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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 Unlock(1) * Familiar\* * Swift Companion(1) * Wilderness Friends I | * Animal Accuracy II * Animal Armor II * Animal Command * Animal Defense II * Companion Unlock(5) * Shared Spells\* * Swift Companion(2) * Wilderness Friends II | * Animal Accuracy III * Animal Armor III * Animal Defense III * 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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| **Wolf Companion, Level 1** | |
| **Stats**   |  |  | | --- | --- | | M | 12 | | S | 10 | | R | 12 | | T | 10 | | W | 4 | | P | 4 | | C | 4 | | **Skills**   |  |  |  | | --- | --- | --- | | Natural weapons | MS | 11 | | Athelete | 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) * Extended Block * Fast Draw Shield * Get Inside * Improved Give Ground\* * Improved Press I * 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 | * Follow Me II\* * Hit Points +2 * Spell Blocker II * Taunt 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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| **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 |
| 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 |
| 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 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 |
| 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 |
| Extended Block | Spend inspiration to block for an adjacent ally |
| Familiar | If you are a spell caster, you can cast spells through your animal companion if he is within 20 meters of you |
| 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 |
| 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 |
| 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 |
| Greedy | When negotiating a reward for completing a quest or mercenery contract, you get a +2 to Trade checks |
| Healing Hands | You get a +1/die to all healing effects and spells |
| His Bark Is Worse | By spending an inspiration, your pet can taunt an opponent, causing him to gain the ***taunted*** status for 3 rounds |
| 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) |
| 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 |
| 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 |
| 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) |
| 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) |
| 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 |
| 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 |
| 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 |
| Quick Cork | By spending one inspiration, you can ready a potion from a belt as a free action |
| 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 +4 to saves against x effects & you get -2 damage/effect per die |
| 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 |
| 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 |
| 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 |
| 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 (+4 save, -2 proc) to any slow, daze, or hold effects |
| 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 |