: Iron statues get the following benefits: +2 to recover from Shaken; piercing/ bullets do half damage; no additional damage from called shots; immune to disease and poison. Iron Absorption: Iron golems take no damage from weapons made of iron or steel. In fact, when they're hit with such a weapon, they can make an Agility roll to trap the weapon inside their body. It remains there until the statue chooses to remove it or until it is killed. Punch: Str damage. Size +1

Stone Statue: These statues appear to be roughly hewn from lava rock filled with magma. Areas where the stone skin is

thinner - the eyes, mouth, and joints, glow red hot and sometimes leak lava.

Attributes: Agi d6, Sma d4, Spi d8, Str d12, Vig d10

Skills: Fighting d6, Guts d10, Notice d4

Pace: 4; Parry: 5; Toughness: 10

Special Abilities: Armor +2 Construct: Stone statues get the following benefits: +2 to recover from Shaken; piercing/ bullet attacks do half damage; no extra damage from called shots; immune to disease and poison. Last Blast: When a stone statue is killed, it cracks wide open, spilling out hot magma. This begins in a Small Burst Template, becomes a Medium in the round after that, and a Large in the third round. This does 2d8 damage to anyone in the template; it takes about 15 minutes for the magma to become cool enough to walk on. Magma Blast: Any round that a stone statue doesn't Punch, it can belch forth a ball of hot lava. The blast has a 3" range and does 2d8 damage in a Small Burst Template. Anyone or anything hit must check to see if it catches fire. (SW, pg 97) Punch: Str+3 (the extra damage is from the heat of the magma inside the statue). Size +1 Slow: Stone statues have a Pace of 4, and roll a d4 for running.

Giant Gecko: These lizards are about 5' long, colored pale blue with orange/brown spots. They typically climb into trees or onto steep walls and drop onto their prey from above.

Attributes: Agi d8, Sma d6 (A), Spi d6, Str d8, Vig d6

Skills: Climbing d10, Fighting d8, Guts d6, Notice d6, Stealth d8

Pace: 6; Parry: 6; Toughness: 6

Special Abilities: Armor +1: Scaly hide. Bite: Str+2 Wall Walking: Geckos can move on all but the smoothest vertical surfaces with ease, and can move upside down with a Climbing roll. Sprint: Geckos move at a Pace of 6 normally, but roll a d8 for running.

Draco: These lizards are slightly larger than geckos at 6', though they are colored differently (dark green and brown) and have wide flaps of skin stretched between their legs which they can use to glide silently down onto their prey.

Attributes: Agi d10, Sma d6 (A), Spi d6, Str d6, Vig d6

Skills: Climbing d8, Fighting d8, Guts d8, Notice d6, Stealth d8

Pace: 6; Parry: 6; Toughness: 5

Special Abilities: Armor +1: Scaly hide Bite: Str+2 Gliding: Dracos are simple gliders. For every 1" vertically from which they begin their flight, they can travel 2" horizontally, at a Pace of 8". Stealthy Descent: When gliding, dracos get a +2 to their Stealth rolls. Wall Walking: Dracos can climb walls with great skill, though they cannot hang upside down.

Horned Chameleon: These 7. long lizards change their coloration to match their surroundings, and use their tongue as an effective entangling weapon.

Attributes: Agi d10, Sma d6 (A), Spi d6, Str d8, Vig d8

Skills: Climbing d8, Fighting d8, Guts d8, Notice d10, Stealth d10

Pace: 8; Parry: 6; Toughness: 8

Special Abilities: All-Around Sight: A chameleons eyes allow it to see in all directions; it gets a +2 to Notice rolls involving sight.

Armor +1: Scaly hide. Color Change: While remaining motionless, a horned chameleon gets a +4 to its Stealth rolls.

Horn: Str+1. Size +1 Trip: A chameleon can trip attackers behind it with its tail by making an opposed Strength roll. This does no damage. Tongue Strike: If a chameleon makes no other attacks in a round, it can shoot out its tongue (+1" reach) and try to grab a target no larger than itself. Make an opposed Strength roll; if the chameleon wins, it grabs the target, drags it in, and bites it for Str+3 damage.

Tuatara: These massive lizards are over 8. long and bulkier than other giant lizards. They look like a cross between an iguana and a toad.

Attributes: Agi d6, Sma d6 (A), Spi d8, Str d10, Vig d10

Skills: Fighting d10, Guts d10, Notice d6

Pace: 6; Parry: 7; Toughness: 7

Special Abilities: Armor +1 Claw/Bite: Str+2 Low Light Vision: Ignore Dark and Dim lighting penalties. Multiattack: Tuatara can attack up to three times a round with no multiattack penalty.

Lizardmen: These humanoid lizards usually keep to themselves, but have been known to raid human settlements when the need arises.

Attributes: Agi d8, Sma d6, Spi d6, Str d6, Vig d8

Skills: Fighting d6, Guts d6, Notice d8, Shooting d6, Swimming d10, Throwing d8

Pace: 6; Parry: 5 (6 w/spear); Toughness: 7

Gear: Club or Knife: Str+1. Spear: Str+2, +1 Parry, +1 Reach, requires 2 hands

Special Abilities: Aquatic: Lizardmen can hold their breath underwater for 10 minutes and swim at Pace 8. Armor +1: Tough hide.

Manticore [WC]: These freakish creatures combine a lions body with the face of a man, topped with massive bat-like wings and armed with a wicked spiked tail. They will hunt and kill almost anything smaller than itself, but it's favorite food is man!

Attributes: Agi d8, Sma d8 (A), Spi d10, Str d12+6, Vig d10

Skills: Fighting d10, Guts d10, Intimidation d10, Notice d8, Shooting d10, Tracking d8

Pace: 8; Parry: 7; Toughness: 14

Edges: Improved Frenzy

Special Abilities: Armor +2 Bite/Claw: Str+2 Fly: Pace 15, Acceleration 3. Large: Opponents get a +2 to all attack rolls. Size +5 Tail Spikes: A manticore can use it's tail as a striking weapon against targets in it's rear facing, doing Str+3 damage. If it makes no other attacks in a round, it can launch a barrage of spikes; these have a 3/6/12 range and do 2d6+2 damage.

Mastodon: Ancestors of the modern elephant, mastodons (also known as wooly mammoths) are powerful, but none too bright.

Attributes: Agi d4, Sma d4 (A), Spi d10, Str d12+7, Vig d10

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d6

Pace: 6 ; Parry: 6; Toughness: 14

Special Abilities: Armor +3: Thick fur and hide. Large:

Opponents get a +2 to all attack rolls. Resist Cold: Mastodons are capable of withstanding extreme cold; they take half damage from cold-based attacks, and get a +4 to any rolls to resist other cold effects. Size +7

Trample: Mastodons can attack by charging forward and trampling their opponents. They charge in a straight line, or making a single turn with the Turn template; anyone within their path must make an Agility check or be run down. Victims take Str damage and are knocked prone. Trunk Slap/Tusks: Str+2

Medusa [WC]: The fabled creature of Greek legend, a medusa appears as a woman with a perfect body, but a hideous face topped with snakes in place of hair.

Attributes: Agi d8, Sma d10, Spi d10, Str d6, Vig d8

Skills: Fighting d10, Guts d10, Intimidation d10, Notice d12, Persuasion d8, Stealth d8

Pace: 6 ; Parry: 7; Toughness: 6

Hindrances: Horrible Beauty (As long as her face and head are covered, she gets a +4 Charisma; once her true nature is revealed, it

becomes -4.) Edges: Alertness, Combat Reflexes, Improved Dodge, Danger Sense

Gear: Short Sword: Str+2

Special Abilities: Armor +1: Magically tough. Petrifying Gaze: A medusa can try to turn an opponent to stone by catching their gaze. Make an opposed Agility roll; if the medusa wins, the target must make a Spirit roll at -4 or be turned to stone! If the medusa catches sight of her own reflection, she must make the same roll. You can try to fight the medusa with your eyes closed; it's the same as fighting in complete darkness (-6 to attack rolls). A medusa can use this power once per round; it incurs no multiaction penalty. The gaze has a 10" range. Snakes: A medusa can attack a foe with her snakehair, if she makes no other attacks in a round. She must make a Fighting attack with a raise to hit, though the snakebite does no damage directly. The target must make a Vigor roll at -2 for 3 rounds or take 2d6 damage each round from the snake poison.

Mermen: Mermen are the undisputed rulers of the underwater kingdoms. They prefer not to sully themselves with dirt

dwellers., though they'll sometimes form temporary alliances against a common foe.

Attributes: Agi d8, Sma d6, Spi d6, Str d6, Vig d8

must begin making a Vigor roll every 10 minutes or become Fatigued.

Mosquitos, Giant: These foot-long bloodsuckers are a nuisance alone; when attacking en masse, they are deadly.

Attributes: Agi d10, Sma d4 (A), Spi d6, Str d4, Vig d6

Skills: Fighting d6, Notice d6

Pace: 2; Parry: 5; Toughness: 5

Special Abilities: Blood Drain: Anyone Incapacitated by mosquito bites will be drained of blood; make a Vigor roll each round or take a Wound. If reduced to Incapacitated, you'll die in 1d6 rounds if the mosquitos aren't all killed. Fearless: Giant mosquitos lack the brains to feel fear; they're immune to Fear, Intimidation, and Taunts. Fly: Pace 10. Poison: Giant mosquitos inject a numbing agent with their proboscis (see below). The target must make a Vigor roll or take a level of Fatigue; you can't be reduced below Incapacitated by it. An hours rest will remove all but one of the Fatigue levels; this one remains for 48 hours, due to the intense itching

sensation created by the bites. Proboscis: Str+1. If they hit with a raise, they inject poison rather than doing additional damage.

Slow: On the ground, giant mosquitos can only move at a Pace 2, and can't run.

Mummy, Lesser: These are often found in the service of Mummy Lords; just use the Skeleton stats from SW for them.

Mummy, Greater [WC]: The classic Hammer mummy: slow, powerful, and as inevitable as death.

Attributes: Agi d4, Sma d6, Spi d12, Str d12+2, Vig d12

Skills: Fighting d10, Notice d4 Pace: 4 ; Parry: 7; Toughness: 10

Special Abilities: Damage Resistance: Mummies are supernaturally tough; they get +3 to Toughness. This is not armor, so AP attacks get no bonus. Fear: Greater mummies incur a Guts roll in those who see them. Fearless: Greater mummies are immune to Fear and Intimidation effects. Single Minded: Greater mummies have intense focus and sense of purpose. They get a +2 to resist Smarts-based Tricks. Slam: Str attack. Slow: Greater mummies move at Pace 4 and cannot run. Tireless: They are never Fatigued. Tracking Sense: Greater mummies always have a mission, typically to kill those who defiled their grave. They can always find the individuals they're tracking, no matter where on Earth they may run or hide. They ignore all lighting penalties (including those for complete darkness and other blinding effects; their eyes rotted out long ago!) and can .see. through Invisibility and illusions. Undead: Greater mummies gain the following benefits: +2 to Toughness; +2 to recover from Shaken; half damage from bullets/piercing; no extra damage from called shots; ignores all Wound penalties;

Mummy Lord [WC]: Mummy Lords are as rare as they are powerful. They have been damned to eternal life as a mummy as punishment for an offense against their Pharaoh; they're usually set to guard over the greatest secrets - or treasures! - of the desert.

Attributes: Agi d8, Sma d10, Spi d12, Str d12+4, Vig d12

Skills: Fighting d12, Guts d12, Notice

Pace: 6; Parry: 8; Toughness: 10

Hindrances: All Thumbs Edges: Improved Arcane Resistance, Improved Level Headed

Special Abilities: Body of Sand: They can turn into a swirling column of sand. In this form they can pass through openings as small as a keyhole, and can't be harmed by physical attacks. While in this form, they can fly at Pace 15, Acceleration 10, and can carry up to five passengers. Call the Sandstorm: Once a day, a Mummy Lord can call forth a massive sandstorm, covering many square miles of desert. Treat this as a massive version of the Obscure power. The mummy can move and control the storm, but doing so requires his constant attention; if he's Shaken or distracted in any other way (by a successful Trick, for example), the storm blows itself out at the end of the round. It can only use this power when its Canoptic Jars are all filled. Canoptic Jars: When first awakened, Mummy Lords have two levels of Fatigue and appear completely desiccated. They regain their human appearance and remove the Fatigue levels by murdering humans

shadow. Lost Strength and Fatigue levels return at 1 per hour; a Greater Healing spell will return them immediately, though it will not simultaneously heal any injuries. Fleet Footed: Shadows move at Pace 8 and roll d10 for running. Incorporeal: Shadows can pass through walls and barriers with ease, and can't be harmed by normal attacks. Arcane powers (magic, psionics, weird science, etc.) can injure them normally, as can magical weapons.

Shadow Cat: These creatures appear to be panthers viewed through a greasy kaleidoscope; they have too many eyes, too many legs, and seem to sprout tentacles periodically, only to absorb them a moment later. They are mortal foes of the Shadow Hounds; it's believed that they may come from the same other-dimensional space.

Attributes: Agi d10, Sma d8 (A), Spi d6, Str d10, Vig d6
Skills: Fighting d8, Guts d6, Notice d8, Stealth d8, Tracking d8
Pace: 8; Parry: 6; Toughness: 7

Edges: Improved Frenzy

Special Abilities: Displacement: Shadow cats aren't really where you see them; their coexistence in multiple dimensions make them difficult to focus on. they're always treated as being in the next worst lighting condition than is actually present: in full daylight, treat them as being in Dim lighting; in Dim light, they're considered as being in full darkness. This also gives them a +2 Toughness; attacks are much more likely to be grazes than solid hits. Fleet Footed: Shadow cats are fast normally, and even faster when sprinting: they have a Pace 8, and roll a d10 for running.

Tentacles: Str+2.

Shadow Hound: Shadow hounds look something like a cross between a hyena and a bull mastiff as painted by Picasso. They exist in a bizarre interstitial dimension which crosses over into ours at strange angles, allowing the Hounds to disappear and reappear in our world seemingly at random.

Attributes: Agi d8, Sma d10 (A), Spi d6, Str d6, Vig d6
Skills: Fighting d6, Guts d8, Notice d10, Stealth d8

Pace: 8 ; Parry: 5; Toughness: 4

Special Abilities: Bite: Str+1 Fleet Footed: Shadow hounds have a Pace 8 and roll a d10 when running. Go for the Throat: They instinctively go for a targets soft spots; with a raise on their attack roll, they target their foes most weakly armored location.

Size -1 Teleport: The hounds are incredible short-range teleporters. They can teleport up to 5" in any direction (they cannot pass through walls, doors, or other barriers) in place of normal movement, both before and after their attack! In any round where they have initiative, they can blink in, attack, and blink away without fear of counterattack unless the target has the First Strike Edge. Characters who get the initiative and remain on Hold can attack normally when the hounds teleport in to attack.

Giant Venomous Snake: These are supersized versions of cobras, rattlesnakes, cottonmouths, and other venomous snakes. they're usually 20-30. long.

Attributes: Agi d8, Sma d4 (A), Spi d8, Str d10, Vig d8

Skills: Fighting d8, Guts d10, Notice d10

Pace: 6; Parry: 6; Toughness: 10

Special Abilities: Bite: Str+2; if the snake gets a raise on its Fighting roll, it injects the target with poison. Make a Vigor roll each round for three rounds. If you fail, you take 2d8 damage. If you succeed, you still take a Fatigue level. Large: Opponents get a +2 to all attack rolls. Size +4

Giant Constrictor: Anacondas, boas, and many other constrictor snakes are big to begin with; this version is large enough to swallow a cow!

Attributes: Agi d8, Sma d6 (A), Spi d10, Str d12+4, Vig d10

Skills: Climbing d8, Fighting d6, Guts d8, Intimidation d10, Notice d8, Stealth d8

Pace: 6; Parry: 5; Toughness: 13

Special Abilities: Bite: Str+1. When they get a raise on their Fighting roll, they constrict instead of biting. Constriction: A constrictor can grab a target and squeeze. It does Str+3 that round, and each round after, until the victim gets a raise on an opposed Strength roll.

Large: Opponents get a +2 to attack rolls. Size +6

Spectre [WC]: Malevolent spirits from beyond the grave, spectres feed on fear and are among the most feared of the undead.

Attributes: Agi d8, Sma d6, Spi d12, Strength n/a, Vig d10

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d8, Stealth d12+4

Pace: 6; Parry: 6; Toughness: 9

Special Abilities: Chilling Touch: By making a touch attack, a spectre can drain vitality. Make a Vigor roll at -2; if you fail, you lose 1 die type of both Strength and Vigor. If either of these is reduced to 0, the victim is Incapacitated and will die in 1d6 rounds. A Healing spell will return one level of each Attribute, while Greater Healing will return all lost levels. Fear -2: A spectre must be visible to use this power. Incorporeal: Normally, a spectre is invisible and incorporeal. When it decides to use its touch attack, it becomes visible and partially corporeal and must remain so for 3 rounds. In this state, it can still only be harmed by Arcane effects, or magic or blessed weapons. It can become visible at any time, for as long as it wishes, while still remaining incorporeal. Undead: Spectres gain the following: +2 Toughness, +2 to recover from Shaken, called shots do no extra damage, bullets/piercing attacks do half damage, ignores all Wound penalties, immune to disease/poison. Unholy Spirit: Spectres cannot enter onto sanctified ground, and must make a Guts check in the face of holy symbols.

Spiders, Giant: Trapdoor Spider These spiders hide just beneath the surface of the earth, springing up when prey (i.e., anything smaller than them!) comes within easy reach.

Attributes: Agi d10, Sma d8(A), Spi d10, Str d12+1, Vig d10

Skills: Fighting d8, Guts d8, Notice d12, Stealth d10

Pace: 6; Parry: 6; Toughness: 8

Edges: Quick

Special Abilities: Bite: Str+2. Burst of Speed: Trapdoor spiders move at a normal Pace, but when running roll a d12. Hide: While in their holes and remaining motionless, you take a -4 to Notice rolls trying to spot them. Size +1

Black Widow: Widows aren't the largest of the giant spiders, but their venom is particularly potent.

Attributes: Agi d10, Sma d6 (A), Spi d8, Str d12, Vig d8

Skills: Fighting d10, Guts d8, Notice d10, Stealth d8

Pace: 6; Parry: 7; Toughness: 6

Edges: Quick

Special Abilities: Bite: Str+2; if the widow gets a raise on its Fighting roll, it injects the target with poison. Make a Vigor roll each round for 3 rounds; if you fail, you take 2d10 damage and a level of Fatigue. If you succeed, you only take the Fatigue levels. Lost Fatigue returns at 1 level per day, or double that with bedrest. Fear Web: Widows are web spinners; this web is tough (12 points of damage to cut through a thick strand, or 6 for a thinner one) and sticky (make an opposed roll against d10 Strength to break loose).

Brown Recluse (Fiddleback): Fiddlebacks are lurking spiders; they hunt by hiding in a darkened area and waiting for their prey to come close. Their venom slowly eats away at flesh, stripping it down to the bone unless healed.

Attributes: Agi d8, Sma d4 (A), Spi d10, Str d12+2, Vig d8

Skills: Fighting d10, Guts d10, Intimidation d10, Notice d10, Stealth d12

Pace: 6; Parry: 7; Toughness: 10

Special Abilities: Bite: Str+3. If the spider gets a raise on its Fighting roll, it injects its horrible venom. Make a Vigor roll at -2; if you fail, take 2d8 damage and 2 Fatigue levels. (Fatigue levels return in 48 hours, or half that time with bedrest.) If you succeed, take 1 Fatigue level. Either way, the poison must be removed within an hour, and the wound thoroughly cleaned (a Greater Healing spell will accomplish this; a Healing roll at -2, but because so much flesh must be removed to get out the poison it inflicts a Wound at the same time!). If not, the area will begin to rapidly rot: after 12 hours of excruciating pain, use the Injury

table to determine the result of the poison. Large: Opponents get a +2 to attack rolls. Size +4.

Tarantula: As if the other giant spiders weren't big enough, giant tarantulas are truly monstrous creatures (perfect for attacking isolated desert towns in the 50's...).

Attributes: Agi d6, Sma d6 (A), Spi d12, Str d12+6, Vig d12

Skills: Fighting d10, Guts d12, Notice d8

Pace: 6; Parry: 7; Toughness: 14

Special Abilities: Bite: Str+3. If the spider gets a raise on its Fighting roll, it injects a painful (but non-fatal) venom. Make a Vigor roll; if you fail, take two Fatigue levels. Take one if you succeed, or none on a raise. Large: Opponents get a +2 to attack rolls. Size +6.

Squid, Giant: The Kraken [WC]: Perhaps no creatures inspire more fear in sailors than sharks and sea serpents. Only one creature strikes fear in the hearts of sharks and serpents: the Kraken!

Attributes: Agi d6, Sma d6 (A), Spi d12, Str d12+12, Vig d12

Skills: Fighting d10, Guts d12, Notice d4

Pace: 10; Parry: 7; Toughness: 23

Edges: Improved Frenzy, Improved Sweep

Special Abilities: Aquatic: The kraken breathes water, and can swim at Pace 10. Bite: Str+3; must grab first (see below). The kraken can bite as a free attack. If it gets a raise on its attack roll when biting, it swallows the target whole: they're dead. Fear -4. Gargantuan: Opponents get a +4 to all attack rolls. Size +10. Tentacles: Str damage, plus Size bonus, or d12+22 total. With a raise on its attack roll, it grabs the target and either drags them to its mouth to bite next round if edible, or lifts it up and slams it into the water if not. Breaking free with raw strength is all but impossible (you can try to make an opposed Strength roll); wriggling free with an Agility roll at -2 is more likely. Treat these as Heavy Weapons. When attacking ships, the kraken ignores their Armor bonus. Tough Hide: Armor +5; counts as Heavy Armor.

Stalker [WC]: These creatures from the elemental plane of air are often summoned by wizards to act as trackers or hunters. they'll follow their instructions to the letter, but hate their enforced servitude, so they'll attempt to twist any command given to them which isn't stated as simply and clearly as possible.

Attributes: Agi d10, Sma d8, Spi d8, Str d8, Vig d10

Skills: Fighting d8, Guts d6, Notice d8, Stealth d10, Taunt d8, Tracking d10

Pace: 6; Parry: 6; Toughness: 7

Special Abilities: Invisible: As their name implies, stalkers are permanently invisible. This is their natural state, so Dispel or similar effects won't make them visible. See the Invisibility power (SW pg 86) for details. Claws: Str+2 Flight: Stalkers can fly at a Pace 30, acceleration 6.

Swamp Monster [WC]: These creatures live in the blackest lagoons, usually in South and Central America. They are reclusive so long as their territory isn't invaded. If anyone enters their hunting ground, they're fair game. Swamp monsters prefer to steal up underwater and attack from below whenever possible.

Attributes: Agi d8, Sma d8 (A), Spi d10, Str d12+1, Vig d10

Skills: Fighting d10, Guts d10, Notice d8, Stealth d10, Swimming d12

Pace: 4; Parry: 7; Toughness: 9

Edges: Combat Reflexes, Frenzy

Special Abilities: Amphibious: The swamp monster can breathe both air and water equally well, and swims at Pace 12. Armor +2: Thick scales. Bite/Claws: Str+1. Slow: Out of the water, the swamp monster moves at Pace 4 and rolls a d4 for running.

Toad, Giant: These are massive toads, roughly the size of a large dog, with incredibly long tongues.

Attributes: Agi d8, Sma d6 (A), Spi d6, Str d8, Vig d8

Skills: Fighting d6, Guts d6, Notice d6, Throwing d10

Pace: 6; Parry: 5; Toughness: 5

Special Abilities: Bite: Str+1. Jumping: They can leap 6., +2.

with a Strength roll. Size -1 Tongue Strike: Toads can fire their tongues up to 2. with exceptional accuracy (use Throwing for this

attack). Those hit are stuck; make an opposed Strength roll to keep from being dragged in and bit as a free attack by the toad, and to break free once stuck.

Troglodyte: Bizarre fish/lizard/human hybrids, troglodytes are equally at home in deep water and underground.

Attributes: Agi d8, Sma d6, Spi d6, Str d6, Vig d8

Skills: Fighting d8, Guts d6, Intimidation d6, Notice d8, Shooting d6, Throwing d8

Pace: 6; Parry: 6; Toughness: 6

Gear: Weapons: Trogs will use swords (Str+2) or short spears (Str+1, 5/10/20) in most situations. Out of the water, they'll also use short bows (2d6, 10/20/30)

Special Abilities: Aquatic: Trogs swim at Pace 8 and can breathe both air and water. Armor +1: Tough scales. Bite/Claw: Str+1.

Horrid Stench: Trogs give off a terribly rottedfish smell; it ruins their ability to sneak up on victims, but it does tend to make them ill. Make a Vigor roll when you come within 3. of a troglodyte. Failure means you are violently ill: you're Shaken and take a Fatigue level. Success means you just take the Fatigue level; get a raise and there's no effect. Lost Fatigue returns with 5 minutes of fresh air.

Unicorn [WC]: These magical horses are prized as mounts amongst the forces of good.

Attributes: Agi d10, Sma d6, Spi d12, Str d12, Vig d12

Skills: Fighting d10, Guts d12, Notice d8

Pace: 12; Parry: 7; Toughness: 8

Edges: Improved Frenzy, Quick

Special Abilities: Fast: Unicorns move at Pace 12 and roll a d12 for running. Healing: A unicorn can use the magic of its horn to heal as well as harm; once a day it can use the Greater Healing power by touching a target with its horn. This also cures any poisons, diseases, or other illnesses. Horn: Str+3. Kick: Str+1.

Werebear [WC]: These lycanthropes are solitary, wise, and generally friendlier with outsiders than other shapeshifters, though their patience with outsiders is easily tested.

Attributes: Agi d6, Sma d8, Spi d12, Str d12+4, Vig d12

Skills: Climb d6, Fighting d10, Guts d12, Intimidation d12, Notice d8

Pace: 6; Parry: 7; Toughness: 10

Edges: Berserker, Improved Frenzy, Improved Sweep

Special Abilities: Bite/Claw: Str+2. Immunity: Werebears can only be Shaken by non-silver weapons or arcane effects.

Infection: Anyone slain by a werebear has a 50% chance of becoming one themselves at the next full moon. Size +2

Weakness (Silver and Magic): Arcane effects (spells, magic weapons, etc.) do normal damage to a werebear. Silver weapons do double damage.

Werehog: Swampwater Joe [WC]: Swampwater Joe is a unique lycanthrope, appearing either as disgustingly obese human or as a massive, feral hog. He lives in a shack back in the depths of the swamp, where he brings his victims to be hung up and butchered for meat... dead or not. Despite his bulk, he's capable of moving with remarkable stealth, and prefers to attack from ambush. Though Joe is a lycanthrope, he cannot pass on this condition via his bite.

Human Form

Attributes: Agi d4, Sma d6, Spi d10, Str d12+1, Vig d10

Skills: Boating d6, Fighting d10, Guts d10, Intimidation d12, Notice d8, Stealth d10, Throwing d8

Pace: 4; Parry: 6; Toughness: 10

Edges: Alertness, Arcane Resistance, Brawny, Combat Reflexes, Hard to Kill, Improved Nerves of Steel, Rock and Roll!, Sweep

Gear: Weapons: Joe is usually armed with a wicked spiked club (Str+3) or a massive knife (Str+2). In a modern setting, he carries a length of heavy tractor chain (Str+3, 1" Reach); the links have been carefully wrapped with friction tape, so it's nearly silent when swung.

Special Abilities: Armor +2: Layers of fat and muscle.

Invulnerability: Joe is a lycanthrope of the classical variety: he can only be Wounded by silver or magical weapons, though he can be Shaken normally by other weapons. Until someone

manages to kill him, he's effectively immortal. Shapeshifting: At night, Joe can switch back and forth between human and swine by making a Vigor roll at +2, as a normal action. During the day, he must remain in human form. When changing to swine form, any weapons, armor, clothing, or other equipment that he carries vanishes, and reappear when he shifts back to human form. Slow: Joe has a Pace of 4 and rolls a d4 for running.

Swine Form

Attributes: Agi d6, Sma d6, Spi d12, Str d12+3, Vig d12

Skills: Fighting d12, Notice d10, Stealth d4

Pace: 6; Parry: 7; Toughness: 13

Edges: Alertness, Quick, Improved Arcane Resistance, Improved Frenzy, Hard to Kill, Improved Nerves of Steel

Special Abilities: Armor +5: Tough hide and fat. Fear -2 Fearless:

Immune to Fear and Intimidation. Gore: Str+3 Invulnerability:

Same as for human form. Shapeshifting: Same as for human

form. Size +1

Wererat: Wererats are the least powerful, but most clever, of the lycanthropes, and are the most likely to ally themselves with more powerful creatures of evil.

Attributes: Agi d10, Sma d8, Spi d6, Str d6, Vig d8

Skills: Climbing d10, Fighting d8, Guts d6, Notice d8

Pace: 6; Parry: 6; Vigor: 6

Edges: Quick

Gear: Dagger: Str+1. Sometimes poisoned (make a Vigor roll or take 2d6 extra damage).

Special Abilities: Bite/Claw: Str+1. Infection: Anyone slain by a wererat has a 50% of returning to life as one. Low-light Vision: Wererats halve all lighting penalties. Swarm Form: Wererats can turn into a swarm of rats with a Vigor roll. In this form they're effectively Incorporeal: they can pass through walls by crawling through any available nooks and crannies, can't attack, and can only be harmed by area effect attacks. They can move up and down walls as with the Wall Walker ability while in this form. They can remain in this form for 3 rounds.

Weretiger [WC]: Weretigers are native to India primarily, though they're sometimes spotted in other parts of Asia.

Attributes: Agi d10, Sma d6, Spi d10, Str d12+1, Vig d12

Skills: Climb d10, Fighting d12, Guts d12, Intimidation d12, Notice d10

Pace: 8; Parry: 8; Toughness: 8

Edges: Quick, Improved Frenzy

Special Abilities: Bite/Claw: Str+2. Fast: Weretigers move at Pace 8 and roll d8 for running. Infection: Anyone slain by a weretiger has a 50% chance of returning to life as one.

Infravision: Weretigers ignore Dim and Dark lighting penalties.

Pounce: They can leap 8., +2. with a Strength roll.

Wight: Known as .the frozen dead. for their pale blue skin and ice-blue eyes, wights are terrifying foes.

Attributes: Agi d8, Sma d6, Spi d10, Str d10, Vig d8

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d8

Pace: 6; Parry: 6; Toughness: 8

Edges: Quick

Special Abilities: Claws: Str+1. With a raise on their fighting roll, they also drain warmth and life from the victim: make a Vigor roll; failure means you lose 1 die type of Vigor and take 1 Fatigue level. On a success, you only take the Fatigue; with a raise, there's no effect. Lost Fatigue and Vigor returns in 1 hour, provided you have somewhere to warm up. Immunity: Normal attacks can only leave a wight Shaken, not wounded. Undead: Wights gain the following benefits: +2 Toughness, +2 to recover from Shaken, immune to disease/poison, called shots do no extra damage, bullets/piercing attacks do half damage, immune to disease/poison. Weakness (Silver and Magic): Silver weapons and arcane effects (spells, magic weapons, etc.) can wound a wight normally.

Wolf-Man [WC]: Wolf-men are a form of werewolf, more in keeping with old, B-horror movies like I Was a Teenage Werewolf than Ginger Snaps or Dog Soldiers. For a twist, you could make werewolves the 'pureblood' lycanthropes, born of two

werewolf parents, while wolfmen are normal humans who have been infected by lycanthropy.

Attributes: Agi d8, Sma d8 (A), Spi d10, Str d12, Vig d12

Skills: Climbing d8, Fighting d10, Guts d10, Intimidation d10, Notice d8, Stealth d10

Pace: 6; Parry: 7; Toughness: 8

Edges: Level Headed, Improved Frenzy

Special Abilities: Bite/Claws: Str+2. Immunity: Normal attacks can only leave a Wolfman Shaken, not wounded. Infection:

Anyone slain by a wolf-man has a 50% chance of returning to life as one. Infravision: Wolf-men ignore Dim and Dark lighting

penalties. Weakness (Silver and Magic): Only silver weapons or arcane effects (spells, magic weapons, etc.) can wound a wolf-man. Weakness (Wolfsbane): Wolf-men can't stand the smell of wolfsbane. They must make a Guts check at -4 whenever they're within 6. of it; failure means they must flee for 3 rounds.

Zombies: Here are a few alternatives to the standard SW zombies. **Shambling Dead (Romero Zombie)** These zombies are mindless automatons with a taste for living human flesh. they're attracted by light and noise, and have been known to seek out familiar places and continue old routines even in death. Individually they're usually not a match for an armed foe, but in packs of a dozen (or fifty, or a hundred...) they shouldn't be underestimated.

Attributes: Agi d4, Sma d6 (A), Spi d6, Str d6, Vig d4

Skills: Fighting d6, Guts d6, Notice d4

Pace: 4 ; Parry: 3; Toughness: 6

Special Abilities: Bite/Claws: Str damage. Fear Fearless: Shambling zombies are immune to Fear and Intimidation, with one exception: they have an animals. instinctive fear of fire, and suffer a -2 to any Guts checks involving fire. Infection: Anyone bitten by a shambler must immediately make a Vigor roll at -4; failure means that they've been infected. The disease will incubate for 1d6 hours, at which point the victim must make subsequent Vigor rolls, also at -4, each hour or become Fatigued. When reduced to Incapacitated, the victim dies and within 1d4 minutes will rise as a new shambling dead. There is no cure or treatment. Anyone killed by them always comes back as a shambler, in 1d4 minutes. Invulnerability: Attacks to anywhere but the head can only leave a shambler Shaken; they can only be killed by injury to the brain. (Dismemberment, by making called shots to the limbs with an edged weapon, will render them helpless of course, and attacks which effect the body as a whole, such as explosions or fire, will kill the zombie as well.) Slow: Shamblers have a Pace of 4 and cannot run. they're largely incapable of defending themselves as well, suffering a -2 Parry. Undead: +2 to Toughness; +2 to recover from Shaken; called shots do no extra damage; bullets and other piercing attacks do half damage. Additionally, they ignore most Fatigue; they can operate for days or weeks at a time without tiring. Weakness (Head): Shamblers are killed by any damaging blow to the head (i.e., one that results in a Shaken or better). Bullets and piercing attacks to the head do full damage.

Rage Zombie: Not zombies in the strictest sense, these are humans who have been infected with Rage, an experimental and viciously contagious virus which attacks the human brain (specifically the emotional center). Victims become feral killing machines, running on pure instinct until they finally burn out, a process which typically takes about 2 months.

Attributes: Agi d8, Sma d6 (A), Spi d10, Str d8, Vig d8

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d6

Pace: 8 ; Parry: 3; Toughness: 8

Edges: Combat Reflexes

Special Abilities: Berserk: Rage zombies are permanently Berserk. They take a -2 to their Parry, and get a +2 to all their Fighting and Strength rolls and to their Toughness. Bite/Claws: Str damage. Fast: Rage zombies move at a Pace of 8 and roll a d8 for Running. Fearless: These zombies are immune to Fear and Intimidation, and need never make morale checks. They will attack until every non-zombie within sight is dead (and most likely devoured) or until they are themselves killed. Infection:

Rage is incredibly infectious; any scratch or bite from a Rage zombie which results in a Shaken will infect the victim unless they make a Vigor roll at -4. Failure means that they will succumb to the virus and become a Rage zombie within 1d4 rounds. There is no cure or treatment for Rage except death. Weakness (Daylight): Bright light, especially sunlight, is painful to the Rage zombies. Unless directly provoked, they won't venture into sunlight, and if they do, they suffer a -2 penalty to all their rolls.

Raimi Zombie [WC]: These are dead bodies given life by an evil spirit entity. They are fast, strong, and worst of all, intelligent. Attributes: Agi d8, Sma d6, Spi d8, Str d10, Vig d10 Skills: Fighting d8, Guts d8, Intimidation d10, Notice d6, Shooting d4, Throwing d6

Pace: 8 ; Parry: 6; Toughness: 9

Edges: Level Headed, Frenzy

Special Abilities: Bite/Punch/Kick: Str damage. Raimis will also use whatever weapons are available. Undead: Raimis get the following benefits: +2 to Toughness; +2 to recover from Shaken; called shots do no extra damage; bullets and other piercing attacks do half damage; immune to poison and disease; and they ignore Wound penalties. Disturbing: Raimis get a +2 to their first Intimidation roll against a target. Fleet Footed: Raimis have a Pace of 8 and roll d8.s for Running. Leaping: Raimi zombies can leap 6", +1"/raise on a Strength roll. Infection: Raimis can infect others with their bite: anyone bitten who suffers at least 1 Wound must make a Vigor roll at -2. Failure indicates that they are infected, though the sickness moves fairly slowly. If an infected limb is amputated within 30 minutes, the victim can avoid infection. However, the limb will take on a life of it's own!

Zombie Lord [WC]: When there was no more room in Hell, and the dead began to walk the earth, humankind (the living ones, that is) was all but wiped out. It was discovered soon after that a select few children born after the Zombie Apocalypse had been mutated by whatever force had brought the dead back to life.

Attributes: Agi d8, Sma d10, Spi d12, Str d6, Vig d10

Skills: Fighting d6, Guts d12, Intimidation d10, Notice d8, Shooting d6, Spellcasting d12

Pace: 6; Parry: 5; Toughness: 7

Edges: Arcane Resistance, Harder to Kill, Improved Level Headed, Command, Fervor, Hold the Line!, Soul Drain

Gear: Staff of Bone: While holding this staff, a Zombie Lord pays only 1 power point for each usage of the Zombie spell. It can also be used as a weapon (Str+1). Unholy Necklace: This necklace, made from the skulls and bones of infants, gives the Zombie Lord all the benefits of the Undead: +2 to Toughness, +2 to recover from Shaken, no extra damage from called shots, bullets/ piercing attacks do half damage, ignores all wound penalties, immune to disease/poison.

Special Abilities: Command the Dead: Zombie Lords can command undead to do their bidding with an opposed Spirit roll. Any undead under the Lord's control gain (and within range of the Lord) benefit from his Leadership Edges. Magic: Zombie Lords have 40 Power Points and can cast the following spells: Armor, Barrier, Bolt, Boost/Lower Trait, Dispel, Fear, Fly, Invisibility, Obscure, Quickness, Shape Change (only into wolf, bat, or rat), Stun, and Zombie (special; see below). Zombies: Zombies created by the Lord are animated for 7 days with a success on the Lord's Spellcasting roll, and remain indefinitely with a raise.