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PREFACE

Character Creation takes you from Hero Level 0 → Hero Level 1.

At some point in your character's life (*or afterlife*), the Stars (*the gods*) will mark you with a **purple glowing scar**, anointing you as a Hero. This can happen one of 3 ways:

1. **Birthright** – You were born a Hero and had your scar since birth.
2. **Lifetime** – At some point during your life, the Stars decided to tag you as a Hero. This could happen at a pivotal event during your lifetime (*like during a battle*) or simply overnight.
3. **Afterlife** – You've displayed Heroic qualities in your past life and the Stars respect that. They reward you with a second chance at life, or perhaps a chance to redeem your Soul of past transgressions. This, and the above 2 options, come with a price however; *A Soul Purpose*.

A Soul Purpose is a grand quest, mission, or long-term commitment that Heroes are assigned with. (*Examples would be to stop a villain, rescue a person, cure a disease, or simply protect the civilized races.*)

The Soul Purpose a Hero is selected for is ingrained into their mind. Furthermore, Heroes have a supernatural sense for other Heroes with identical or similar Soul Purposes. Heroes are encouraged to work together to accomplish their Soul Purposes regardless of alignment. Should a Hero decline the task, neglect their duties, or show insignificant progress, the Stars may strip them of their Heroic powers.

Becoming a Hero grants you slightly supernatural powers, like *Rapid Development* and *Regeneration (Zen)*, explained more on pg. 18.

CHARACTER CREATION OUTLINE

- **Learn Basics** – Pages 2-9, learn about the attributes, character sheet, experience sheet, and EXP.
- **Pick a Race** – Pages 10-14, read about the races, and pick a race, name, scar, height, and weight.
- **Pick Classes** – Page 15, see what a primary and subclass means, and pick your classes from the *Class Book*.
- **Pick Starting Gear** – Pages 15-16, pick your starting loadout, both equipment and items.
- **Pick Level Awards** – Page 17, pick your Level 1 awards (*learn abilities, increase attributes, etc.*)

Character Creation isn't final. You may always rebuild your character with a Sigil of Rebirth, earned through LP (*refer to pg. 37 of the Basic Rulebook.*)

CORE ATTRIBUTES

The following 3 pages explain the **6 Core Attributes** in the game (*Constitution, Agility, Intellect, Strength, Willpower, and Charisma*), followed by the **2-3 Stats** associated with them.

Each core attribute starts at 1 for every character and has a max value of 12.

All attribute scores affect your capacity to resist enemy abilities. (*They don't exist just to increase your stats.*) Well rounded characters have better odds of survival than those who focus on just **1** or **2** attributes.



CONSTITUTION (CON) - +10 Max Hit Points.

1. **HIT POINTS** – *Hit Points, or HP*, refers to both your **endurance** and overall tolerance for pain and punishment. When your Hit Points reach 0, you lose consciousness, and become defeated. Any excess loss of Hit Points carries over to your Vitality, causing you to lose that instead. *(Your precursor to health.)*
2. **VITALITY** – *Vitality* is a mix of health, stamina, and **overall life energy**. Almost anything you do can cost you Vitality: mentally stressful activities, physical labor, traps, combat, and especially travel can all cause wear and tear on any creature's body. Food, water, and long rests restore Vitality. Upon reaching 0 Vitality, a creature will die. Your Maximum Vitality is always equal to double your Max HP. *(if you have 20 Max HP, you have 40 Max Vitality.)* *(Your actual health.)*

When a Hero rests for 8 hours (long rest), they will recover CON x 5 Vitality.

As your overall health and heart, **CON** is a must for almost any Hero that wishes to stay alive. If you only have 1 CON, you're living a life of extreme danger, as 1-2 hits from any enemy will probably defeat you. Outside of combat, travel and traps can drain your Vitality, which can quickly lead to the demise of low Vitality individuals. Example Attribute Tests associated with CON include: Tests that require breathing or holding breath, gas traps/abilities, blood magic, spells that manipulate the body, breath abilities, abilities that try to incite seizures or aneurisms, thick poisonous fogs that blind, long distance running or swimming, and tough weather conditions.

AGILITY (AGI) - +1 Ranged Attack Damage (RAD), +2 Speed, +1 Initiative.

1. **RAD** – *RAD, or Ranged Attack Damage*, is bonus DMG added to your ranged attacks. *(Does not apply to weapons that only deal SP-DMG, such as Stave weapons.)*
2. **SPEED** – *Speed* refers to how fast your character can move.
3. **INITIATIVE** - *Initiative* is a bonus added to your Initiative roll.

As your overall swiftness, **AGI** is important for those that want to move quickly and operate ranged weapons, such as ranged fighters. AGI determines your swim, climb, acrobatic speeds, jumping distance, and heavily effects your chance to dodge certain abilities. Arguably, you could count on AGI being the most common attribute test for your survival. Example Attribute Tests associated with AGI include: Projectiles that are expected or loud *(a casted firebolt, a falling boulder trap)*, reaction speed, dodging grenades, blatant traps like fireball traps, tricks with your hands, certain breath attacks, and tests of physical skill and finesse.

INTELLECT (INT) - +1 Craft Mastery, +1 Healing Mastery, +1 SP Mastery.

1. **SP MASTERY** - *SP Mastery* is a bonus added to any SP-DMG effect of yours. Anytime you deal SP-DMG, *(such as with an item, ability, gadget, or weapon)*, you add this bonus to your total SP-DMG. Your minions do not benefit from this stat unless otherwise noted *(like when minions use abilities.)*
2. **HEALING MASTERY** - *Healing Mastery* is a bonus added to any healing effect of yours. Anytime you heal *(such as with an ability, revive, or heal action)*, you add this bonus to your total amount healed. *(It isn't applied when someone "gains" HP, as gaining and healing HP are different methods of HP recovery.)*
3. **CRAFT MASTERY** - *Craft Mastery* is a certain statistic required to craft certain items and gadgets.

As your mental prowess, **INT** is a must for mages, mechanics, and a few support classes as well. INT determines your effectiveness with most Mechanical and Spell Abilities. It also helps with searching for treasure, avoiding traps, and trying to read people's ambitions in social situations. Example Attribute Tests associated with INT include: Traps that require perception to notice, silent or well-hidden projectiles, lore, magic abilities that can only be avoided by understanding their process *(Ancient Magic)*, the ability to operate magical/mechanical devices, perception in general, and overall detection of trickery and sound.



STRENGTH (STR) - +1 Melee Attack Damage (MAD), +1 Armor.

1. **MAD** – MAD, or *Melee Attack Damage*, is bonus DMG added to your melee attacks. (*Does not apply to weapons that only deal SP-DMG.*)
2. **ARMOR** – *Armor* is the amount of protection and mitigation you have against physical attacks and abilities (DMG.)

As your physical power and toughness, **STR** is a great for any close combat defender or fighter. This attribute strengthens melee attacks, thickens your skin, and helps you avoid most close-ranged enemy abilities. It also affects your jumping, pushing, pulling, throwing, and lifting ability. Example attribute tests associated with STR include: Throwing large rocks or boulders, pushing open heavy doors, lifting heavy objects, resisting magical gravity effects, pushing someone off you or holding them back, to grapple or prevent grappling, and resisting most adjacent enemy abilities (*like chokeslams and knockdowns.*)

WILLPOWER (WILL) - +1 SP-Armor, +1 Resistance, +1 Minion Mastery.

1. **SP-ARMOR** – *SP-Armor* is the amount of protection and mitigation you have against spell attacks and abilities (SP-DMG.)
2. **RESISTANCE** – *Resistance* is the amount protection and mitigation you have against the specific status effect(s) of your choice. **For every 1 Resistance you have, you gain 1 Resistance Point.** *Resistance Points* may be used to increase your resistance to any status effect by 1. This is a one-time permanent decision. Using the boxes provided, you may keep track of this in the *Resistances* section (*beneath the Resistance Stat on the Character Sheet.*) With or without bonuses, the maximum Resistance you can ever have to any status effect is 5. (*Explained more on pg. 8, in Red*)
3. **MINION MASTERY** – *Minion Mastery* is a limit that determines how many minions you can control at any given time. As long as the minions you currently have active, cost you equal or less Minion Mastery than your Minion Mastery stat, you may maintain them. You simply cannot summon or control another minion if it would cost you more Minion Mastery than you have. In addition, minions do not roll for attribute tests, and instead, use your Minion Mastery score as their attribute test scores. (*This determines how well you control your minions. It does not measure their actual capabilities.*) Minions have a maximum attribute test score of 10.

For example, you have 10 Minion Mastery, and can control a Gun Turret (5 MM) and a Stone Golem (5 MM). You couldn't, however, control an additional minion, because your current minions cost you 10 Minion Mastery. The amount of Minion Mastery each minion costs is located next to their description at the last page of the Class Book, notated as MM. (Also, in this instance, if your minions needed to perform an attribute test, their score would be 10. No roll required.)

As your basic grit, **WILL** encompasses a broad amount of what you're capable of. Important for mages, supports, and summoners, **WILL** determines the logistics, range, and typically the area of effect of certain spells, or enhances them in some other way. It's also a staple attribute for summoners that plan on summoning multiple minions at a time. **WILL** is usually, but not always, a direct counter to **CHA**. Example attribute tests associated with WILL include: Most tests that challenge the mind, tests against **CHA**, tests of courage, resisting curses, rummaging through gruesome corpses and scenery, resisting mental magic and technology, resisting looking at something you shouldn't, resisting intimidation, resisting witchcraft like voodoo dolls, and resisting enchantment and charm-like abilities.



CHARISMA (CHA) - +1 Song Effect, +1 Minion Damage, +1 Minion Speed.

- 1. SONG EFFECT** – *Song Effect*, or *SE*, is a stat that determines how effective your song skills are.
- 2. MINION DAMAGE** – *Minion Damage* is bonus DMG added to your minion attacks. (If the minion is a magical minion, they gain bonus SP-DMG instead.)
- 3. MINION SPEED** – *Minion Speed* is a stat that determines how fast each of your minions are. It determines their Speed stat. (This determines the minion's fanaticism and sense of urgency for you.)

As your overall magnetism, **CHA** is an essential attribute for social characters, summoners, and classes that use Song Skills. In combat, this attribute primarily focuses on enhancing your songs skills or inciting ferocity in your minions. CHA is a mandatory attribute for social Heroes. In this game, good roleplay is encouraged and can get you far, but you'll need some CHA to really shine. Feats of CHA (*unlocked at level 2*), are vital when buying/selling equipment. Significant dialogues should provoke a CHA test, and as a loose, GM governed rule, the higher CHA you have, the better your first impressions with people might be. This attribute can also be used to govern your luck. **Example attribute tests associated with CHA include:** Luck, lying, befriending, intimidation, socializing in general, soothing a wild but non-hostile creature, trying to get attention from a crowd of people, trying to persuade an almighty being from smiting your party, yielding and pleading for your lives in a losing battle, or attempting to calm a potentially immortal entity from trying to harm you (*a genie, faery, angel, demi-god/demi-demon, etc.*)

BASE STATS

All characters start with a score of 1 in each of their 6 Core Attributes. Then, characters will start increasing their attribute scores through the character creation process and by gaining EXP. **Base Stats** refer to your character's stats, **before any bonuses/penalties are applied**. To figure your base stats, multiply them by your attribute score. (For example, **3 STR** means you have base stat scores of **3 Armor** and **3 MAD**.)

ATTRIBUTE	BASE STAT 1	BASE STAT 2	BASE STAT 3
CONSTITUTION (CON)	10 Max HP (<i>Hit Points</i>)	(<i>Max Vitality is equal to double your Max HP.</i>)	
AGILITY (AGI)	1 Initiative	2 Speed	1 Ranged Attack DMG (RAD)
INTELLECT (INT)	1 Craft Mastery	1 Healing Mastery	1 SP Mastery
STRENGTH (STR)	1 Armor	1 Melee Attack DMG (MAD)	
WILLPOWER (WILL)	1 SP-Armor	1 Minion Mastery	1 Resistance
CHARISMA (CHA)	1 Song Effect	1 Minion Speed	1 Minion Damage

Except for **Speed** and **Max HP**, everything is a 1:1 ratio.

THE 7th ATTRIBUTE

Technique (TEC) is known as the 7th attribute, because it's not vital for survival (*it is never tested on attribute tests.*) But, it can help you quickly increase the stats that are important to you (*except for Resistance.*) In addition, it can also help you acquire more abilities and traits. Unlike other attributes that have a max of 12, this attribute has **no maximum value**, and **starts at 0**.

Technique **works differently** than other attributes. It provides **alternating awards** at **even** and **odd** values. The table below outlines the awards provided by increasing your TEC score to the following values:

ATTRIBUTE	Score	Award
TECHNIQUE (TEC) at <i>odd Values</i>	1/3/5/7/9/11/13 etc.	You gain +3 Stat Points to spend. (<i>Used to increase individual stats by 1. Located on the backside of the Character Sheet.</i>)
TECHNIQUE (TEC) at <i>even Values</i>	2/4/6/8/10/12/14 etc.	You may learn any Hero Trait or any Hero Ability (<i>even if it's not from one of your classes.</i>)



EXPERIENCE POINTS *(Immediate Rewards)*

Experience Points (EXP) are earned through playing the game (no matter what you do.) As you gain EXP, you immediately gain rewards you can spend, even before you level up.

1 EXP awards you +1 Attribute Point

- 1 EXP is earned for a play session lasting 3 hours or less.
- 2 EXP are earned for a play session lasting 4 hours or more.
- (Anything in between is left up to GM discretion.)

Attribute Points – Gained from EXP. 1 Point increases any of your attribute scores by 1. (To a max of 12.)

Stat Points – Gained from increasing your TEC attribute to odd values. 1 Point increases any listed stat by 1 only, to a max of +10 to any single stat. (With heavy GM discretion, these +10 caps may be lifted by completing a limit breaking quest of some sort.)

Table 1 EXP: LEVEL AWARDS *(Milestone Rewards)*

LEVEL	AWARDS
Hero Level 1 (0 EXP)	+3 Attribute Points, +10 Max HP, +2 Primary Class Abilities, +1 Subclass Ability
Hero Level 2 (6 EXP)	+1 Trait, +3 Feat Points, +1 Primary or Subclass Ability
Hero Level 3 (12 EXP)	+1 Trait, +3 Feat Points, +1 Ability from any class
Hero Level 4 (16 EXP)	+1 Trait, +3 Feat Points, +1 Ability from any class
Hero Level 5 (24 EXP)	+1 Trait, +3 Feat Points, +1 Ability from any class
Epic Level 1-Infinity	+1 Trait or Ability from any class, +1 Attribute Point.

Since you gain +10 Max HP at Hero Level 1, you will have 20 HP with 1 CON (+10 From CON and +10 from the Hero Level 1 award.) At 2 CON you will have 30 HP. At 3 CON you will have 40 HP, and so on.

The above Epic Level pattern repeats itself for infinity. There is no Epic Level cap. At Hero Level 1, instead of taking the +10 HP, you may roll 3D6, and take that HP value in its place (with GM approval.)

FEATS OUTLINE *(See pg. 3 in the Advanced Rulebook for more on feats.)*

Feats are a Hero's innate capacities. This section won't apply until you reach Hero Level 2, so at Character Creation, feel free to skip to the next page.

Feat Points are used to increase any feat by 1 rank. Feats can be ranked up incrementally from 1-4. (All Feats start at rank 0.) Each Attribute has 3 different feats associated with them:

ATTRIBUTE	FEAT 1	FEAT 2	FEAT 3
CONSTITUTION (CON)	Stamina	Second Wind	Immune System
AGILITY (AGI)	Mobility	Speed Jumping	Finesse
INTELLECT (INT)	Searching	Perception	Focus
STRENGTH (STR)	Brawn	Strong Jumping	Brutality
WILLPOWER (WILL)	Curse Resistance	Will to Live	Mental Resistance
CHARISMA (CHA)	Salesmanship	Bargaining	Distract



CHARACTER SHEET FRONT (*Lost Soul*) Hero Level 0

LINE

1 NAME Lost Soul RACE _____ HEIGHT _____ WEIGHT _____ HL 0 EL 0 TP ____ / ____

2 PRIMARY CLASS _____ SUBCLASS _____ SOUL PURPOSE _____ LP _____

3 **CON** 1 **AGI** 1 **INT** 1 **STR** 1 **WILL** 1 **CHA** 1

4 Stamina ○○○○ Mobility ○○○○ Search ○○○○ Brawn ○○○○ Curse Res. ○○○○ Sales ○○○○

5 2nd Wind ○○○○ Sp. Jump ○○○○ Perception ○○○○ St. Jump ○○○○ Will to Live ○○○○ Bargaining ○○○○

6 Immune S. ○○○○ Finesse ○○○○ Focus ○○○○ Brutality ○○○○ Mental Res. ○○○○ Distract ○○○○

7 Hit Points 10 / 10 Initiative 1 C. Mastery 1 Armor 1 SP Armor 1 Song Effect 1

8 Vitality 20 / 20 Speed 2 H. Mastery 1 MAD 1 M. Mastery 1 M. Speed 1

9 RAD 1 SP Mastery 1 Resistance 1 M. Damage 1

10 **EQUIPMENT** **ATTACK ROLLS & MODS** **RESISTANCES** **UTILITY BELT**

L. Hand: Sword Weapon Attacks: _____ Burning ○○○○ 1. _____

R. Hand: _____ Sword Frost ○○○○ 2. _____

Helmet: _____ ACC 3/4/5/6, 2D6 DMG Poison ○○○○ 3. _____

Gloves: _____ Dissolve ○○○○ 4. _____

Suit: _____ Stun ○○○○ 5. _____

Pants: _____ Blind ○○○○ 6. _____

Boots: _____ HL 1 MOD: _____ Slow ○○○○ 7. _____

Ring 1: _____ HL 2 MOD: _____ Knockback ○○○○ 8. _____

Ring 2: _____ HL 3 MOD: _____ **AILMENTS** 9. _____

Accessory 1: _____ HL 4 MOD: _____ Curse: Illness: _____ 10. _____

Accessory 2: _____ HL 5 MOD: _____ Disease: M S F Gold _____ H.C. _____

HL = Hero Level | EL = Epic Level | TP = Talent Points | LP = Loyalty Points | SP = Spell | DMG = Damage | M = Mild, S = Serious, F = Fatal | H.C. = Hero Credits | HP = Hit Points | RAD = Ranged Attack DMG | MAD = Melee Attack DMG | H. = Healing | C. = Craft | M. = Minion | SE = Song Effect | Sp. = Speed | St. = Strong | Immune S. = Immune System | Res. = Resistance | CDC = Cooldown Counter | CA = Combat Active | AA = Always Active |

Above is an example of a Character Sheet, and if you do not have one in front of you, go ahead and grab one now. (If you only have the *Light Version*, you can download them from Silentcandlegames.com.)

A **Lost Soul** is the most **Basic Character** (*like a young child*), with a **1** in each Core Attribute.

Lines 1-2 feature **Basic Information** that you will fill out during the Character Creation process: **Name**, **Race**, **Height**, **Weight**, **Hero Level**, **Epic Level**, **Talent Points**, **Primary Class**, **Subclass**, **Soul Purpose**, and **Loyalty Points**. At Character Creation, Talent Points (TP) and Loyalty Points (LP) are irrelevant.

Line 3 highlights your **Attribute Scores**. Space is provided to the right of each attribute score, in case you happen to gain bonuses or penalties to attribute tests (*you may pencil them in there*.)

Lines 4-6 represent **Feats**. The boxes next to them represent their **Ranks** (*from Rank 0-4*.) All feats start at Rank 0 (*no boxes filled in*.) You will obtain feats once you reach Hero Level 2. (*For now, you can ignore feats*.)

Lines 7-9 display your **Stats**. When you increase an attribute score, the associated stats increase as well. **This example shows exactly what your stats should look like if you have a 1 in every attribute** (*before applying any equipment or level bonuses*.) If you had a 2 in every attribute, these stats would all be doubled.

The **Blue** text and numbers show how you would account for a **Weapon** being equipped. A **Sword** is a 1H (*one hand*) melee Sword-type weapon with **2D6 Damage** and an **Accuracy** of **3/4/5/6**. It is written in your equipment area. Under Attack Rolls, you'll want to record the range, accuracy, and DMG of your weapon attacks. (*Ultimately, you'll want to keep track of it however you want in the space provided*.)



CHARACTER SHEET FRONT *(Jimmy)* Hero Level 1

LINE

1 NAME Jimmy RACE Elf HEIGHT 5'5" WEIGHT 150 lbs HL 1 EL 0 TP /
 2 PRIMARY CLASS Hunter SUBCLASS Druid SOUL PURPOSE Defeat the Academy Mage. LP 0

3	CON	AGI	INT	STR	WILL	CHA
	<u>2</u>	<u>3</u>	<u>1</u>	<u>1</u>	<u>1</u>	<u>2</u>
STATS	4 Stamina	Mobility	Search	Brawn	Curse Res.	Sales
	5 2nd Wind	Sp. Jump	Perception	St. Jump	Will to Live	Bargaining
	6 Immune S.	Finesse	Focus	Brutality	Mental Res.	Distract
FEATS	7 Hit Points	Initiative	C. Mastery	Armor	SP Armor	Song Effect
	8 Vitality	Speed	H. Mastery	MAD	M. Mastery	M. Speed
	9	RAD	SP Mastery		Resistance	M. Damage

10	EQUIPMENT	ATTACK ROLLS & MODS	RESISTANCES	UTILITY BELT
	L. Hand: <u>Short Bow</u>	Weapon Attacks: _____	Burning <input checked="" type="checkbox"/> 0000	1. <u>Sniper Rifle</u>
	R. Hand: _____	<u>Short Bow</u>	Frost 0000	2. <u>Teal Fire Powder</u>
	Helmet: _____	<u>Range 5, ACC 3/4/5/6, 2D6 DMG</u>	Poison 0000	3. <u>Teal Fire Powder</u>
	Gloves: _____	<u>Sniper Rifle</u>	Dissolve 0000	4. <u>Magic Moss</u>
	Suit: _____	<u>Range 10, ACC 4/5/6, 3D6 DMG</u>	Stun 0000	5. <u>Magic Moss</u>
	Pants: _____	<u>+Lethal</u>	Blind 0000	6. <u>Magic Moss</u>
	Boots: _____	HL 1 MOD: _____	Slow 0000	7. <u>Magic Moss</u>
	Ring 1: _____	HL 2 MOD: _____	Knockback 0000	8. <u>Magic Moss</u>
	Ring 2: _____	HL 3 MOD: _____	AILMENTS	9. <u>Magic Moss</u>
	Accessory 1: _____	HL 4 MOD: _____	Curse: <input type="checkbox"/> Illness: _____	10. _____
	Accessory 2: _____	HL 5 MOD: _____	Disease: M <input type="checkbox"/> S <input type="checkbox"/> F <input type="checkbox"/>	Gold _____ H.C. _____

HL = Hero Level | EL = Epic Level | TP = Talent Points | LP = Loyalty Points | SP = Spell | DMG = Damage | M = Mild, S = Serious, F = Fatal | H.C. = Hero Credits | HP = Hit Points | RAD = Ranged Attack DMG | MAD = Melee Attack DMG | H. = Healing | C. = Craft | M. = Minion | SE = Song Effect | Sp. = Speed | St. = Strong | Immune S. = Immune System | Res. = Resistance | CDC = Cooldown Counter | CA = Combat Active | AA = Always Active |

This is an example character sheet for a Level 1 Hero. "Jimmy" here has finished the Character Creation process (going from HL 0 → HL 1.) This has granted him Hero Level 1 awards, explained on Table 1EXP, pg. 6.

Jimmy has increased his attribute scores through both his Elf Racial Bonuses (+1 AGI, +1 Attribute Point) and through Hero Level 1 awards (+3 Attribute Points.) Each Attribute Point increases an Attribute by 1.

Increasing attribute scores also increases the stats associated with them. Jimmy used 1 Attribute Point on each CON, AGI, CHA and TEC. The +1 AGI racial bonus bumps his AGI to 3. At 3 AGI, his base Initiative, Speed, and RAD stats have tripled; To 3, 6, and 3, respectively. At 2 CON, his base Hit Points (HP) and Vitality have doubled (he also gained an additional +10 HP from Hero Level 1 awards.)

Secondly, we notice under WILL, his Minion Mastery equals 4 instead of 1. This is from Jimmy's use of Stat Points (from TEC), explained on the next page in orange. Aside from this, all other stats add up.

Resistance is highlighted in Red, because it shows that Jimmy used his 1 Resistance Point (granted by the Resistance stat, pg. 4) to increase his Burning Resistance by 1. To the right of this, we have the Utility Belt, where Jimmy carries his starting items and equipment that he wants prepared for combat.

Under resistances, we have ailments, and this is where Jimmy would keep track of any curses, illnesses, or diseases he may have. At the very bottom, we have commonly used abbreviations.

In Blue text, we see Jimmy has decided to use the Short Bow weapon. A Short Bow is a 2H (two hand) ranged Bow-type weapon with a range of 5, an accuracy of 3/4/5/6, and deals 2D6 Damage. When Jimmy hits an enemy with a Short Bow attack, he knows it will deal 2D6+3 DMG, where 3 is his RAD stat.



CHARACTER CREATION

Character Creation begins here. These purple boxes will guide you through the process. Have an empty character sheet, pencil, and eraser ready.

1. PICK A RACE

This section includes picking your race and a few other details that might depend on that decision:

1. Pick a **RACE**
2. Choose a **HEIGHT & WEIGHT**
3. Determine the design your purple Hero **SCAR**
4. **NAME** your character

1. PICK A RACE

There are **12 common races** in Estaria that you may choose to play as (*detailed on the following pages.*) Currently, the planet of Estaria consists of two merged *Realms*: The *Earth Realm* and the *Abyssal Realm*.

- **Earth Realm** – Dryads, Dwarves, Elves, Felions, Goblins, Humans, and J-10's.
- **Abyssal Realm** – Abyssian, Amuken, Astral, Baleful, and Titans.

You may play as any race from any realm. A majority of each of these races are *Civilized* and united under the "Global Initiative"; An enterprise meant to unite, collect and coordinate the resources of all the civilized races, to survive and fend off the feral monsters of this world.

Beastmen, Raiders, Super Mutants and mutated creatures are your primary enemies in Estaria. Your secondary enemies include Demons, Cultists and the Undead. These are the feral, or *Uncivilized* creatures of this world and together they dominant the planet.

2. HEIGHT & WEIGHT

You will also need to pick a height and weight for your Hero. (*Average height/weights for races are soft limits that the GM can easily lift.*) Height and weight can matter in both roleplay and gameplay. You might wish you were tall so you could climb or reach something easier, short to fit into small spaces, lightweight so that your teammates can carry you if incapacitated, or heavyweight so that you're harder to kidnap or throw.

3. PURPLE GLOWING SCAR

Lastly, pick where your **purple glowing scar** (*mentioned in the Preface*) is on your body, as well as its size and shape. Alternatively, the Game Master may assign each of you with one.

4. NAME

Name your Hero. You may also pick an age and gender (*or lack thereof*), but that should not matter in this game. Your appearance does not have to match your age, but it should match your height and weight.

Pick a race from the following 4 pages. Then come back and finish parts 2, 3, & 4.



ABYSSIANS (ABYSSAL)



BONUSES

+1 INT
+1 WILL

AVG. HEIGHT/WEIGHT

3'0"-8'0"/50lbs-500lbs

The abyssian race can be traced down to the very depths of the abyssal ocean. A race once thriving under the ocean floor, have since risen above to live comfortably on the surface. They have evolved to live with the harsh temperatures of the abyssal realm, so the fusion was not all that challenging for their physical wellbeing. Unfortunately, the fusion has caused all their ancient ancestry to become lost, destroyed, or buried beneath the ocean depths. Realizing that the fusion with the earth realm saved their collapsing world, most have become very cooperative with humans. They are typically a calm, collective, cooperative, and contemplative race.

AMUKEN (ABYSSAL)



BONUSES

+1 STR
+1 CHA

AVG. HEIGHT/WEIGHT

5'6"-9'6"/250lbs-800lbs

Amuken are a large, furry, friendly, and ape-like race. In the abyssal realm, amuken thrived through teamwork and friendship. They are an abyssian's greatest ally and have always joined forces with them. If it weren't for the amuken, abyssians wouldn't even know what a sense of humor was. But while they're a fun and social race, they aren't very religious, and religion is a foreign concept to them. In addition, Amuken were pivotal in astral and abyssian survival. As a token of friendship, amuken would often give relics and artifacts as gifts to the other races. Originally mere trinkets, astral found great power in these relics, and after imbuing them with a boundless magics, they steadily began improving the

life for all abyssal races. Unfortunately, the great fusion happened soon after this discovery. Typically, Amuken are a fun and helpful race, that can easily become anyone's best friend.

ASTRAL (ABYSSAL)



BONUSES

+1 CHA
+1 INT

AVG. HEIGHT/WEIGHT

5'0"-6'6"/75lbs-200lbs

The astral are titan's smaller cousins, yet much more social. Astral and abyssians survived the bleak abyssal realm by the use of magical relics that they enchanted themselves. The art of enhancing these life-improving relics have left mechanical technology (*the earthly alternative*) to be an unfamiliar concept to them. Astral believe the fusion was a beneficial event predetermined by both the stars and the cards, while other races believe that the astral themselves might be the cause of it. In turn, they strive to make alliances with all races, and pursue politics. Astral resemble humans, but typically have pure white eyes, purplish skin, and glowing white features. Some may even display elemental features like their titan cousins.



BALEFUL (ABYSSAL)



BONUSES

+1 CON

+1 WILL

AVG. HEIGHT/WEIGHT

2'0"-7'0"/40lbs-400lbs

Baleful are the most misunderstood race in Estaria. Because they possess demonic features, such as horns and sometimes an impish tail, they are quickly mistaken as real demons. Furthermore, their practice of flesh magic, cannibalism, holy and unholy rituals are often considered immoral, even when used purely for good. They're known to wildly enjoy the pleasures of the flesh and strive to make use of all bodies; even if it means consuming the corpses of the recently deceased. Baleful saw the fusion as a necessary balancing act, one world consuming part of another to stay alive. Their hardy, toned flesh aided them in their survival in the abyssal realm. Originally outcast in the abyssal realm, they are much more

accepted in the new world of Estaria. Humans especially have a strong fondness of their physical features.

DRYADS (EARTH)



BONUSES

+1 CHA

+1 WILL

AVG. HEIGHT/WEIGHT

2'0"-10'0"/50lbs-700lbs

Dryad's are the newest race in the world of Estaria. Once Sha's poisonous winter had passed, Estaria had witnessed it's very first Spring. Along with this Spring came a new race, the Dryads, as they broke out and emerged from the insides of trees. All over the world Dryad's were born, ready to heed nature's call... but nature never called for them. Some feel born without a purpose, while others simply spread seeds, grow crops, and nourish nature. They are a curious, plant like race, with mixed feelings about technology, other races, and their very own existence.

DWARVES (EARTH)



BONUSES

+1 STR

+1 TEC

AVG. HEIGHT/WEIGHT

2'6"-5'6"/100lbs-600lbs

Dwarves are a human's greatest ally. They have always joined forces with the humans, trading and booming each other's economy. Dwarves have taught humans their own form of architecture, forging techniques, mathematical formulas, and even simple things like brewing alcohol. While most dwarves are wise, only a select few have such high intelligence. They respect strength and intelligence above all else, but genetic mutations have only favored their physical aspects. This cultural and genetic clash can cause simple minded dwarves to drown away their sorrows with ale, causing them to be stereotyped as alcoholic dolts. On the contrary, they're a strong and meditative race, similar to abyssians.



ELVES (EARTH)



BONUSES

+1 AGI

+1 Attribute Point

AVG. HEIGHT/WEIGHT

2'6"-7'6"/40lbs-400lbs

While less popular than humans, dwarves, and abyssians, elves are still around every city in Estaria. Akin to humans, they make prodigious business owners and noble Heroes, just as they make petty thieves and beggars. As the most enigmatic of all the races, elves are everyone's ally, and everyone's enemy. Being traditionalists, elves follow their own code of behavior, whether it be druidic, arcane, technological, battle, etc. Due to this conduct, you have no idea what to expect when running into an elf. An elven priest may pray for your wellbeing or kill you if you don't pray along with. Elves are typically slender, and usually self-righteous in some manner.

FELIONS (EARTH)



BONUSES

+1 AGI

+1 STR

AVG. HEIGHT/WEIGHT

4'0"-7'0"/50lbs-400lbs

Felions are islanders, that had to migrate to the main continents after the fusion. During that time, many of their islands were flooded over and destroyed. Most of felion society was lost to the floods, and for this reason, felions seek to reproduce and rebuild. Felions are very similar to humans except they bear feline features (*such as cat ears and a tail*) and are more physically fit than the average humanoid. While they all have feline features, the degree of that varies drastically, and some male felions look more like lions. They're a friendly race, but some still maintain their savage features. Felions can make strong, agile, and unique allies, but some have a hard time controlling their savage instincts in civilized areas.

GOBLINS (EARTH)



BONUSES

+1 INT

+1 TEC

AVG. HEIGHT/WEIGHT

1'6"-4'0"/20lbs-400lbs

Goblins are the second most populous race in Estaria. Some view them as simple, disgusting and malodorous creatures, but others recognize their craftiness. Some humans have been known to take advantage of this, using them as cheap labor. Goblins typically don't mind this, as they get to work with their kin, doing what they love to do. While their master-craft inventions are used by almost every race, you'll hardly see them being thanked for their efforts. This small green skinned race excels in both magic and technology, but very few have ambition. Goblins are typically a happy, technologically advanced race that works well with others. However, some goblins take to the wastelands, to become villainous or feral. More so than any other race.



HUMANS (EARTH)



BONUSES

+1 WILL
+1 Attribute Point

AVG. HEIGHT/WEIGHT

3'0"-8'0"/100lbs-500lbs

In the world of Estaria, humans remain the most populous race, followed by goblins, abyssians, and then dwarves. Humans are by far the most ambitious, and have spread their influence with either ease or violence. Their vast connections with other wealthy humans make them great merchants and business owners. Though the wealthiest race in Estaria, they can be merciless with each other; You're likely to see just as many wealthy humans as homeless ones. They owe much to the other races for their edification, and most make it a point to appreciate and establish better relationships with the other races. Others, take advantage of the other races with crude business practices. Humans are your most economical race.

J-10'S (EARTH)



BONUSES

+1 CON
+3 Poison Resistance

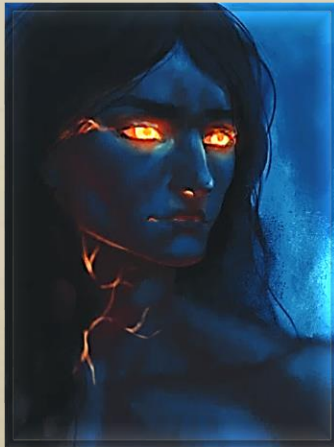
AVG. HEIGHT/WEIGHT

3'0"-8'0"/50lbs-500lbs

After the fusion, those that didn't seek magic to protect them sought technology. Where countless human efforts failed, goblin efforts succeeded. With the help of the goblins, humans had managed to create a better life for some, turning them into cyborgs. But as usual, humans wanted more, and pushed these cybernetic enhancements to the point where these subjects were no longer human. As of this day, many humans look at this race as sinful, botched experiments, because countless human test subjects died making this race. Some J-10's may be completely robotic, and some may be humans with just few cybernetic enhancements. Goblins are the only race that routinely takes care of their maintenance, and J-10's

show them a tremendous amount of kindness and respect for this. They are a (*civilized*) goblins best ally, and will typically stand up for them with fierce resolve in just about any scenario.

TITANS (ABYSSAL)



BONUSES

+1 STR
+1 CON

AVG. HEIGHT/WEIGHT

6'0"-10'0"/250lbs-900lbs

While normal humanoids would not have survived in the abyssal realm, the thicker-skinned races like titans did. Titans are a tall, strong, and dense skinned race. Generally, titans keep to themselves, living away in their underground confinements. Few venture out from their societies, but certainly not for social reasons. Adventure, curiosity, and the chance of a better life appeal to a few of them. The fusion has never concerned them, as they hid away from the outside world anyways. Titans are considered half giants, whether they are or not, and they show slight elemental characteristics, such as fiery veins, or lightning in their eyes. They're an uncommon race in civilized areas, with generally unknown ambitions.



2. PICK CLASSES

The Primary/Subclass system can help define your character. Everyone can picture a basic Warrior, but a Warrior/Engineer and a Warrior/Druid give more of a unique image. In general, these classes give your Hero an **Identity** and a strong amount of **Starting Abilities**. In addition, they determine what **2 Force Breaks** your Hero will be capable of using (*explained more in the Class Book.*)

Other than those perks, you are free to build your character however you please. If you want to be a Samurai/Soldier, who eventually learns some Sorcerer and Pyromancer abilities, you easily can. A Paladin/Warden that focuses more on spell casting as opposed to defending is possible as well.

- **Pick a PRIMARY CLASS and SUBCLASS**

Primary Class – Your main identity. At Hero Level 1, you'll be able to learn **2 Abilities** from this class.

Subclass – Your sub identity. At Hero Level 1, you'll be able to learn **1 Ability** from this class.

Feel free to choose these Abilities now, or later during Step 4.

Pick your Primary Class and Subclass from the *Class Book*. Then, keep the Class Book (and those pages) handy for the following steps 3 & 4.

3. PICK STARTING GEAR

Your Hero will start with both a Backpack and a Utility Belt to hold your gear (*Basic Rulebook, pages 19-20.*)

1. **Pick STARTING ITEMS**
2. **Pick STARTING EQUIPMENT**

1. STARTING ITEMS

You may choose to begin with **all** the starting items from **either** your primary class or your subclass (*but not both.*) Then, write these items down in either your backpack or utility belt on the Character Sheet. Keep in mind, **same items do not stack** in your utility belt spaces (*only 1 of any item/equipment per utility belt space.*) However, up to 12 of the exact same item can stack in your backpack per space.

Pick your starting items (located in the Class Book, after each Class' Force Break.) Choose the items from only 1 Class. For a description on what these items do, refer to Table 1CI and Table 1KI, located in the Basic Rulebook, pages 21-25.

2. STARTING EQUIPMENT

First, you may choose any **1** weapon from *Table 1W* on the following page. **Second**, you may choose to start with either a Shield (*below*), or a second weapon from *Table 1W*. Once you have picked your starting equipment, write them down into your L. Hand and R. Hand slots on the Character Sheet. If you can't have them both equipped, put one into your utility belt or backpack.

Shield: 1H Armor Equipment

Having a shield equipped gives you +5 Armor & +5 SP-Armor.

Now you may pick your starting equipment from Table 1W on the next page.



Table 1W: WEAPONS

Type determines how many hands it requires and what weapon type the equipment is. **ACC** is accuracy. The Sword, for example, would hit if you roll a 3, 4, 5, or 6 on your **1 accuracy D6**. **Range** determines if the weapon has range. A **Y** means yes, it's a ranged weapon, and the number following is its range. **Bonus Effects** are passive bonuses, penalties, or options granted while wielding the weapon.

Name	RNG	Type	ACC	DMG	SP-DMG	Range	Bonus Effect
Sword	1-5	1H Sword	3/4/5/6	2D6	-	-	-
Great Sword	6-9	2H Sword	3/4/5/6	3D6	-	-	You may decline rolling 3D6 DMG and instead take 10 as your DMG roll.
Dagger	10-13	1H Dagger	3/4/5/6	1D6	-	-	+2D6 Stealth DMG
Hand Axe	14-18	1H Axe	4/5/6	2D6	-	-	+1 Wound
Great Axe	19-22	2H Axe	4/5/6	4D6	-	-	+2 Wounds
Mace	23-26	1H Blunt	4/5/6	1D6	-	-	Critical Hits Ignore Armor
Maul	27-30	2H Blunt	4/5/6	3D6	-	-	Critical Hits Ignore Armor
Spear	31-34	1H Polearm	4/5/6	2D6	-	-	+Lethal +1 Melee Range if 2H
Pistol	35-39	1H Gun	4/5/6	2D6	-	Y, 3	+Lethal if 2H
Shotgun	40-44	2H Gun	3/4/5/6	3D6	-	Y, 3	-
Repeater	45-48	2H Gun	5/6	3D6	-	Y, 4	+Repeat
Sniper Rifle	49-52	2H Gun	4/5/6	3D6	-	Y, 10	+Lethal 5/6 Accuracy against adjacent creatures or while mounted.
Rod	53-56	1H Stave	4/5/6	-	1D6	Y, 3	Critical Hits Ignore SP-Armor
Cane	57-61	2H Stave	4/5/6	-	2D6	Y, 5	+3 Healing Mastery
Staff	62-66	2H Stave	4/5/6	-	2D6	Y, 5	+3 SP Mastery
Shortbow	67-71	2H Bow	3/4/5/6	2D6	-	Y, 5	-
Longbow	72-76	2H Bow	3/4/5/6	3D6	-	Y, 8	5/6 Accuracy against adjacent creatures or while mounted.
Crossbow	77-81	2H Crossbow	4/5/6	3D6	-	Y, 5	You may decline rolling 3D6 DMG and instead take 10 as your DMG roll.
Orb	82-84	1H Focus	-	-	-	-	+2 SP Mastery
Tome	85-87	1H Focus	-	-	-	-	+2 Healing Mastery
Shrunken Head	88-90	1H Focus	-	-	-	-	+2 Minion Damage
War Trumpet	91-93	1H Focus Instrument	-	-	-	-	+2 Song Effect
Bladed Guitar	94-96	2H Axe Instrument	4/5/6	3D6	-	-	+2 Song Effect
Battle Wrench	97-100	1H Focus	3/4/5/6	1D6	-	-	While you're adjacent to a Gun Turret minion, it gains +2 range.

*NOTE: Feats, Traits, and Abilities can enhance your character's accuracy/effectiveness with weapons.

*NOTE: Using a Spear with 2 hands will give you a melee attack range of 2.



4. PICK HERO LEVEL 1 AWARDS

At this point in Character Creation, you are now considered Hero Level 1. You may now gain your awards.

- **GAIN Hero Level 1 & The following 4 Awards**

Award 1: +10 Max HP (Hit Points)

You may pick to gain either +10 or +3D6 maximum Hit Points (on top of what CON already provides you.)

Award 2: +2 PRIMARY CLASS ABILITIES

You may pick and learn any 2 Abilities from your primary class. (Choose 2 of the 12 abilities associated with your class, write it down on Ability Cards, and keep that with your character.)

Award 3: +1 SUBCLASS ABILITY

You may pick and learn any 1 Ability from your subclass. (Same protocol as above.)

Award 4: +3 ATTRIBUTE POINTS

You may now gain +3 Attribute Points and spend them however you please. Attribute Points may be spent to increase any of your 6 core attributes (CON, AGI, INT, STR, WILL, CHA), or your 7th attribute (TEC). 1 Attribute Point increases an attribute score by 1.

After you determine the above awards, fill in and double check the numbers on your character sheet. (Pages 7-9 walk you through this process. Don't forget your racial bonuses too.)

~ **Character Creation is finished!** ~

BACKGROUND STORY (Optional)

When coming up with a background story, consider the world the GM sets you in. In Estaria, you may choose to give a history of your previous life (and what your character remembers of it), or, come up with an ambition for your current life (such as you want to spread the word of your god and smite evil.) In some games, the GM may have you suddenly become a Hero sometime during your lifetime (for example, in your background story, you were all are doing your own thing, and then suddenly the Stars marked you and your companions with a Soul Purpose. The reason they chose you may be fate, destiny, or even mystery.)

Should you wish, write your background story on the backside of the Character Sheet if shorter, or down on a scratch piece of paper if longer. Background stories can help you earn bonus tokens and loyalty points, by giving you a reason and a way to flavor the things you do. (Flavor, Advanced Rulebook, pg. 16.)

Finally, the GM may decide some custom reward for those that create a backstory. The GM may reward something as small as a bonus token, consumable item, keepsake item, or, if the GM is generous and the story is compelling, they may award you with a Trait, Feat, Ability, or equipment that applies to your background. (This is completely up to the GM, consult them before attempting this.)

This game is all about creativity and flavor. It's heavily encouraged to create a background story but they are never necessary. Players that go the extra mile for flavor should always be rewarded for doing so. Even if it is just a simple Bonus Token. By default, the reward for completing a background story is 1 Trait or Ability of the Hero Players choice, with the GM's approval.



HERO LORE

Overall, *Heroes* are not that much different than ordinary people. Although relatively normal, they do have a few **superhuman/notable** differences:

- **Regeneration (ZEN)** – Heroes regenerate their Hit Points and cure all status effects and wounds at a swift rate outside of combat. Much faster than a normal person, but not absurdly fast like a troll. (See the “Regeneration” section, on pg. 37 of the *Basic Rulebook*, for more on this.)
- **Rapid Development** – Unlike normal people, it takes very little experience for Heroes to quickly build and develop their attributes and talents. This superhuman growth slows down after Hero Level 5.
- **Soul Purpose** – This is the reason Heroes have been blessed with Heroic powers. A *Soul Purpose* is literally a sole purpose (*reason*) for the Stars resurrecting or choosing a Hero. It’s either a mission, quest, or set of ideals Heroes are obligated to live by or accomplish to keep their powers. This is a give and take relationship with the Stars, whether pleasant or unpleasant.
- **Scar** – Heroes are given a glowing purple scar that proves the Stars have dubbed them Heroes.
- **Descent Into Madness** – Like any normal person that experiences combat, death, and the supernatural on a regular basis, Heroes are prone to losing their minds. (See the “Descent into Madness” section, on pg. 36 of the *Basic Rulebook*, for more on this.)
- **Heroic Status** – Although minor, some people may treat you better or worse. Towns may offer Heroes any +0 Armor Equipment or +0 Weapon Equipment (*within GM limits*) that they want, free of cost, because Heroes are known to be mostly beneficial. (They boost economy, protect citizens, fulfill quests improving quality of life, instill fear in people, do dirty work for corrupt government officials, etc.)
- **Freedom of Alignment** – If you’re pursuing your Soul Purpose, the Stars could care less what method you take. If it takes an evil, murderous Hero working with twisted good Heroes to accomplish the task, then so be it. The Stars value diversity, so a party of mixed alignments is viewed as a better-rounded party, suit for any task. Just know that towns don’t have to put up with evil just because you’re a Hero. (More on Alignment on pg. 37., *Basic Rulebook*. Alignment is an *optional rule*.)

No one knows much about the Stars, or their true ambitions. Divine intervention in Estaria will always be erratic. Similarly, after Crouxious’ assault on Cal Vega, the Estarian Government (*Global Initiative*) have also developed a sense of ambiguity. (More lore in the *Advanced Rulebook*, under *Gods & Guilds*, pg. 27.)

HERO SYNOPSIS

While anyone can be a hero in their own way, “*Heroes*” in Estaria means something special. Chosen by the Stars (*the divine overseers of this world*), certain people can be blessed with *Heroic potential*, not immediate power. Typically, Heroes are resurrected from purgatory, a bank full of potential candidates. Alternatively, Heroes may be selected by the stars at random times, such as during a lifesaving event, or even while drinking at the tavern. Seeing a Hero being (re)born is quite the sight to see...

Throughout the ages, Heroes have been known to come and go, accomplishing or failing their Soul Purposes. Some, even drink themselves to death knowing they can’t achieve their Soul Purpose, or simply don’t want to live by the ideals the Stars have given them. In most cases, however, the Soul Purpose a Hero is assigned with matches their own set of ideals and past experiences. It is also given to someone the Stars believe can achieve such a task. While no one fully understands the Stars, Astrologists try to, and some have even been successful in summoning Heroes themselves (*via a ritual requesting the Stars’ aid with a certain task of utmost importance*.) **The way the Stars communicate your Soul Purpose to you is up to the GM.**

As it is assumed, people who die in Estaria go to either Heaven, Hell, or Purgatory. Heroes resurrected from Purgatory (*or even a few seconds after their demise*), will have little to no memory of Purgatory or their past lives. As they learn traits, they begin to remember who they once were, or who they decide they’re going to become in this life. Some Hero players may decide that the purple glowing scar represents how they died in their previous life, while others may decide to just choose what looks cool (*aesthetics are very loose in this game*.) Just keep in mind, not all Heroes are chosen by resurrection (*an example of such would be a Hero who was chosen by the Stars in the middle of a battle to save lives, becoming a great war Hero*.)



TRAITS Acquired at Hero Level 2

Traits are passive perks, stat enhancements, or even personality quirks that further develop and specialize your character. Describing how characters possess traits can be flavored (*described*) in a variety of ways. Maybe their traits have recently been learned from a traumatic experience or encounter. Maybe it's residual memory recalled from their past life. Maybe an Astrologist resurrecting Heroes needed a menacing, frontline fighter, so he summoned a Hero with amplified strength and damage. *It's all up to you.* Normally you won't acquire traits until Hero Level 2, unless you use TEC or a background story to do so.

TRAIT TYPES

The 3 main types of traits are **Physical** (*characteristics of body*) pg. 20, **Mental** (*characteristics of the mind*) pg. 25, and **Skilled** (*traits that represent a Hero's diverse set of skills*) pg. 31. Within each category, some traits will be passive, some require the use of *Talent Points (TP)*, and some will have both.

TALENT POINTS

All Heroes have **3xHL Talent Points (TP)**. TP may be used **At Will**, meaning it **does not require an action** of any sort, and **may instantly be used** at any given time (*unless otherwise specified.*) You recover all your spent TP after a **long rest**. Once every 4 hours, you may take a 1-hour **short rest** (*with food and water*) to recover half your Max Trait Points. **To use TP, you must have a trait that allows you to do so.**

EXAMPLE

Jimmy attains Hero Level 3 and learns Physical Trait #4: "Athletic" (*which bestows the "Talent" to use 3 TP to reroll any CON, STR, or AGI test.*) TP costs are shown in boxes like these: **3 TP**.

Hero A then gets into trouble, and must test AGI 12. Hero A rolls a 1, critically failing the test, and scoring an AGI test score of 1. If Hero A keeps this score, they will be dealt a tremendous 110 DMG. Alternatively, Hero A may use 3 TP, and reroll this attribute test. Hopefully, Hero A won't roll a 1 again... Rerolls are final.

Traits override any rule they may come into conflict with, such as the *Norm Breaker* trait, that allows your character to learn and use any force break from any class. Some talents say they require "X TP", and that simply means as much TP as you're willing to spend. Some talents use Vitality or Crafting units instead of TP.

Keep track of traits and their associated talents on Talent Cards (*backside of Ability Cards.*) It may be helpful to write the trait # on the Talent Card as well, for quick reference.

"Emulate" refers to imitating something, and is explained more in the *Advanced Rulebook*, pg. 20. Emulating an item does not produce one, it merely allows you to imitate the effects the item would have.

TRAIT PREREQUISITES

Some traits have prerequisites, highlighted in red, that must be met before you can learn them. If a trait says "**3 CON**", that means you must have 3 or more Constitution to learn that trait. If a trait says "**1 Battle Skill**", you must know 1 or more Battle Skills to learn that trait. If a trait says "**10 Core Craft Mastery**", it means you must have at least 10 Craft Mastery *Before* equipment bonuses, item bonuses, or *temporary* buffs are applied. If a trait says "**10 Craft Mastery to craft this item/equipment**", it means you must have at least 10 Craft Mastery *After* any kind of bonuses or buffs to craft the item/equipment. Traits that say "**GM Approval**", require the GM's approval to be learned, as it requires their acknowledgement. Any trait that says **pay 300 gold**, or any amount of gold, means that you may outright purchase that Trait from a merchant.



PHYSICAL TRAITS

1. AMPLIFIED PHYSIQUE

The stars have blessed you with an amplified physique. +1 CON test score, +1 STR test score.

2. ARCANE RANGER

Your body has aligned itself with arcane magic, allowing you to imbue your arrows and bullets.

2 TP Gain +1D6 DMG on an attack you make with a Gun, Bow, or Crossbow weapon and convert the total DMG into SP-DMG. Both your SP Mastery and RAD apply to this attack as bonus SP-DMG. (*Limit once per attack*)

3. ARCANE WARRIOR

Your body has aligned itself with arcane magic, allowing you to imbue your melee attacks.

2 TP Gain +1D6 DMG on an attack you make with a melee weapon and convert the total DMG into SP-DMG. Both your SP Mastery and MAD apply to this attack as bonus SP-DMG. (*Limit once per attack*)

4. ATHLETIC

Dodging, rolling, climbing, running, and jumping are easier for you than they are for the average person. Overall, you're very in good shape. **Either 3 CON, 3 STR, or 3 AGI. +3 Initiative, +2 Speed.**

X TP Gain +X Speed for 1 round.

3 TP Reroll any CON, STR, or AGI test.

5. BALANCED ARMOR

While properly balanced, your armor becomes much easier for you to react in. If the difference between your Armor and SP-Armor stats is 5 or less, you gain +10 Initiative.

3 TP Reroll any AGI or STR test.

6. BATTLE MASTER

You've got some wicked battle scars, and some cool tales to go with them. As a master of battle, you know how to fight, win, and live another day. **1 Battle Skill. +2 MAD, +2 RAD, +10 Max HP.**

7. BATTLE BARD

Music gets you so pumped that fighting and performing are one and the same. Instead of adding your RAD or MAD to attacks that deal DMG, you may add your SE (*Song Effect*) stat as bonus DMG instead. **1 Song Skill. +3 Initiative**

8. BARDIC VOCALS

Your body has developed strong vocal chords and a booming voice, making your mouth your best instrument. You don't need an instrument equipped to use Song Skills. **4 STR.**

9. BIG

Exposure to radiation has caused you growth problems since birth. Because of this health condition and the uneven growth you've experienced, you have a max AGI of 3. **+1 STR, +1 STR test score. (You must be above the median weight or height for your race to learn this trait.)**

10. BIG STYLE

You like it big. Big weapons, big CDC costs, and big muscles. You can only equip and use 2H weapons and cannot use Activated Abilities with a CDC cost of 5 or less. **+1 STR.**

11. BITER

Whether it be for feral, violent, tactical, or adult reasons, you're a biter.

2 TP Whenever you attack an adjacent enemy and hit, you may deal 10 Trauma Damage to that enemy. (*Limit once per attack*)

12. BLOOD CONJURER

You've managed to create blood out of thin air.

1 TP Gain +5 HP.

3 TP You and any other Hero gain +10 HP.

4 TP All Heroes gain +10 HP.



13. BLOOD HUNTER

You have a special sense for blood and use that to your advantage. When you attack an enemy that has wounds, the attack gains Lethal.

1 TP Smell all blood within 10 spaces.

4 TP All Stealth enemies within 10 spaces lose Stealth if they have wounds.

14. BLOOD MAGE

Somehow, you've managed to learn the art of manipulating blood, a rare and dangerous art.

X TP Gain +X SP Mastery for 1 round.

3 TP Defeat any pawn within 3 spaces.

4 TP Target enemy loses 10 HP and you gain 10 HP.

6 TP Lose 10 HP. For 1 round, your next Spell Ability that deals SP-DMG will have the total SP-DMG (after stats) converted into Trauma Damage.

15. BLOOD WEAVER

You're known to weave your own blood in with spells and abilities, making them more efficient.

X TP Whenever you use an Activated Ability, you may use X TP. If you do, this ability may cost 1 less or 1 more CDC, for each TP used. Each time you use this talent, you lose 5 Vitality for each TP used.

16. BRUTE

You're a brute, and look like you enjoy pushing people around and beating them up. Your melee attacks that deal DMG gain +1D6 DMG. **4 STR.**

2 TP When testing AGI, test STR instead.

3 TP Reroll any STR test.

17. BORN IN DARKNESS

You were either born blind, or became blind shortly thereafter. Because of this, you have learned to compensate with your other senses. Relying on your other senses does put you at a high risk however, making Stun incredibly dangerous for you. *(This trait can only be learned through a background story and GM approval.)*
+Blind Immunity. +Stun Vulnerability.

18. DESTROYER

For some traumatic reason, you have decided to follow the path of destruction. Pure damage and destruction is the answer to everything. You can never deal status effects. **+5 MAD, +5 RAD.**

19. DISRUPTOR

You prefer to disable and disrupt your opponents in combat, focusing on one small victory at a time. Your attacks gain +2 Wounds.

4 TP Attack an attacking enemy at instant speed. If your attack hits, it interrupts their attack.

5 TP Negate an enemy ability that targets only you.

20. ELDERLY

You're not as young as you used to be, and your physical features show it. **-1 CON test score, -1 AGI test score, -1 STR test score, +2 TEC.**

21. EMANATOR

Your body has begun to emanate with spell power, and you can only use Spell Abilities on yourself or adjacent targets. Also, your Spell Abilities can never have Splash. You do learn a free Spell Ability of your choice though, and Spell Abilities may cost 1 less or 1 more CDC. INT no longer gives you SP Mastery, but you gain +1 SP Mastery for each CON that you have. You no longer need to make concentration checks.

22. GLUTTON

Whether you're as big as a horse, or as skinny as a twig, you still eat way too much. You gain 20 Temporary HP from eating a ration. **+10 Max HP.**

23. GREASE MONKEY

You're a trained mechanic. With a little bit of elbow grease, you can fix just about anything.

1 TP Cure Dissolve from any other adjacent Hero.

2 TP Emulate a Repair Kit.

5 TP Fix a broken mechanical device that would take 5-10 people to fix

6 TP Up to 4 target Heroes gain Dissolve Immunity for 1 round.



24. HEALTH PROBLEM

Whether it be diabetes, heart disease, skin allergies, or triggered strokes, you have some serious health problem that prevents you from using Potion items. You lose 50 Vitality if you use a potion. You're determined to beat the odds though, and won't let this problem hold you back. -1 CON test score, +1 WILL.

25. HEREDITARY ELEMENT

You've been born with an innate element in your blood, skin, and even hair. The effects of your element are subtle, yet visible (*cracks of ember in your skin, wet and wavy hair, or even lightning in your eyes.*) Choose a status effect from pg. 8 in the *Basic Rulebook*. You are immune to that element's status effect and display minor physical features of that element. **Either Titan Race, Astral Race, or 4 WILL.**

26. HIDEOUS

You're exceptionally hideous. You look like a hag, and overzealous Paladins hunt you down. Few people are friendly to you, and living with this drawback has never been easy. -4 CHA test score, +1 Attribute Point.

27. HYBRID RACE

Your parents weren't the same race, and it's becoming apparent you're a crossbreed. You gain 1 of the 2 racial bonuses from the race of your choice, and are now considered both races.

28. INTIMIDATING

You've learned how to frighten people with your figure, and let your muscles do the talking.

2 TP When testing CHA, test STR instead.

4 TP You may deal Repel to any 1 monster or pawn within 5 spaces.

29. JACK OF ALL ATTRIBUTES

You strive on being a well-rounded person that is decent at everything. You're a little better at everything than most people, but you're not perfect. Your 6 core attributes have a max of 8. **2 CON, 2 AGI, 2 INT, 2 STR, 2 WILL, 2 CHA.** +1 Attribute test score.

30. JUICER

You're not very subtle about your illegal activities, and certainly not about your use of drops. You cannot use Thief Abilities, but craft-able drop items are 3 times as effective for you. +1 STR test score.

31. LAND MASTER

You've grown up in the wild, and your senses are attuned to your natural surroundings.

X TP Gain +X Speed for 1 round.

3 TP Gain immunity to combat terrain for 1 round.

6 TP Gain Airborne for 1 round. This does not provoke attacks of opportunity.

8 TP Emulate a Safety Tent. (*Outside of combat only.*)

32. LEPER

Life has never been easy being a leper. Somehow, you've managed to catch a type of leprosy that is neither contagious nor curable. Unfortunately, not everyone knows or will believe that, and will still consider you dangerous. You gain the effects of a serious disease (*that can't turn fatal*), and can never get rid of this effect. (*Illness & Disease, Advanced Rulebook pg. 9.*) +2 Attribute Points.

33. MATTER OVER MIND

To you, a tough body is all it takes to ignore the ill effects of mental anguish. You no longer need to make concentration checks. +10 Max HP.

2 TP When testing WILL, test STR instead.

34. MEAT EATER

You love meat and it's almost the only thing you'll eat. All that extra protein shows, but so does your lack of vitamin C. +5 MAD, +1 STR test score, -1 CON test score.

35. MEATHEAD

You know how to work out, get in shape, and that's about it. Strong muscles and a hot body do pay off, but you never work out your brain. In addition, you have a hard time resisting protein shakes and a good workout. **4 STR.** +1 STR test score, +1 CHA test score, +10 Max HP, -1 INT test score.



36. MUSCLE MAGE

You're a firm believer that strength is just as important as knowledge (*and may have accidentally tapped into a strong, alien form of magic that is channeled through muscle.*) INT no longer gives you SP Mastery, but you gain +1 SP Mastery for each STR that you have.

37. MUTATED

Somehow, radiation poisoning has caused you to grow toxically venomous glands.

X TP Deal Poison X or Dissolve X to an adjacent enemy after they've made you test STR.

6 TP Deal 1D6 stacks of both Poison and Dissolve to an adjacent enemy.

38. PACK MULE

Carrying items for the team does come with its benefits. +3 Utility Belt Spaces, +5 Max HP.

39. PICTURE OF HEALTH

You are the prime example of a healthy person, and the other Heroes in your party notice this as well. Fellow Heroes begin to watch their diets, eat a little healthier, exercise more, and watch their weight. **Either 4 CON or 4 WILL.** **All Heroes in your party gain +5 Max HP.** (*limit once per party.*)

40. RELAXATIONIST

You know how to relax and share your techniques with others.

1 TP Recover 5 Vitality.

2 TP Emulate a Massage Kit.

4 TP All Heroes in the party recover 40 Vitality (*outside of combat only.*)

41. RIOT SOLDIER

You prefer to keep the peace with crowd control. Pistols have an accuracy of 3/4/5/6 for you. The following talents can only be used when you're equipped with a 1H Shield and a 1H Gun:

2 TP Negate a pawn's attack that targets you or an adjacent creature.

4 TP Negate a Monster's attack that targets you or an adjacent creature.

42. ROYAL VAMPIRE

You're quite the spell fluent vampire, and have somehow evolved into a *royal* vampire. If you're ever exposed to sunlight, you lose 20 Vitality per round. Covering up your skin with something like a cloak can easily negate the effects of the sun, but not always. You also suffer Burning and Almighty Damage vulnerabilities. +1 STR, +1 INT.

2 TP Any Activated Spell Ability may cost 1 less or 1 more CDC.

43. SEAFARER

At some point in your life, you were either a sailor, pirate, or travelling merchant. During this time, you've endured a variety of hardships, including violent storms, scurvy, and attacks from either pirates or the local authorities. (*This trait can only be learned through a background story and GM approval.*) +2 Knockback Resistance, +2 Poison Resistance, +6 Initiative.

44. SKIRMISHER

You know how to stab, smash, shoot, and parry while wielding different weapons. You must have 2 different weapon **types** equipped (*such as a 1H Pistol and 1H Sword, or a 2H Axe Instrument*), for this trait to apply. +3 Armor, +3 RAD, +3 MAD.

45. SMALL

Exposure to radiation has caused you growth problems since birth. Because of this health condition and the uneven growth you've experienced, you have a max STR of 3. +1 AGI, +1 AGI test score. (*You must be below the median weight or height for your race to learn this trait.*)

46. SPIRIT WEAPON

Somehow, your soul extends outward towards any 1 weapon you have equipped, giving your weapon its own personality. It may be roleplayed by either you or the GM. It can't move itself, but can see, talk, and produce a torch-like light at will. In addition, if you're ever separated from this weapon, you may lose 10 Vitality to summon it back to your hands at will. +1 CHA test score.



47. SPONTANEOUS ENERGY

Whether it be from your diet or a health condition, you tend to get random bursts of energy. At the beginning of your turn, roll 1 energy D6. You gain +1 Action Point if you roll a 6. *(you still have a limit of 4 Action Points max per turn.)*

48. STEADFAST RESOLVE

For a short time, your steadfast resolve will keep you from falling in combat.

3 TP Reroll any CON or WILL test.

3 TP Cure yourself of any 1 status effect or wound.

6 TP Upon being defeated, you may be reduced to 1 HP instead.

49. STRENGTH TANK

For a while, your extra layers of muscle can protect you from harm. **5 STR. +20 Max HP.** *(At 10 or more STR, you gain an additional +20 Max HP.)*

50. THICK SKULLED

When someone tries to explain something to you, you might have a hard time understanding it. This thick skull of yours does offer you some added protection though. +1 CON test score, +2 Stun Resistance.

51. TOUGH AS NAILS

You're incredibly stalwart, and as tough as a mountain. **Either 4 CON or 4 STR. +5 Armor.**

52. TROLL BLOODED

Apparently, you have a little troll blood in your veins. The benefits of this are that you have flexible extremities and regenerative abilities, allowing you to be immune to wounds. The drawbacks are that you lose any Burning and Dissolve immunities you may have, and gain Burning and Dissolve vulnerabilities. *(You keep your resistances.)* -2 CHA test score.

53. TWISTED EXPERIMENT

You poor soul... Somehow you ended up as someone's twisted experiment. You may learn 1 Mechanical and 1 Spell Ability of your choice. Additionally, Activated Mechanical and Spell

Abilities may cost 1 more or 1 less CDC. However, because you're an incredibly unstable prototype, your max WILL is 1, and you're vulnerable to SP-DMG.

54. UNHEARD OF

No one's ever heard of someone like you, because you're not the typical multiclasser. NPCs don't know what class you are, unless you decide to take the appearance of one. Your basic understanding of all classes aids your quick wits and combat stamina. **1 Ability from 4 different classes. +1 INT test score, +4 Initiative, +10 Max HP.**

55. VAMPIRE INITIATE

Somehow, you've become a vampire, and you have a hard time controlling your thirst for blood. Sun doesn't bother you yet, but you must drink 1 pint of fresh humanoid blood during each long or short rest, or you won't recover any TP or Vitality. You're also vulnerable to Almighty Damage. +1 STR or +1 AGI.

56. VERSATILE

Versatility is key, and you excel at being an adaptable combatant. You're adept at healing, fighting in close range, and even dealing SP-DMG from a distance. +2 Healing Mastery, +2 MAD, +2 SP Mastery.

57. WITCH GRINDER

You have a background hunting witches, wizards, and magical creatures in your time. Sometimes, your fanaticism for the hunt can get triggered in the heat of combat. Your attacks gain +10 DMG against enemies that have dealt you SP-DMG. *(At HL 3 and above, you gain +20 DMG instead.)* You can never wield weapons that deal SP-DMG.

58. WEATHERPROOF

You like to stay dry and comfortable, and have learned how to protect yourself from the wasteland's harsh elements. **Either 4 CON or 4 WILL. +5 Resistance.**



MENTAL TRAITS

59. ALCHEMICAL MAGE

Your life's all about spells, beakers, and potions.

2 A.U. Gain 1 Health Potion, Mana Potion, or Motion Potion.

3 TP Reroll any INT test.

3 TP Cure yourself or any adjacent Hero of any 1 status effect or wound.

60. AMPLIFIED MIND

The stars have blessed you with an amplified mind. +1 WILL test score, +1 INT test score.

61. ANTI-AUTHORITY

You hate authority and the law with a passion. Not even town guards are excluded from your prejudice. You critically fail any attribute tests that are associated with a legal or authority figure (*at least for the first test associated with them.*) You cannot use Justicar abilities. +1 Attribute Point.

62. ARCANE ENTHUSIAST

You have sold yourself to the idea of arcane magic, and can never choose the side of technology or nature over the progress of magic. (*You would easily be against controlling, limiting, or eliminating the use of arcane magic.*) You can't use any Druid, Warden, Geomancer, Tinker, or Engineer abilities.

2 TP Any Activated Spell Ability may cost 1 less or 1 more CDC.

63. BARON OF FLESH

You know how to warp the flesh of the living and the dead... at least for a few minutes. Your twisted and unusual skills are perfect for minor tricks, illusions, and false or temporary health.

1 TP Give any Hero +10 Temporary HP.

2 TP Warp the flesh of a dead creature to take the appearance of any other creature (*of similar size*) for up to 1 minute.

3 TP Reroll any CON test.

4 TP Create any kind of fleshy illusion (*such as making someone's skin melt, emulate a Disguise*

Kit, or even feign your own death) for up to 15 minutes.

64. BATTLE ENGINEER

Technology beats everything, and you're well aware of this. Your practical ingenuity benefits both yourself and your turret minion. **You must know the Engineer's "Gun Turret" ability to learn this trait.** +3 Armor, +3 Gun Turret Minion Range.

65. BIONIC NIGHT VISION

You have either undergone surgery or installed bionic night vision into your own eyes. This allows you to ignore the penalties from dark and pitch black conditions, as they appear light to you. **J-10 Race, 8 Core Craft Mastery, or pay 300 gold.**

66. BRAIN CHIP

Although you might not remember it, you've had a brain chip installed into your own skull. This effect greatly improves your mental prowess, but your max stun resistance is 0. You cannot be immune to Stun, and you are also vulnerable to Stun. +1 CHA/INT/WILL test scores.

67. BRAVE

You're bolder than the average person, and are willing to do things others are not. Holding an action only takes 1 Action Point for you. **4 WILL.**

68. CHARGED CHESTPLATE

With a rare electrostatic metal, you've augmented your chest with Armor and lightning. You gain the charged chestplate, a suit equipment, that only you can equip. While equipped, it gives you +3 Armor, +3 SP Mastery, and once per long rest, you may use the Warden's "Storm Guard" ability. (*This ability counts as a Mechanical Skill, instead of its normal type.*) **Either 10 Craft Mastery to craft this equipment or pay 600 gold.**

69. CHEMIST

You've learned the Estarian periodic table, and have a good understanding of the known elements.

2 TP Change a Health Potion, Motion Potion, or Mana Potion into a Health Potion, Motion Potion, or Mana Potion.



2 A.U. Gain 1 Health Potion, Motion Potion, or Mana Potion.

6 A.U. Gain 1 Rejuvenation Potion, Stamina Potion, or Zest Potion.

70. CHROMAMANCER

You're fond of colorful effects and can tactically manipulate the elements.

1 TP Whenever you deal any amount of any one status effect, you may change that status effect into another type.

71. CLEANSER

You know how to purify the sick, the tainted, the cursed, and the impure.

1 TP Cure any Hero within 2 spaces of Poison or any illness (*not disease*.)

2 TP Emulate a Water Purifying Kit.

5 TP Remove a curse from yourself, an equipment, or an adjacent Hero.

5 TP Cure yourself or any adjacent Hero of any 1 Disease.

72. COMBAT ADVISOR

After Initiative is rolled, you may give target Hero your Initiative score minus 1. This replaces their Initiative score, although you keep the same one that you rolled.

73. CRYOGENIC GREAVES

With a rare cryogenic metal, you've augmented your legs with metal and ice. You gain the cryogenic greaves, a boots equipment, that only you can equip. While equipped, it gives you +2 Armor, +2 SP-Armor, +2 Speed, and three times per long rest, you may use the Hydromancer's "Coldwater Touch" ability. (*This ability counts as a Mechanical Skill, instead of its normal type.*)

Either 10 Craft Mastery to craft this equipment or pay 600 gold.

74. DARKWATER LORD

You've committed your life to the art of shading water. Each stack of Blind *OR* Knockback you deal, deals *both* Blind and Knockback. (2 Blind + 1 Knockback = 3 Blind + 3 Knockback.) You can deal no other status effects.

75. DITZY SAVANT

You're quite intelligent, but it's hard for you talk. No matter how smart you are, you still manage to come off as silly, and suffer a *Language Barrier* (*Advanced Rulebook, pg. 12.*) **+1 INT.**

76. ECO-ENGINEER

You're all about environmentally safe technology. You also believe that technology can make the world a better place for nature. **+2 Minion Damage, +2 Healing Mastery, +2 Craft Mastery.**

77. EDUCATOR

You've become an exceptional teacher, and any 1 companion or Hero may learn any 1 ability that you know. **4 CHA and 4 INT. +1 INT test score.**

78. ENCHANTED WARRIOR

You've learned how to enchant yourself, and use raw magic to aid yourself in combat. Sometimes, you can even use it to manipulate enemies.

3 TP Reroll any 1 accuracy roll.

3 TP Force any non-boss enemy that attacks you to once reroll their accuracy roll.

6 TP Deal Taunt or Repel to an adjacent enemy.

79. ENERGY MAGE

You've complimented yourself with raw energy, allowing you do deal even more SP-DMG. This raw energy does however destroy your elemental potential, and you can never deal status effects with spell abilities or attacks. **+6 SP Mastery.**

80. ESCAPED LUNATIC

You've escaped an asylum, and you may or may not actually be crazy. However, people that know you will still assume you are. Years of drugs and "therapy" have made you pretty tolerant of pain, but have also dented your brain and personality. **+1 CON, +1 WILL, -2 CHA test score, -2 INT test score.**

81. FANATICAL ACOLYTE

You praise your god so much, that you cannot accept anyone praising any other gods. In addition, you cannot perform any CHA test outside of combat without also trying to convert the opponent(s) of your test to your religion. **Pick a**



god from the *Advanced Rulebook* to follow (or *make your own.*) +4 Healing Mastery, +4 SP Mastery.

82. FROSTFIRE LORD

You've committed your life to the art of frosting fire. Each stack of Frost *OR* Burning you deal, deals *both* Frost and Burning. (2 Frost + 1 Burning = 3 Frost + 3 Burning.) You can deal no other status effects.

83. GOOD NATURED

You're a good-natured person and have trouble doing anything unnaturally destructive. You especially hate seeing all the evil magics that fill this dark world, and cannot use any Offensive Spells unless they're an Offensive/Support Spell. +1 CON test score, +4 Healing Mastery.

84. GREENFIRE LORD

You've committed your life to the art of poisoning fire. Each stack of Poison *OR* Burning you deal, deals *both* Poison and Burning. (2 Poison + 1 Burning = 3 Poison + 3 Burning.) You can deal no other status effects.

85. HACKER

You know too much about today's modern tech.

2 TP Emulate a Hacking Kit.

3 TP Reroll any INT or CHA test that's strongly associated with technology. (*GM determined.*)

3 TP Emulate a Knockpick or Trap Disarm Kit.

4 TP Detect all hackable technology and all traps within 10 spaces.

86. HEALER

Healing is your true passion, and keeping everyone at full HP is your primary concern. +3 Healing Mastery.

3 TP Gain +10 healing on your revive action or any action that heals (*including abilities.*)

87. HAUNTED

Something is haunting you, or so you believe. No one else will believe you though. You may attempt to talk to it, and bond with it, but you aren't

always likely to get a response, or the answers you like. This would drive weaker willed people insane. (*The GM determines what is haunting you, whether it will positively or negatively affect you, and may even roleplay it at will.*) **GM Approval.** +1 WILL.

88. HAZE OF DROPS

Your drug habit has damaged your brain, but has managed to open your mind. This may or may not be a great thing. -1 INT test score, +3 Minion Mastery, +3 Song Effect, +3 Craft Mastery.

89. HYDROPHOBIC

Water terrifies you. You may reluctantly drink purified waters for survival, but because you lack proper hydration, you suffer Knockback vulnerability, and can never become immune to it. Additionally, you can never willingly swim, be submerged in water, or take a bath, because you will pass out for 1D6 hours. -1 CON test score, +2 Attribute points.

90. KNIGHT SMELTER

You have experience annihilating soldiers and heavy knights before they can even reach you. When you have a higher Initiative score than an enemy, your attacks and Offensive Spells that deal SP-DMG gain an additional +10 SP-DMG against that enemy. (*Does not affect SP-DMG dealt via combat terrain.*)

91. LAWFUL

You can never break the law or even bend the rules. If you witness a non-Hero breaking the law, you *must* arrest or report them. +1 WILL.

92. LIGHT CASTER

You have learned the unique trick of summoning small orbs of light, and use this to your advantage.

2 TP Summon a light ball on an adjacent terrain. This light ball turns everything within 5 spaces from pitch black or dark to light. All enemies within 5 spaces of your light balls lose Stealth. Light balls cannot be moved by any means at all, and this effect lasts 24 hours.

3 TP Add Blind 3 to any Hero's attack.

6 TP Negate an attack or ability for any number of creatures adjacent to 1 of your light balls.



93. LUNAR CRUSADER

You're a lunar crusader and fervently idolize astrology with your fist. At will, you may use 1 of your Astrologist's moonglow tokens to give any Hero +1D6 Almighty Damage on their attack.

94. MAGICAL ATTUNEMENT

You've attuned yourself to magic so well, that you've subconsciously formed a barrier against it. **1 Spell Ability.** +5 SP-Armor.

95. MECHANICS MANUAL

You swear by using a mechanics manual, and would forget all your Mechanical Skills if you didn't. For each Mechanical Skill that you know, your mechanics manual learns a Mechanical Skill as well (*this is an item that takes 1 space in your backpack.*) During long rests, you may trade any amount of Mechanical Skills that your mechanics manual knows, with Mechanical Skills that you know. Abilities that your mechanics manual know do not count as abilities that you know, until you trade for them at a long rest. (*Example: You know the Gun Turret and Tesla Coil Mechanical Skills, and your mechanics manual knows the Flame Thrower and Rocket Barrage Mechanical Skills. You can only use/know Gun Turret and Tesla Coil. At a long rest, you may trade the Tesla Coil Skill for the Flame Thrower Skill. Now, you know the Gun Turret and Flame Thrower Skills, and your mechanic's manual knows the Tesla Coil and Rocket Barrage skills. You can only use/know Gun Turret and Flamethrower.*)

96. MECHANIZED SUMMONING

Taking a more practical approach, you motivate your minions with machinery, rather than personality. You no longer gain Minion Damage or Minion Speed from CHA, and instead gain +1 Minion Damage and +1 Minion Speed for each INT that you have. **3 Mechanical Skills.**

97. MEDIC

You're a learned professional when it comes to medicine, and know a few quick techniques.

1 TP Emulate a Bandage.

2 TP All adjacent Heroes gain +10 HP.

3 TP As a quick action, emulate a Med Kit.

98. MIND OVER MATTER

To you, a strong mind is more important than a strong body. You no longer need to make concentration checks. **+10 Max HP.**

2 TP When testing STR, test WILL instead.

99. MINION CRAFTING

You prefer to let your craftsmanship show through your minions, and take great pride in your creations. Your minions may benefit from your Craft Mastery, in place of your Minion Damage stat (*you decide upon summoning.*) In addition, you've managed to create 3 small, non-combat familiars that aid you in your crafting (*3 familiars with a 1 in every Attribute and stat. They may see and talk, but cannot attack, and cease to function if they are ever more than 10ft away from you. To keep them out of harm's way, they may all fit into your backpack, taking up only 1 space. While alive and functioning, each familiar will give you +1 Craft Mastery and +1 Initiative. If you lose any of these familiars in any way, you will simply remake the familiar(s) at a long rest. You may only ever have up to 3 at any given time.*) **4 INT.**

100. NATURE ENTHUSIAST

You have sold yourself to nature, and can never choose the side of technology over nature. (*You would easily be against helping a logging company, butcher, or even genetic engineering.*) You cannot use or know Mechanical Abilities.

2 TP Any Activated Spell or Hunter Ability may cost 1 less or 1 more CDC.

101. NECROTIC ALCHEMIST

You're foul, but creative. You may now give Necromancer minions potion tokens, as if they were Heroes, and they may use potion tokens as well. As their quick action, each minion may use 1 potion token per round. **1 Alchemist Ability or 1 Necromancer Ability.**

1 TP Destroy a fresh corpse to gain 1 A.U.

102. NERD

You're a nerd, and you like things like science, homework, and board games. Unfortunately, you make a great target for both bullies and enemies



alike. Pawns that are adjacent to you will always attack you over any other target. **6 INT.** +3 Craft Mastery. +3 SP Mastery. +3 Healing Mastery.

103. NUKE MAGE

Nuke and rest, that's your style. Blast all your big spells and let your comrades finish the job. You may learn any 1 Activated Spell Ability. However, you cannot know or use any Support or Summon Spells, and can only use Spell Abilities with a CDC cost of 6, 7, 8, or 9. +4 SP Mastery.

104. OVERDRAMATIC

You're a little too dramatic! Your attribute tests now critically fail on 1/2 and critically succeed on a 5/6. Flavor-wise, your critical failures and successes appear more dramatic as well.

105. PAPER WIZARD

You've mastered the odd art of paperomancy, and can manipulate paper. (*Not wood or sawdust.*)

1 TP Move a small book or piece of paper 15ft.

2 TP Forge or magically cause writing on any paper within 10ft.

4 TP Use a scroll item of yours as a free action.

8 TP Cause all paper and books within (20xHL)ft to violently fly around, burn, or explode, causing a random amount of Elemental Damage determined by the GM. (*This might destroy some buildings, like a library or school.*)

106. PLAGUE DOCTOR

You heal others by whatever means necessary; and many will question your healing practices. Whenever you heal any creature by any means, or anyone uses one of your potion tokens to heal HP, you must roll 1 Malpractice D6. On a 1, the creature being healed is *instead* dealt Trauma Damage equal to the amount you tried to heal them for. Otherwise, you may double the amount being healed. (*Example: You heal a Hero for 12 HP, and roll a 1 on your malpractice D6. That Hero is dealt 12 Trauma Damage instead. However, if you rolled a 2/3/4/5/6, they would be healed for 24 HP.* **1 Alchemist Ability** or **1 Support Spell**.)

107. PSIONIC BARD

You used to spend all day playing, writing, and singing songs in your head. Now, through some

telepathic mutation, others can hear these songs as well. You don't need an instrument equipped to use song skills. **4 WILL.**

108. PSYCHIC

You have managed to peer into the minds of creatures within 10ft, using telepathy. Doing so will tell you everything the target knows.

1 TP Read a friendly humanoid's mind.

2 TP Read a friendly non-humanoid's mind.

4 TP Read a neutral/hostile humanoid's mind.

8 TP Read a neutral/hostile non-humanoid's mind.

109. RUBY MAGICIAN

As a distant cousin to a clan of Azure Battlemages, you've grasped how to learn abilities a different way; through your fellow Heroes.

2 TP As an action, you may use any Activated Offensive or Support Spell Ability that any friendly Hero in your party knows. (*This ability must have a CDC cost of 1-4. Using an ability this way does not cost or add CDCs to the chosen Hero's ability.*)

110. SCIENTIST

Who needs magical abilities when you have science! You're a fan of crafting, and believe it's superior to magic. That, or maybe you believe it can enhance magic. **4 INT.** +5 Craft Mastery.

111. SOUR-VOID LORD

You've committed your life to the art of tainting the void. Each stack of Dissolve *OR* Blind you deal, deals *both* Dissolve and Blind. (2 Dissolve + 1 Blind = 3 Dissolve + 3 Blind.) You can deal no other status effects.

112. SPELL BOOK

You swear by using a spell book, and would forget all your Spell Abilities if you didn't. For each Spell Ability that you know, your spell book learns a Spell Ability as well (*this is an item that takes 1 space in your backpack.*) During long rests, you may trade any amount of Spell Abilities that your spell book knows, with Spell Abilities that you know. Abilities that your spell book know do not count as abilities that you know, until you trade



for them at a long rest. (Example: You know the Acid Bolt and Fire Golem Spell Abilities, and your spell book knows the Gush and Bubbles Spell Abilities. You can only use/know Acid Bolt and Fire Golem. At a long rest, you may trade the Fire Golem spell for the Gush spell. Now, you know the Acid Bolt and Gush spells, and your spell book knows Fire Golem and Bubbles spells. You can only use/know Acid Bolt and Gush.)

113. SPONTANEOUS EVOKER

You found a more barbaric way to cast magic. You can only use Activated Spell Abilities (not AA or CA) and only ones with a CDC cost 1, 2, 3, or 4. You can only use each Spell Ability once per combat. Furthermore, you no longer need to make concentration checks, and may learn any 2 Activated Spell Abilities of your choice.

114. STRATEGIST

When you roll for Initiative, roll for it twice, and choose whichever roll you want. Once a turn order list is decided, you and another Hero may trade your Initiative scores (before round 1 starts.)

115. TACTICIAN

You're familiar with combat and advanced tactics. +6 Initiative.

X TP Target other Hero may gain +X Initiative. (When rolling for initiative only.)

8 TP Target other Hero may gain +1 Action Point.

116. TECHNOLOGIST

You have sold yourself to technology, and can never choose the side of magic or nature over technology. (You would easily be against limiting genetic research, limiting technological advances to protect nature, or even supporting the progress of magic.) You can't use or know Non-Mechanical Spell Abilities.

2 TP Any Activated Mechanical or Gun Abilities may cost 1 less or 1 more CDC.

117. TECHNOMANCER

The combination of magic, technology, and music can be frightening if misunderstood. Your aptitude with these arts allow you some unique talents.

X TP +X Craft Mastery for 1 round.

2 TP Emulate a Hacking, Repair, or Trap Disarm Kit.

6 TP Negate any non-boss attack or ability that deals SP-DMG to anyone.

118. TELEKINESIS

You may move small objects with your mind. For each INT that you have, you may move 1lb with your mind. You can only move inanimate objects within 50ft, and in clear sight.

119. TRANSMOGRIFIER

Somehow, you've acquired the odd talent of transmogrification, and may alter materials.

1 TP Convert 1 A.U., M.U., or T.U. into either 1 A.U., M.U., or T.U.

2 TP You may destroy 1 Mod to roll for another 1 Mod. (The new Mod cannot be the target of this effect.)

120. TREMORSHOCK LORD

You've committed your life to the art of shocking earth. Each stack of Slow OR Stun you deal, deals both Slow and Stun. (2 Slow + 1 Stun = 3 Slow + 3 Stun.) You can deal no other status effects.

121. VOLCANIC GAUNTLETS

With a rare volcanic metal, you've augmented your arms with metal and fire. You gain the volcanic gauntlets, a gloves equipment, that only you can equip. While equipped, it gives you +2 Armor, +2 RAD, +2 MAD, and twice per long rest, you may use the Pyromancer's "Heat Bolt" ability. (This ability counts as a Mechanical Skill, instead of its normal type.) **Either 10 Craft Mastery to craft this equipment or pay 600 gold.**

122. X-RAY VISION

You can see through clothes and thin walls alike.

X TP For 1 round (10 seconds), you may see through X" (inches) of any material within 20ft, except lead. (You may not be able to detect everything, but you can detect most metals, solids, and bones. Some chests are lined with lead and immune to this effect.)



SKILLED TRAITS

123. ASPIRING MARKSMAN

With intense training, you plan on becoming the best marksman you can be. **+3 RAD.**

X TP Whenever you make a ranged weapon attack, you may add +X range to the attack.

124. AMBIGUOUS

It's very unclear what you are... NPCs and enemies cannot tell what class you are, and your nonconformance buffs your spirit. **1 Ability from 4 different classes.** **+6 Initiative.** **+5 Max HP.**

2 TP Emulate a Disguise Kit.

125. AMPLIFIED SKILL

The stars have blessed you with amplified skill. **+1 AGI test score.** **+1 CHA test score.**

126. APPRENTICE ARMORSMITH

Crafting Armor equipment costs 6 less Craft Mastery for you. **(+1/+2/+3/+4/+5 Armor Equipment now only requires 4/14/24/34/44 Craft Mastery to Craft. Adv. Rulebook pg. 23.)**

5 M.U. Spend 15 minutes during a long rest bolstering any Armor Equipment. That Armor Equipment gains +1 in quality. *(Limit one bolster per equipment.)*

127. BARBARIC LEADER

You command your allies with ferocity! **4 CHA.**

3 TP Reroll any STR test. *(Using your TP, you may let any Hero use this Talent.)*

128. BATTLE LOG

You swear by using a battle log, and would forget all your Battle Skills if you didn't. For each Battle Skill that you know, your battle log learns a Battle Skill as well *(this is an item that takes 1 space in your backpack.)* During long rests, you may trade any amount of Battle Skills that your battle log knows, with Battle Skills that you know. Abilities that your battle log know do not count as abilities that you know, until you trade for them at a long rest. *(Example: You know the Rush and Taunt*

Battle Skills, and your battle log knows the Hype Man and Flex Battle Skills. You can only use/know Rush and Taunt. At a long rest, you may trade the Rush Skill for the Hype Man Skill. Now, you know the Taunt and Hype Man Skills, and your battle log knows the Rush and Flex skills. You can only use/know Taunt and Hype Man.)

129. BLIGHTCASTER

You either love to see people suffer or love to watch your minions spread the blight *(or both.)*

3 TP Add +Poison 3 and +Blind 3 to any of your minion's attacks. *(Limit once per attack.)*

6 TP Deal 1D6 stacks of both Blind and Dissolve to an adjacent enemy.

130. BOMB DIFFUSER

For some reason or another, you have plenty of experience disarming traps and bombs alike. **+1 Burning Resistance.**

1 TP Detect if an object with 10ft is trapped.

2 TP Emulate a Trap Disarm Kit.

131. BOUNTY HUNTER

You're either an experienced bounty hunter, or it just comes naturally to you. You gain HLxD6 additional gold from any quest or mission that rewards you gold. *(Limit once per reward.)*

4 TP Learn the whereabouts of any NPC.

8 TP Discover the exact location of any NPC you've seen before. *(If possible, GM determined.)*

132. BROTACULAR

Bro! You swear by teamwork, and rely on your comrades. Without your friends, you wouldn't be as cool as you are. **3 CHA.**

2 TP Any Activated Battle Ability or Shield Skill may cost 1 less or 1 more CDC.

133. BUSINESS OWNER

You have a small business and a few underlings working for you in whichever town you choose. Your employees are telepathically linked to you, and can relay messages to and from you. As you and your business grow, you start making use of a



Delivery System (*Carrier pigeon, mechanical balloons, magic portals, etc.*) between you and your business, which has 20 inventory spaces.

1 TP You may mail (*for free*) 1 item or equipment to your business. (*In town, this costs 0 TP.*)

2 TP An employee that's telepathically linked to you may send a messenger raven to just about anywhere, carrying any message you desire.

2 TP Via your Delivery System, you may transfer any 1 equipment or item (*or stack of 12 same items*) to your business storage, or vice versa.

5 TP Take a loan from your business, of up to HLx100 gold. If you fail to pay this back after INT+CHA days, the business will fail and you'll lose this trait until you pay it back.

134. CALLIGRAPHER

You're an artist, love literature, and possess unique calligraphy talents. Using some of the Talents below, you have the potential to create scrolls from Table 1 WS (*Basic Rulebook, pg. 29.*)

1 TP Create hidden messages or forgery on a document, book, or piece of paper.

1 TP Spot any hidden message or forgery on a document, book, or piece of paper.

3 TP Obtain any scroll from Table 1WS. This scroll is a signature scroll (*unique item*), and only you can use it. (*Limit 1 signature scroll at any given time. Cannot be sold.*)

3 TP Obtain any scroll from Table 1WS. This scroll is a private scroll (*unique item*), that only 1 person of your choice may use. (*Limit 1 private scroll at any given time. Cannot be sold.*)

135. CAPTIVATING LEADER

You command your allies with amiability. **4 CHA.**

3 TP Reroll any WILL test. (*Using your TP, you may let any Hero use this Talent.*)

136. CATCH PHRASER

You've created up to 5 popular catch phrases. You can change, add, or remove catch phrases only when you level up. If you ever forget to say a catch phrase of yours during any attribute test (*before you roll the die*), you critically fail it. **4 CHA. +1 Attribute Test Score.**

137. CHAOTIC

Living a life of chaos, you've become disorderly and carefree. Once per day, the GM may have your character do one of the following 2 actions:

1. The GM may have you perform any CHA test with any NPC (*Such as persuading an NPC that someone is trying to kill them.*)

2. The GM may have you physically assault or harass an NPC, involving a STR or AGI test.

You also learn **1 ability of the GM's choice**; from among the 3 different classes of *your choice*. (*You pick the classes; the GM picks 1 ability from any of the 3 classes.*) **GM Approval. +6 Initiative.**

138. CHARMING INSTIGATOR

You have a charming personality and instigate conversation with boldness and creativity. **+1 CHA test score, +3 Initiative, +3 Craft Mastery.**

139. CRITICAL AMPLIFICATION

Your critical hits may now deal +4 wounds.

140. COMBAT THIEF

You're more than just a petty thief. When need be, you know how to throw down a skilled fight. **1 Thief Ability. +6 Initiative, +2 RAD, +2 MAD.**

141. DISCIPLINED CASTER

You cast spells with precision and discipline. Whenever you spend an action to use a Spell Ability that deals SP-DMG, you may also use your quick action to gain +5 SP-DMG on this ability. Alternatively, whenever you spend an action to use a Spell Ability that heals, you may also use your quick action to gain +5 Healing on this ability. (*Decide before rolling.*) You may do this up to 2 times per ability, if you have the actions to.

142. DISCIPLINED FIGHTER

You use weapons with technique and discipline. Whenever you use an attack or ability that has you attack only once, you may also use your quick action to gain +5 DMG if the attack deals DMG, or +5 SP-DMG if the attack deals SP-DMG. (*Decide before rolling accuracy.*) You may do this up to 2 times per attack/ability, if you have the actions to.



143. DETECTIVE

Somewhere down the line, you've done some detective work, and know what to look for.

- 1 TP** Get more information from any NPC about a certain topic (*if they're hiding information.*)
- 2 TP** Detect if an object within 10ft is trapped.
- 3 TP** Detect if a humanoid is lying.
- 4 TP** Learn the whereabouts of any NPC or object.

144. DUELIST

Whenever you attack with a weapon that deals DMG, you may choose to add *either* your RAD or your MAD. +4 RAD, +4 MAD.

145. EAGLE EYE

When focused, your eyes become as sharp as an eagle's, allowing you to see much farther for a moment. You may emulate Binoculars at will.

- X TP** Whenever you make a ranged weapon attack, you may add +X range to the attack.
- 1 TP** Emulate a Telescope for a few seconds.
- 3 TP** Use your normal accuracy when attacking beyond your range for 1 round.

146. EXPERT SURVIVALIST

Equipment that is designed to give either you or your minions Max HP have their effects *tripled* for you. Max HP gained from TEC (*through stat points*), also have their effects *tripled* for you.

- 1 TP** Emulate a Magic Moss.
- 2 TP** Emulate a Water Purifying Kit.
- 2 TP** Emulate a Parachute.

147. FAMILIAR

You have bonded with 1 small, non-combat animal companion, and may choose an animal that is real and under 15lbs (*Like a lizard, hawk, small dog, or even a baby pig could work. If the GM allows it, you may choose an unreal creature.*) You may talk to it and ask it to do things for you, as long as it is not harmful to the familiar itself, and the familiar is capable of such a task. Your familiar(s) has 1 HP, shares your INT, WILL, AGI, and CHA attribute scores, and can only talk to and be heard by you. It has a STR and CON score of 1,

and can never participate in combat, nor be killed in combat (*it simply stays outside of the combat area.*) When asking it to perform a strenuous task (*determined by the GM*), the GM may have you roll a CHA test of their choice in difficulty. (*An example of a strenuous task would be exploring a dungeon for you.*) Your familiar can get lost if it's ever more than 500ft away from you (*determined by the GM, the animal, and the situation.*) If your familiar ever dies, grows too big, or runs away for some reason, you may simply replace it during your next long rest. You may learn this trait multiple times to acquire additional familiars.

148. FASHIONISTA

You're obsessed with fashion, and you always sport the current trends. In crowds of normal people, you always stand out. You can never gain Stealth but may equip accessories in any equipment slot. +1 CHA test score, +4 Initiative.

149. GOLDSMITHING

Through work experience or peddling wares, you've learned how to efficiently craft Basic Rings. Crafting +1/+2/+3 Ring Equipment requires 5/10/15 Craft Mastery to Craft. These rings only cost 100 gold each to make, regardless of quality. However, these rings aren't aesthetically pleasing, and without a proper goldsmithing license, merchants will only buy them for 10 gold a piece, regardless of quality. (*The main benefit here is that you can craft +2/+3 quality rings for only 100 gold, and at any given time.*) +4 Craft Mastery.

150. GOURMET CHEF

Whether you bake, brew, or cook up a mean stew, you know how to provide quality provisions for your party. This includes turning basic rations into nutritious, flavorful entrees. Whenever anyone in your party uses a ration, they also gain +10 Temporary HP. This nutritious diet has also had a great impact on your health. +10 Max HP.

151. HIPSTER BARD

Whether it be dancing, telling jokes, or reciting dark poetry, you've learned how to deliver the effects of your songs in many different ways; and none of them are mainstream. No matter how you decide to play your songs, they still benefit from your Song Effect stat. You don't need an instrument equipped to use Song Skills. **4 CHA.**



152. HOARDER

You've always had a hard time leaving any sort of treasure or item behind. **+1 Accessory Slot, +3 Utility Belt Spaces.**

153. HOUNDMASTER

You're a dog person, and always have been. Dogs naturally respect you and beckon your call. *(These dogs may be real, robotic, spiritual, or magical.)* All your minions that have "Wolf" or "Hound" in their name gain Lethal on all their attacks.

1 TP Summon a small swarm of dogs (*non-combat minions*) adjacent to you (*they take up 1 space, and count as 1 creature.*) They have 1HP, and any Hero adjacent to them gains +1 CHA test score. Other than that, what they do is entirely up to your creativity and the GM. *(You can only control 1 swarm of dogs at any given time. They last until defeated or your next long rest.)*

154. INVISIBLE AIR SERVANT

You gain an invisible air servant that can perform very simple tasks for you, like carry a small object or knock over someone's drink. It can only move up to 5lbs of anything at any given time. It cannot revive, die, attack, talk, or trigger any trap. It can, however, see and talk to you telepathically. You may also command it telepathically. All of its attributes are equal to 1 in the unlikely event it manages an attribute test. **Either 4 INT or 4 CHA.**

155. KIDNAPPER

When you were young, you were kidnapped, and learned some tricks of the trade yourself *(and may have exercised that knowledge as well.)* Acting first is definitely the most important step to being successful. **+6 Initiative, +1 Slow Resistance.**

2 TP Emulate a Knockpick or Binding Kit.

156. LEADERSHIP

As a true leader, you lead the way for your allies, and even gain a companion. Your companion has half your experience points, rounded down, but stops gaining experience once they gain HL 2. Companions can never gain EL's. You may build this companion from scratch, picking their name, race, classes, traits, abilities, etc., just as though you were creating an additional character. Your companion is considered a Hero, but Heroes are

never considered companions. Companions are not minions, cannot use force breaks, and can never have bonus tokens or Loyalty Points. You may roleplay and control this companion or split control of it with the GM. **10 CHA and GM Approval. This trait requires an exceptional amount of micromanagement on your part.**

157. LUCKY

Lady Luck smiles upon you more than others.

4 TP Reroll any 1D6.

158. MANEUVERS MANUAL

You swear by using a maneuvers manual, and would forget all your Equipment Skills if you didn't. For each Equipment Skill that you know, your maneuvers manual learns an Equipment Skill as well *(this is an item that takes 1 space in your backpack.)* During long rests, you may trade any amount of Equipment Skills that your maneuvers manual knows, with Equipment Skills that you know. Abilities that your maneuvers manual know do not count as abilities that you know, until you trade for them at a long rest. *(Example: You know the Shield Master and All Out Equipment Skills, and your maneuvers manual knows the Barbed Arrow and Knockdown Arrow Equipment Skills. You can only use/know Shield Master and All Out. At a long rest, you may trade the Shield Master Skill for the Knockdown Arrow Skill. Now, you know the All Out and Knockdown Arrow Skills, and your maneuvers manual knows the Shield Master and Barbed Arrow Skills. You can only use/know All Out and Knockdown Arrow.)*

159. MEDICAL RESPONDER

Once per round, when you're allowed to make an attack of opportunity, you may instead use an Activated Support Spell or a Health Potion.

160. MERCENARY

You know how to seek work, get dirty, and fill your pockets. Some NPCs may actively try to give you small quests or chores. **GM Approval and notes on the following page. +10 Max HP.**

3 TP *If possible,* Target NPC gives you a quest.

3 TP *If possible,* in town, a random NPC approaches you, and gives you a quest.



MERCENARY GM NOTES - The size of the quests given this way do not matter. (*Go get them milk for 5 gold, or slay a beast for 500 gold.*) Quests given should be straightforward and attainable.

161. MINION SPECIAL TRAINING

With some focused training, your minions are now capable of using their abilities more often. Any Class Abilities that your minions can use once per combat, may now be used *twice* per combat. (*Their abilities do not incur/cost CDCs; However, they can only use an ability once per round.*)

162. MYSTERIOUS STALKER

A mysterious stalker follows you around, hiding in the shadows, and randomly helping you. But why? Occasionally when you critically fail something, this stalker may jump in to help you. The stalker even tends to foreshadow combat with some sign, boosting your initiative. **4 CHA.** +6 Initiative.

5 TP Reroll any critical miss/failure.

163. NATURAL LEADER

You're a natural leader, and others can't help but follow you. **6 CHA.**

X TP Add +X to *all other* friendly Heroes' Initiative scores (*when rolling for initiative.*)

4 TP Reroll any attribute test. (*Using your TP, you may let any Hero use this Talent.*)

164. NON-COMBAT CHARACTER

Whether it be crafting, thieving, knowledge, labor, or social skills, you're much better at it than combat. +5 Craft Mastery, +5 Healing Mastery, +1 Attribute test score outside of combat, -1 Attribute test score inside of combat.

165. NORM BREAKER

Whenever you learn an ability, you may instead learn a force break from any class. You may also learn any 1 force break of your choice now.

166. OVERLORD

You're a master at summoning, and your minions are fanatical for you. **1 Summon Spell.** +2 Minion Speed, +2 Minion Damage, +2 Minion Mastery.

167. PERSUASIVE

For your own reasons, you've had to persuade people against killing you and your friends. **4 CHA.**

3 TP Reroll any CHA test. (*Using your TP, you may let any Hero use this Talent.*)

168. PET PAL

You either have a long history with animals in the wild, or have suddenly learned how to communicate with them. You cannot willingly force animals to perform dangerous tasks. At will, you may communicate with any nearby animal.

1 TP Emulate Birdfeed. (*Limit once per round.*)

2 TP Persuade an animal to do a simple non-harmful task for you (*that it is capable of.*)

6 TP Gain control of 1 non-hostile animal until after your next long rest. (*Keep in mind, wild animals aren't trained to be mounted.*)

(*Controlled animals are melee pawn minions that have 1 HP, an accuracy of 3/4/5/6, and deal 10 DMG. Everything else should be determined by your Minion Mastery/Damage/Speed stats. The GM may decide if the creature has different HP, accuracy, attack type, and damage dealt. This special minion may be controlled outside of combat, and takes its turn right after yours.*)

169. PICKPOCKET

Your deft hands have become well suited for all types of thievery, especially pickpocketing.

2 TP Emulate a Knockpick.

3 TP *If possible,* pickpocket an item, weighing 5lbs or less, from an adjacent, *non-Hero* target. You must know what you're looking for and where it is. (*The NPC will be unaware for 5 minutes.*)

170. POISON HANDLER

You're pretty good at handling poison, and know how to whip up or cure a potent poison. +1 Poison Resistance.

2 TP Emulate Poison Makers Kit.

3 TP As a quick action, emulate an Antidote.



171. POLITICIAN

With either experience in politics or public speaking, you're able to speak to the masses.

3 TP Reroll any CHA test.

5 TP Calm or rouse a crowd of 10-50 people.

10 TP Incite a riot of up to any number of people that can hear you.

172. REFINED REFLEXES

As a result of intense training, your reflexes are sharp, refined, and much more honed than the average person's. +6 Initiative.

3 TP Reroll any accuracy roll.

3 TP Reroll any AGI test.

173. REVELATOR

You know how to reveal secrets by using the cards, the stars, law magic, or sorcery.

2 TP Detect either a monster's immunities or vulnerabilities.

2 TP Emulate a Guiding Compass or Mechanical Fireflies.

3 TP Detect if a humanoid is lying.

4 TP Learn the whereabouts of any NPC or object.

6 TP Detect either a boss' immunities or vulnerabilities.

174. RIPPED

Whether it be for solid abs, slender legs, or toned arms, your skilled workout routine is starting to pay off. +1 CHA test score, +1 STR test score.

175. SCAVENGER

You may not be a skilled thief, but you make do picking up what's available. You gain up to 4 ranks of the Search Feat, to a max of Rank 4. *(Even if your INT score is below 4.)*

176. SCOUNDREL

Years of avoiding the law have paid off in terms of utility. You cannot learn or use Justicar abilities. +4 Initiative.

2 TP Emulate a Knockpick or Disguise Kit.

3 TP Reroll any CHA test.

3 TP Reroll any attribute test associated with escaping or evading the law.

177. SECRET AGENT

You know more about the story than your fellow party members, and you have a specific reason for being there. Your party members will never be aware of this trait *(in game. Out of game they will likely find out, so prepare for that.)* In addition, you critically succeed any attribute test against fellow party members that try to expose/find out your secret identity. The GM also shares secret, advantageous information about quests, missions, NPC's, or story with you, known as Intel. Intel is confidential, and you cannot share intel with anyone. If you do, the GM may stop giving you information all together, at their discretion. **GM Approval.**

2 TP Detect either a monster's immunities or vulnerabilities.

2 TP Emulate a Sleep Powder or Binding Kit.

3 TP Reroll any attribute test. *(Outside of combat.)*

6 TP Detect either a boss' immunities or vulnerabilities.

178. SELECTIVE PERCEPTION

With your sharp eyes, you can spot things before others do, or perhaps others miss. +6 Initiative.

2 TP Detect footprints, context clues, or evidence of travel *(and the direction)* within 10 spaces

3 TP Detect if a humanoid is lying.

4 TP Learn the whereabouts of any NPC or object.

179. SHADOW WALKER

Sometime during your life, you learned how to walk among the shadows, and use them to your advantage. At Will, you may move, alter, or manipulate the appearance of up to 5x5ft worth of shadows *(1 space worth of shadows.)* It takes 1 round to move a shadows 1 space. You also learn the Hydromancer's ability "Bubbles", so that you can snuff lights.

6 TP If you're in the shadows, gain Stealth.



180. SHOT RESPONDER

Once per round, when you're allowed to make an attack of opportunity, you may instead use any Equipment Skill, or a Motion Potion (*allowing you immediately move.*)

181. SIDE-STEPPER

You've got quick feet. Whenever an adjacent enemy's ability requires you to test STR, you may test AGI instead. **+8 Initiative.**

182. SNAP CASTER

You're all about quick casting. Holding an action with a Spell Ability now only costs 1 Action Point for you. **+6 Initiative.**

183. SOCIAL CHARACTER

You're a character, and a social one at that. People enjoy conversing with you about almost any topic, including yourself. You tend to talk yourself out of hard work quite often. **+1 CHA, -1 WILL test score.**

1 TP Get more information from any NPC about a certain topic (*if they're hiding information.*)

3 TP Reroll any CHA test.

5 TP Rouse or upset a crowd of 10-50 people.

184. SPELL RESPONDER

Once per round, when you're allowed to make an attack of opportunity, you may instead use any Activated Offensive Spell, or a Mana Potion.

185. SPY

You're used to working behind the scenes, and know how to either gather information or avoid trouble. **+6 Initiative.**

1 TP Get more information from any NPC about a certain topic (*if they're hiding information.*)

2 TP Detect either a monster's immunities or vulnerabilities.

2 TP Emulate a Disguise Kit.

2 TP As a quick action, emulate a Grappling Hook.

3 TP Reroll any CHA or INT. (*Outside of combat.*)

186. STUNT PERFORMER

You love stunting, and adding flavor to everything! If you flavor it, you may use the following talents:

2 TP Gain +1 Accuracy on any attack.

3 TP Reroll any AGI or CHA test.

4 TP Negate an attack or ability that targets you (*ineffective against bosses.*)

187. SUMMON AID

At will, you may summon or unsummon any of your minions outside of combat. They will do absolutely anything for you, but for every 1 second you have any summoned outside of combat, you lose 1 Vitality. You and your minions may gain +1 attribute test score outside of combat when a minion is summoned. (*Minions can't talk. Multiple minions do not multiply this bonus/effect. Refer to the Minion Mastery stat for minion attribute tests.*)

188. TACTICAL LEADER

You command your allies with strategy. **4 CHA.**

3 TP Reroll any INT test. (*Using your TP, you may let any Hero use this Talent.*)

189. TECH RESPONDER

Once per round, when you're allowed to make an attack of opportunity, you may instead use an Activated Mechanical Ability, or a gadget.

190. TELEPORTATIONIST

Whether it be inherent or arcane, you've managed to master the art of short teleportation. **+6 Speed.**

X TP Place target *willing* creature on any visible empty space within X spaces, where X is *double* the amount of TP used. (*This does not trigger attacks of opportunity. Outside of combat, X is quadrupled.*) You can only do this on your turn.

191. TRIBAL LEADER

You command your allies with cohesion. **4 CHA.**

3 TP Reroll any AGI test. (*Using your TP, you may let any Hero use this Talent.*)



192. TRICKSTER

As the prankster you are, you can perform minor tricks, such as fake magic, or throwing your voice. At will, you can mimic/talk in a voice that you've heard before. Outside of combat, you may also, at will, produce an illusionary, yet moderate magical effect (*such as changing the color of something, conjuring sparks, or creating an illusion of yourself or another creature.*)

2 TP Emulate Smoke, Sleep, or Teal Fire Powder.

3 TP Emulate a Disguise Kit.

193. TWITCH SHOOTER

You're better at shooting on the fly and with gut reaction. Whenever you make a ranged attack at instant speed (*or attack of opportunity*), it gains Lethal. **+6 Initiative.**

194. UNDENIABLE CHARM

You have an undeniable charm about you, despite your inability to make intelligent conversation. You suffer a *Language Barrier* (*Advanced Rulebook, pg. 12.*) **+1 CHA.**

195. UNLIMITED

You have no limits. If any of your attributes are capped (*usually from traits*), then they are no longer capped. If you *already* have the leper trait, that disease becomes cured. In addition, you may use any ability in the game or equip any equipment in the game, regardless of what any trait says. (*This does not overwrite the Werebeast affliction though.*) **You must be EL 2 to learn this trait. GM Approval.**

196. WAND CRAFTER

Through either an odd dryadic or astral ritual, you've learned how to craft magical wands. You may craft any wand from *Table 1WS* (*Basic Rulebook, pg. 29*) Crafting a wand only requires 5 Craft Mastery and 5 M.U., but during this ritual, you and the wand both need 1 hour of direct

exposure to starlight from the sky. Wands made this way are fragile and cannot be sold.

197. WEAPONER

You've got some interesting skills! You may use any Activated Melee or Ranged Skill you know without having the required equipment equipped. The ability must have a CDC cost of 1, 2, 3, or 4. (*If you use a ranged weapon ability that has you attack an enemy within your range, but you have a melee weapon equipped, your range may equal up to 3 for that ability. Using an ability this way would be considered a ranged weapon attack.*) **+3 Craft Mastery.**

198. WHIMSICAL HEALER

Laughter is the best medicine; Or you're just insane. **+3 Healing Mastery, +3 Song Effect.**

199. WILDLING

You were raised out in the wild, and love your primal skills. Unfortunately, your lack of social exposure causes you to suffer a *Language Barrier* (*Advanced Rulebook, pg. 12.*) **You gain 2 other traits: #144 Duelist and #31 Land Master. (This trait can only be learned through a background story and GM approval.)**

200. ZEPHYR

You study the way the west wind blows, and appreciate its gentle breeze. The element of wind has an unnatural attraction towards you, and has done wonders for your health and mind. If you *already* have the leper trait, that disease becomes cured. Anything that causes you to have a language barrier no longer does so, and you can speak normally. If any trait caps the max of any of your attribute scores or resistances, that cap is now removed. **3 Monk, Tempest, Geomancer, or Warden Abilities.**

6 TP Gain Airborne for 1 round. This does not provoke attacks of opportunity.

Traits allow Heroes to perform a variety of talents, without requiring them to waste time performing attribute tests (*like the #169 Pickpocket trait that allows a hero to pickpocket a creature. No attribute test is needed here.*) **This is Intended.** Traits are a big investment for a Hero. However, Game Masters may override this and require attribute tests from Hero Players whenever they see fit, so keep that in mind. (*Especially in cases where it might dramatically affect the story.*) If in doubt, talk to your GM.

