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| **Animal Companion** |
| **Requirements:** Animal Lore, GM Approval |
| **Talents:**   |  |  |  | | --- | --- | --- | | **Level 1** | **Level 5** | **Level 9** | | * Animal Accuracy I * Animal Armor I * ***Animal Companion*** * Animal Defense I * Companion Return * Companion Unlock(1) * Swift Companion(1) * Wilderness Friends I | * Animal Accuracy II * Animal Armor II * Animal Command * Animal Defense II * Companion Unlock(5) * Swift Companion(2) * Wilderness Friends II | * Animal Accuracy III * Animal Armor III * Animal Defense III * Companion Sacrifice * Companion Unlock(9) * Shared Talent * Wilderness Friends III | |
| **Notes:**   * Animal companion starts as a level 1 juvenile creature * Levels up with character gaining the following   + 1 hit point   + 1 stat point increase   + +1 combat skill levels each odd level   + +1 non-combat skill levels each even level |

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| **Bear Companion, Level 1** | |
| **Stats**   |  |  | | --- | --- | | M | 14 | | S | 8 | | R | 8 | | T | 14 | | W | 4 | | P | 4 | | C | 4 | | **Skills**   |  |  |  | | --- | --- | --- | | Natural weapons | MS | 11 | | Athlete | MT | 13 | | Dodge | RS | 7 | |  |  |  | |  |  |  | |
| **Combat**   |  |  |  |  |  | | --- | --- | --- | --- | --- | | Hits | 27 |  | Bdef | 6 | | Init | -1 |  | Armor | 1 | | Move | 6” |  | Damage | 2d8 Claw or Bite | | |
| **Traits**   * *Animal Instinct* – Initiative based only on reflex bonus * *Tough(4)* | |
| **Level 1 Unlocks**   * *Growl*   **Level 5 Unlocks**   * *Improved Damage I*   **Level 9 Unlocks**   * *Improved Damage II* | |

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| **Wolf Companion, Level 1** | |
| **Stats**   |  |  | | --- | --- | | M | 12 | | S | 10 | | R | 12 | | T | 10 | | W | 4 | | P | 4 | | C | 4 | | **Skills**   |  |  |  | | --- | --- | --- | | Natural weapons | MS | 10 | | Athlete | MT | 11 | | Dodge | RS | 9 | | Search | RW | 6 (12) | | Track | RW | 6 (12) | |
| **Combat**   |  |  |  |  |  | | --- | --- | --- | --- | --- | | Hits | 18 |  | Bdef | 6 | | Init | +1 |  | Armor | 1 | | Move | 8” |  | Damage | 2d6 Bite | | |
| **Traits**   * *Animal Instinct* – Initiative based only on reflex bonus * *Chaser* – +2 Move * *Sense of Smell* – +6 bonus to search and track when able to take advantage of its sense of smell | |
| **Level 1 Unlocks**   * *Grapple* * *Growl* * *Pack Hunter*   **Level 5 Unlocks**   * *Go For The Throat* * *Howl* * *Improved Damage I*   **Level 9 Unlocks**   * *Improved Damage II* | |

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| **Bodyguard** |
| **Requirements:** One-Hand or Spear and Shield |
| **Talents:**   |  |  |  | | --- | --- | --- | | **Level 1** | **Level 5** | **Level 9** | | * Bodyguard Stance * Bonus Block (1) * Defensive Stance * Extended Block * Fast Draw Shield * Improved Give Ground\* * Improved Press * Hit Points +2 * Stand Ground | * Bonus Block (2) * Don’t You Die On Me * Fearless * Follow Me\* * Hit Points +2 * Save Blocker * Spell Blocker I * Take The Fall * Taunt I | * Bonus Block(3) * Follow Me II\* * Hit Points +2 * Spell Blocker II * Taunt II | |
| **Notes:** |

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| **Cleaver** |
| **Requirements:** 2h Axe or Axe+Shield |
| **Talents:**   |  |  |  | | --- | --- | --- | | **Level 1** | **Level 5** | **Level 9** | | * Armsman I * Cleave * Hit Points +2 * Improved Charge I * Improved Press * Offensive Stance * Shield Breaker(12) * Wade In | * Armsman II * Hit Points +2 * Improved Charge II * Shield Breaker(11) * Striker(1) | * Hit Points +2 * Limb Taker * Shield Breaker(10) * Striker(2) * Wide Arc | |
| **Notes:** |

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| **Familiar** |
| **Requirements:** Any Spell Casting, GM Permission |
| **Talents:**   |  |  |  | | --- | --- | --- | | **Level 1** | **Level 5** | **Level 9** | | * Companion Unlock(1) * ***Familiar*** * Familiar Advisor * Familiar Defender * Familiar Telepathy * Familiar Weaponry | * Companion Unlock(5) * Conduit * Shared Sight * Shared Spells * Magic Dampener | * Companion Unlock(9) * Familiar Blood * Familiar Cast | |
| **Notes:** |

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| **Gladiator** |
| **Requirements:** 1h+Shield or Spear+Shield or Dueling |
| **Talents:**   |  |  |  | | --- | --- | --- | | **Level 1** | **Level 5** | **Level 9** | | * Armored Athlete * Armsman I * Avoid Death Blow(2) * Bonus Block(1) * Crowd Favorite * Greedy * Hit Points +2 * Net Proficiency\* * Prone Fighting * Shield Bash | * Armsman II * Avoid Death Blow(4) * Bonus Block(2) * Entangler(11)\* * Fearsome Display * Hit Points +2 * Piercing Blow(2) | * Avoid Death Blow(6) * Follow Me II\* * Hit Points +2 * Piercing Blow(4) | |
| **Notes:** |

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| **Lancer** |
| **Requirements:** Polearm or Spear+Shield |
| **Talents:**   |  |  |  | | --- | --- | --- | | **Level 1** | **Level 5** | **Level 9** | | * Armsman I * Great Throw I * Impale(3) * Imrpoved Charge * Offensive Stance * Piercer(2) * Set Spear I | * Armsman II * Great Throw II * Impale(5) * Keep Away * Piercer(3) * Reach(1) * Set Spear II * Skewer | * Impale(7) * Piercer(4) * Reach(2) * Skewer II | |
| **Notes:** |

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| **Master Alchemist** |
| **Requirements:** Alchemy |
| **Talents:**   |  |  |  | | --- | --- | --- | | **Level 1** | **Level 5** | **Level 9** | | * Blaster * Furious Alchemy * Glass Master I * One True Science * Self-Immunity I * Strong Arm I * Tenacious Alchemy(1) | * Field Work I * Frugal Alchemist * Gatherer I * Glass Master II * Mix Master * Quick Cork * Recycler I * Strong Arm II | * Field Work II * Gatherer II * Recycler II * Self-Immunity II * Tenacious Alchemy(2) | |
| **Notes:** |

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| **Mauler** |
| **Requirements:** 2h Maul or Hammer+Shield or Staff |
| **Talents:**   |  |  |  | | --- | --- | --- | | **Level 1** | **Level 5** | **Level 9** | | * Armsman I * Hit Points +2 * Improved Charge I * Improved Press * Knockdown Blow(3) * Offensive Stance * Wade In | * Armsman II * Hammer Down * Hit Points +2 * Improved Charge II * Knockdown Blow(5) * Reinforced * Stunning Blow(2) | * Hit Points +2 * Knockdown Blow(7) * Overhand Swing * Stunning Blow(3) * Wide Arc | |
| **Notes:** |

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| **Phalanx** |
| **Requirements:** One Hand+Shield |
| **Talents:**   |  |  |  | | --- | --- | --- | | **Level 1** | **Level 5** | **Level 9** | | * Bonus Block(1) * Defensive Stance * Improved Charge * Improved Give Ground I * Offensive Stance * Pack Fighter * Phalanx | * Bonus Block(2) * Hold the Line * Improved Give Ground II * Into The Breach I * Keep Fighting * Shift The Line * Zone of Control I | * Into The Breach II * Volley Fire * Zone of Control II | |
| **Notes:** |

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| **Talent** | **Description** |
| +x Hit Points | You gain x hit points |
| Accurate Fighter | You get +1 to hit |
| Anatomic Precision | * Your attacks with light weapons do +1 damage * Your attacks with light weapons get +1 to wound rolls |
| Animal Accuracy | * Your animal companion gets +1 to hit * Your animal companion gets an additional +1 to hit * Your animal companion gets an additional +1 to hit and Auto Hit(12) |
| Animal Armor | * Your animal companion gets +1 AV, or 2 AV, whichever is better * Your animal companion gets an additional +1 AV * Your animal companion gets an additional +1 AV |
| Animal Command | By spending an inspiration, you may give your action to your animal companion, allowing him to take an immediate action |
| Animal Companion | You gain an animal companion chosen from the categories (other pets are possible)   * Combat   + Bear – Slightly higher damage and hits   + Lion – Slightly higher attack and defense   + Wolf – Better support * Scout   + Crow – Flies and great perception   + Ferret – Sneaky and can steal   + Housecat – Good perception, dark vision, support for magic and lore * Tanky   + Ape – Slightly better damage and hits   + Boar – Charge, knockdown, good armor   + Lizard – Best armor   The animal companion starts as a juvenile and has level 1 combat stats. It listens to you and can follow basic commands. You can understand your companion and it can “speak” to you as long as it is within 10 meters |
| Animal Defense | * Your animal companion gets +1 to all his defense skills * Your animal companion gets an additional +1 to all his defense skills * Your animal companion gets an additional +1 to all his defense skills and Auto Defend(12) |
| Animal Fury | Your companion gets +2 damage |
| Armored Athlete | You take no penalty to athletics or climb checks due to encumbrance |
| Armored Caster | You take no penalty to spell casting checks due to encumbrance |
| Armored Sneak | You take no penalty to sneak due to encumbrance |
| Armsman | * You can wield, and do full damage with, a weapon with a leverage die 1 step higher than your Muscle die * You can wield, and do full damage with, a weapon with a leverage die 2 steps higher than your Muscle die |
| Auto Success (x) | If you roll an x or above on your d12, you may spend an inspiration to automatically succeed in your task |
| Avoid Death Blow (x) | You can spend an inspiration to have an x/12 chance to dodge an attack that would kill you, or knock you unconscious |
| Blaster | Blast and cloud area of effect is increased by 50% |
| Blood Thirsty | Your animal companion’s attacks all get Bleed(2) |
| Bodyguard Stance | You give an adjacent ally +2 defense if you take a -1 penalty to your own defenses |
| Bonus Block(x) | You get x additional blocks before your defense degrades |
| Bonus Dodge(x) | You get x additional dodges before your defense degrades |
| Bonus Parry(x) | You get x additional parries before your defense degrades |
| Break Fall | You take ½ damage from falls |
| Cautious Fighter | You get +1 to your defenses |
| Cleave | When you down a foe, you may spend an inspiration to make a 1 hex move and attack a second time |
| Close The Gap | You can close the distance on an opponent with a longer weapon without losing the initiative. Once you do so, you have +1 defense |
| Combat Medic | Your 1d4 medic checks can be done in 1 combat round instead of 5 minutes |
| Combat Reflexes | +1 Initiative and you cannot be surprised to start a combat |
| Companion Return | If your companion dies, you can gain another the next day, as opposed to waiting a week, at the cost of 1 inspiration |
| Companion Sacrifice | If your companion is within ½ move when you take a blow that would knock you unconscious, your companion can take that blow instead at the cost of 1 inspiration |
| Companion Unlock(x) | You unlock ***one*** X tier talent from your companion’s list. You can take this talent multiple times to unlock more of your companion’s talents |
| Conduit | By spending an inspiration, you may cast spells as though you were standing at your familiar’s location for 10 combat rounds |
| Crowd Favorite | You get a +2 to any social checks where your celebrity is a factor |
| Cutter | If using a light weapon, you can substitute skill for Muscle when determining melee damage (Muscle is still used to determine the maximum leverage damage you can deal) |
| Deadly Anatomy | You can spend an inspiration to get a +1 to a wound roll |
| Defensive Stance | You gain +2 to your defenses, but -1 to all attacks |
| Disease Sniffer | With a medic check (DL based on disease rarity) you can detect diseases within 10 meters |
| Dodge (x) | +1 Dodge per level |
| Don’t You Die On Me | By spending a round over a fallen ally’s body, you can spend 2 inspiration to revive him with 1d6 hit points. Any wounds suffered still apply, but mortal wounds are turned serious instead |
| Entangler(x) | If you block a melee attack with a roll of x or higher, you can entangle the weapon by spending 1 inspiration and making a muscle check(+4) vs. the attacker |
| Extended Block | Spend inspiration to block for an adjacent ally |
| Familiar | Similar to an animal companion, but only small creatures can be chosen |
| Familiar Advisor | Your familiar gives you a bonus of +1 to all spell casting, spell lore and item lore checks |
| Familiar Blood | By spending an inspiration, you can burn your familiar’s hit points to return blood from your spent pool. You gain 1 blood for each 1d6 spent |
| Familiar Cast | By spending an inspiration, your familiar can cast a spell separately from you using your magic skill |
| Familiar Defense | Your familiar harasses foes attacking you, giving you +1 defense if your familiar is within 5 hexes |
| Familiar Telepathy | You and your familiar can mentally communicate if within 100 meters |
| Familiar Weaponry | Your familiar’s natural weapons get +1 die step, or 1d3, whichever is better |
| Fast Healer | When resting, your healing rate is 1.5x normal. Also, any healing done to you is +1 point/die |
| Favored Enemy | Choose one category of foes (goblins, mages, priests, members of an enemy family, etc.) and you get a +1 to hit and +1 damage. Any time you wound your enemy, you can also spend an inspiration to get a +1 to the wound roll |
| Fearless | You resist fear |
| Fearsome Display | If you have time before a battle to stare down your opponent, spending an inspiration to give him a -1 to hit and damage when battling you |
| Field Work | * You can create potions in the field (with a kit) at a -2 casting penalty * You can create potions in the field with no penalty |
| Fight With Wild Abandon | You take a –1 to all your defenses, but do +2 damage |
| Flanker (x) | You get a +x bonus to damage when you attack from the flank/rear |
| Follow Me | * When you give ground, you can move one adjacent ally with you * When you give ground, you can move up to three adjacent allies with you |
| Frugal Alchemist | Your potions no longer have expenditure(1) by default |
| Furious Alchemy | Your potions do +1 damage/die |
| Gatherer | * When gaining exotics, or herbs, you gain 1 more than you normally would * You gain 1d3 more items than you normally would |
| Get Inside | You can close against an opponent with a longer weapon without losing the initiative |
| Glass Master | * The chance of glass breaking is reduced to 1/12 * Your glass never breaks |
| Great Throw | * You may throw great weapons using your regular attack skill. Weapons thrown in this fashion do Dmg(-1) + Mus(-1) damage * Thrown great weapons do full damage |
| Greedy | When negotiating a reward for completing a quest or mercenery contract, you get a +2 to Trade checks |
| Hammer Down | You get +2 damage and pierce(3) on prone opponents |
| Healing Hands | You get a +1/die to all healing effects and spells |
| Hold The Line | You give your adjacent allies a +2 to any effects that would knock them prone, knock them back, or cause them to flee |
| Hit and Run | If the first thing you do in a combat round is attack, you make take a half move after attacking. (You still have to disengage normally) |
| Impale(x) | If you hit your target and do damage, you have an x/12 chance to gain an opportunity to leave the weapon in them to impair them. They may pull the weapon out (takes 1 round) to end the impairment, but then they get a bleed status |
| Improved Charge | * When you charge you take no penalty to hit * When you charge you get +2 damage |
| Improved Companion (x) | Your companion levels up to a slightly improved version (level x) |
| Improved Disarm | * When you disarm, you are only -3 to hit and a +3 to the attribute test * When you disarm, you are only -2 to hit and get +4 to the attribute test |
| Improved Disengage | * When your opponents get a free attack because you disengage from melee, their attacks do not get a +2 bonus to hit * When disengaging, you get +2 defense * You may disengage without provoking free attacks |
| Improved Give Ground | * When you give ground, you may retreat 2 hexes * When you give ground, you get +3 to defense |
| Improved Press | * Your press attack does full damage and When you press, you take a -1 to hit and can push your enemies back 2 hexes |
| Inscrutable | Tactics rolls against you are at a -4 penalty |
| Into The Breach | * By spending one inspiration, you may move an adjacent ally with you as part of your action (max is your ½ move) * You may move 2 adjacent allies with you |
| Iron Grip | You can fight while climbing, you resist being disarmed, you resist being knocked down when climbing, you get +4 to all grapple checks |
| Keep Away | When you interrupt an opponent that approaches you and you hit them, spend an inspiration to cancel the rest of their action |
| Keep Fighting | If you spend an inspiration, you can heal up to two adjacent allies for 1d6 hits |
| Knockdown Blow(x) | If you hit your target in the legs, you have an x/12 chance to knock him prone. If you hit your target in the chest, you have x-2/12 chance to knock him down |
| Limb Taker | You get +1 to the roll when you wound a limb |
| Lone Wolf | +1 to all rolls when acting alone (does not include NPC companions or familiars) |
| Lucky SOB | * The first inspiration you spend to reduce incoming damage reduces it by 1d4 (instead of 1 point) * The first inspiration you spend to reduce incoming damage reduces it by 1d6 (instead of 1 point) |
| Magic Dampener | By spending 1 inspiration, your familiar gives you a +2 to save vs. spell effects for 6 rounds |
| Mix Master | By spending an inspiration and making an alchemy check equal to the highest DL potion, you may mix two potions whose effects will be combined |
| Mobile Fighter | You take no penalty when you move before attacking (Normally, you take a -1 to attack if you moved this round) |
| Mobility(x) | +x Initiative and +1 Move |
| Nerve Pinch | * You can use your medical skill in place of your brawling skill to make an unarmed attack. If your attack hits a location with AV 3 or less, you do MUS+1d4 penetrating damage * Your nerve pinch attack gains Stun(4) |
| Offensive Stance | You get +1 to attack rolls, but take -1 to defenses |
| One True Science | You may substitute your alchemy skill for any lore skill by spending an inspiration |
| Overhand Swing | You may spend an inspiration to subtract 2 from the hit location |
| Overland Traveler | You and your group travel 25% faster overland, giving you a +4 bonus in any long-distance chase scenario |
| Pack Fighter | You and your companion get a +1 bonus to hit and damage when adjacent to each other |
| Phalanx | When you are adjacent to an ally, you both get +1 defense |
| Physician | * You can use your medical skill to provide long-term care, taking 1 hour to give 2d4 healing * Your healing dice become d6s instead of d4s |
| Piercer(x) | Your attacks get x/12 chance to pierce and ignore armor |
| Play Dead | When you are hit, you can spend an inspiration to drop prone and play dead. As long as you stay down, opponents must make a Search check (dl 20) to attack you |
| Poison Sniffer | With a medic check (DL based on poison rarity) you can detect poisons within 10 meters |
| Poisoner | * You may apply poison to your weapons * Poisons you apply have a -2 penalty to save against, and do +1 effect/die |
| Prone Fighter | You take no penalties when fighting from the ground, but you still lose your zone of control |
| Quick Cork | By spending one inspiration, you can ready a potion from a belt as a free action |
| Reach(x) | When using appropriate weapons (typically spears), you gain x additional hexes of reach |
| Recycler | * You can burn exotics to restore alchemy skill levels, gaining 1 for each exotic consumed * You gain 1d3 alchemy levels for each exotic consumed |
| Reinforced | You get +1 AV if you are wearing armor |
| Resist (x) | You get a +2 bonus to saves against the resisted element/effect. If you are affected by the resisted element/effect, you reduce the effect by –1 point/die. This effect stacks with itself if acquired multiple times |
| Road Warrior | You get +2 to Navigate and Survival checks when traveling overland |
| Rough Runner | You ignore penalties due to moving/Fighting on rough terrain |
| Save Blocker | When asked to make a skill or reflex save, you can substitute your shield block by spending an inspiration (note that this may allow you to effectively “block” direct spells) |
| Second Wind | * Once per fight, spend an inspiration and heal 1d6 hit points * Once per fight, spend 2 inspiration and heal 2d6 hit points |
| Self-Immunity | * You are immune to your own poisons and gasses and get +2 to save against any poison check * You are immune to any of your own area of effect potions |
| Self-Surgeon | You get no penalty when performing medical checks on yourself |
| Set Spear | * You get a +1 to hit and +2 damage when you interrupt an opponent that charges you * Set spear becomes a free attack |
| Shared Sight | By spending an inspiration, you can see through the eyes of your familiar for 1 hour |
| Shared Spells | Beneficial spells you cast on yourself also apply to your familiar if it is within 10 meters |
| Shared Talent | By spending an inspiration, your animal companion can make use of any talent you have for the next 3 combat rounds |
| Shield Bash | Spend an inspiration to get a free shield bash attack. A typical shield does 1d4 + mus(-1) |
| Shield Breaker(x) | If you hit an opponent with an x or higher roll, you may spend inspiration to break his shield instead of doing damage |
| Shift The Line | By spending an inspiration, you can freely switch places with adjacent allies as part of a normal move. Neither you, nor the shifted allies take disengage penalties |
| Shifty | * Spend 1 inspiration to take a 1” move at any time (may be used once a combat round) * Spend 1 inspiration to take a ½ move at any time (may be used once a combat round) |
| X Sniffer | You get a search check to detect x, and items that cause x effects |
| Spell Blocker | * You can spend inspiration to block bolt spells with your shield * If you can get to the center of an AoE spell, you can block it by spending two inspiration and making a block check against the spell casting DL |
| Stand Ground | You resist any effects that knock you back, knock you down, or otherwise alter your position against your will |
| Striker(x) | You get +x damage |
| Strong Arm | * Your potion throwing range is increased by 50% and you get +1 to throwing skill * Your potion throwing range is doubled |
| Stunning Blow(x) | Blows to the chest that do 3 or more points of damage have x/12 chance to stun. Blows to the head that do 3 or more points of damage have x+2/12 chance to stun |
| Swift Companion | Your animal companion gets a +1 initiative and +1 move per level |
| Swimmer | * +1 Swim, you can stay underwater 3x longer, you fight with no penalty underwater, you are resistant to gas attacks * +1 Swim, you can stay underwater 6x longer, you can cast and use skills underwater with no penalty |
| Take Initiative | You can spend an inspiration to swap initiative scores with any other combatant |
| Take the Fall | When an adjacent ally is hit by an attack, you may spend an inspiration to take the damage instead of them |
| Taunt | * You may spend an inspiration to give an opponent the ***Taunted*** status for 6 combat rounds * You may spend an inspiration to give up to 4 nearby opponents the ***Taunted***status for 6 rounds |
| Tenacious Alchemy(x) | Your potions have +(x) chance to proc statuses and +2(x) to save DLs |
| Terrain Affinity | You may choose a terrain and get a +1 to all rolls when acting in that terrain |
| Treacherous Shift | You may spend an inspiration and shift places with an enemy who is within range of a full move. They get a Reflexes save (DL 16) |
| Tough SOB | You can spend 2 inspiration to ignore one wound effect. You still take the damage, but suffer no other effects and do not have to roll to remain conscious. After the battle, the wound takes effect as normal |
| Unseen Passage | When you use sneak in an attempt to avoid being tracked, you get a +4 to the check |
| Unstoppable | You are resistant (+2 save, -1 proc) to any slow, stun, daze, or hold effects |
| Volley Fire | By spending an inspiration, up to two adjacent allies can throw/fire a missile weapon with you as part of your action |
| Wade In | Make a 1 hex move after your attack as long as the move keeps/puts you adjacent to an enemy |
| Wide Arc | You spend an inspiration and attack 3 targets in your front arc, taking a -2 to hit each |
| Wilderness Friends | * Small animals surround you when in the wilderness. You can talk with these creatures and they will sometimes give you useful information. You get +2 to navigate, track and wilderness lore checks * Your wilderness friends can carry messages and small objects to those within 5km * Small animals will distract and taunt your enemies in combat. Anyone attacking you takes -1 to hit in the wilderness |
| Zone of Control | * As a melee fighter, you count as two combatants for purposes of engaging enemies and locking them in combat * You count as three combatants |