

# Burning Dregs



An unofficial fan supplement for

*the Burning Wheel*

# Contents

Preface.....	3
<b>Skills .....</b>	<b>4</b>
Animal Instruction.....	4
Astronomy .....	4
Body Art.....	5
Clock Maker .....	6
Flail .....	6
Games of Skill.....	7
Glassmith .....	7
Hand Speech .....	8
Sling .....	8
Whip.....	9
<b>Lifepaths of Man .....</b>	<b>10</b>
Mannish Resources .....	11
<b>Traits .....</b>	<b>12</b>

# Preface

This document exists first and foremost as an example of game design practice. Just as many authors start with fan fiction, I remix and create mechanics for existing games to develop my design skills. One day I'll start from scratch, but in the mean time I do my best to discern the design goals of the original creators and emulate them with my own design. Burning Wheel is my favorite game, and Luke and company have done a fantastic job making a game that both knows what it wants from its players and provides mechanisms to compel those behaviors. Commentary in the Codex explains how all the “fiddly bits” that don't initially make sense are actually well-thought-out bits of design that have a purpose, and that's what I've tried to replicate here.

I started this design exercise by compiling a list of about two dozen ideas for new skills and cut it down to the ten that worked. Once I made some skills, lifepaths were the natural progression and then traits and then I realized I had an entire supplement on my hands. You'll find my designs below along with the occasional bit of commentary to explain my choices.

If you're reading this, I hope you find something that inspires you. If you have feedback or hacks of your own, I welcome them. And if anyone is interested enough to include this material in their own game, I am honored. Regardless, happy gaming to all of you and the biggest of thanks to BWHQ.

Jordan White  
April 2018

# Skills

## Animal Instruction      Root: Will

Animal Instruction is used to force captured, defenseless animals to act against their natural impulses in specific ways. Some common examples include performing tricks in front of a crowd, accepting a human rider on their back, and remaining docile despite their bloodthirsty urges.

If the trainer finds the animal too willful, they can first use a **Whip** to make the animal more pliant.

**Obstacles:** Will of the animal. The trainer has Affinity for [Animal], +1D. The trainer has Low Speech of the appropriate category, +1D. Livestock or other commonly domesticated animal (sheep, horses, dogs, etc.), No Penalty. Wild animal (wolves, bears, lions, etc.), +1 Ob. Sentient animal (Great Eagles, Great Wolves, Chiropterans, etc.), +2 Ob. Monster (Owlbears, Martikhoras, etc.), +3 Ob. Supernatural or alien creature (Great Spiders, Formians, etc.), +4 Ob.

**FoRKs:** Animal Husbandry, Intimidate

**Skill Type:** Special

**Tools:** Yes

### Commentary

Animal Instruction is one of the more obvious examples of an overlap skill. Animal Husbandry “involves the raising, care, and breeding of animals,” and that definition seemed more focused on keeping the animals alive rather than getting them to do what you want. Likewise, Instruction allows you to teach “another character,” which doesn’t really suggest training an animal. If you think the distinction is silly, use the suggested Obs and roll either Instruction or Animal Husbandry instead.

Making a test easier by lowering a creature’s Will comes straight from the Blood Magic section of the Codex, and I think it’s appropriate here. An animal intimidated with violence has a higher chance of obedience, though it also carries greater risks for failure—disfigurement, death, and out-of-control violence to name a few.

I reused the Low Speech and Affinity bonuses from the Riding and Mounted Combat section of the Burning Wheel Gold, but I also came up with some unique Ob penalties that can be added to the base Ob. It makes sense that training certain classes of animal would be more difficult than others because more esoteric training methods would be required.

## Astronomy      Root: Perception

Astronomy is a rare and specialized science which uses mathematics and direct observation of the night sky to identify celestial bodies and their movements.

**Obstacles:** Naming constellations, identifying features of the moon’s surface, Ob 1. Sphericity of the earth, cataloguing stars, Ob 2. Identifying planets in the night sky, perceiving the rotation of the earth, Ob 3. Geocentric solar model, Ob 4. Predicting the exact arrival of an eclipse or periodic comet, Ob 5. Heliocentric solar model, perceiving elliptical orbits, Ob 6. Discovering the moons of another planet, Ob 8. Discovering a new planet, Ob 10.

**FoRKs:** Almanac, Astrology, Research

**Skill Type:** Academic

**Tools:** Yes

### **Commentary**

Considering the implied technology level of the Burning Wheel is 14<sup>th</sup> century France or 12<sup>th</sup> century China, I'm stretching what should be possible with the suggested Obs for Astronomy. You'll find that multiple skills and lifepaths in this document are more suggestive of the European Renaissance than the European Middle Ages, and frankly I'm okay with drifting from the main game in that respect. It may not be entirely faithful, but it allows one to play an eccentric heretic astronomer sentenced to lifelong house arrest from the church so there's that.

Most of the above Obs are essentially a list of discoveries taken from the history of astronomy in our world. Astronomy can be used to establish facts about the game world, but there's more to it than just that. To me, an astronomer can have a hunch about any astronomical phenomenon. But testing and meeting an Ob means that you've actually done the science; anyone else with the right level of learning can look at your work and come to the same conclusions that you did.

For predicting the exact time of a solar eclipse or periodic comet, I'd treat the situation much like the Weather Sense trait on pg. 353 of the Burning Wheel Gold. If the player declares the event is happening at a specific time and they succeed on the test, it should happen as the player described. Periodic comets occur once or twice a lifetime and total solar eclipses occur every couple of decades on average, so allow this only as often as it makes sense.

## **Body Art**

### **Root: Will/Agility**

Body Art is the skill by which the body is decorated or modified to express ideas, emotions, or cultural heritage. This skill allows the safe and accurate performance of these arts without the target incurring infection, disease, or serious injury. Once the artist finishes, the target may immediately take a representative character trait if appropriate.

Body Art can be used as a special linked test for a song, dance, ritual, speech, conflict, or other situation which could benefit from the display of body art. The size and type of body art needed depends on the test and the milieu of the setting. Linking into one test carries no penalty; for +1 Ob this linked test can apply to a stat or skill for an entire conflict or series test. Name the boosted skill or stat when making the Body Art test.

**Obstacles:** Branding an animal or prisoner, Ob 1. Ephemeral body art (body paint, hair styling, etc.), Ob 2. Temporary body art (hair dyeing, henna, Ohaguro, etc.), Ob 3. Permanent body art (tattoos, scarification, etc.), Ob 4. A single site or small area, No Penalty. Multiple sites or medium area, +1 Ob. Several sites or large area, +2 Ob. Full body, +3 Ob.

**ForKS:** Calligraphy, Illuminations, Painting, Symbolology

**Skill Type:** Artist

**Tools:** Yes

### **Commentary**

I'm honestly a little surprised that a skill like this doesn't already exist in the main game since Body Art is so universal across time periods and cultures. Regardless, I really enjoyed designing this skill, and I'm especially proud of the linked test rules for Body Art. I love the idea of a character displaying their beliefs on their body so that others can understand the depth of their conviction. The idea is powerful and dramatic and fits with my idea of the Burning Wheel. The linked test rules were somewhat inspired by the Meditation skill, and the combination of Body Art and Meditation can be a powerful source of non-magical advantage dice for an important conflict.

# Clock Maker

**Root: Perception/Agility**

Clock Maker is the specialized craft of making horologes using light, water wheels, gears, levers, springs, pulleys, weights, pendulums, and various other natural forces and mechanical apparatus. This skill includes the knowledge of these mechanisms as well as the ability to clean, maintain, and reset them. Clock Maker only covers the creation of a basic housing for any mechanism; for anything opulent use Carpentry, Whitesmith, or another skill to build one. Failure usually indicates a non-functioning or inaccurate device, though the character may not necessarily be aware of their failure.

Clocks require a trained individual to perform routine maintenance as well as reset or rewind clocks to prevent them from becoming inaccurate. The easiest method of tracking this is to perform clock maintenance along with the campaign's resource cycle, though it can be more or less frequent if desired.

**Obstacles:** Sundial, Ob 1. Hourglass, Ob 2. Water clock accurate to the hour, Ob 3. Mechanical clock accurately tracking the zodiac or the phases of the moon, Ob 4. Mechanical clock accurate to the hour, Ob 5. Mechanical clock accurate to the minute, Ob 6. Grand Orrery, Ob 10. Adding a chime, moving figurine, or other periodically triggered mechanism, +1-3 Ob.

**Obstacles for Maintenance and Repair:** Routine water clock maintenance, repairing a broken water clock, Ob 1. Routine mechanical clock maintenance, Ob 2. Repairing a broken mechanical clock designed by you, Ob 3. Repairing a broken mechanical clock designed by someone else, Ob 4-10 depending on complexity.

**ForKs:** Locksmith, Atilliator

**Skill Type:** Craftsman

**Tools:** Workshop

## Commentary

Like Astronomy, this skill goes beyond the implied setting of Burning Wheel. Clocks weren't very common in the 14<sup>th</sup> century, and even the best certainly weren't capable of being accurate to the minute. If you allow the breach, however, I think there's a lot of room to explore, especially if you keep in mind that these kinds of clocks need routine maintenance as well as someone to reset them periodically. Clocks weren't one-and-done affairs like other crafts.

If you're playing a Burning THAC0 or dungeon delve-type game, you can easily use this skill to disarm mechanical traps you find as well as create and set your own. Below you'll see that I've repurposed the Lock Pick Obs for trap disarming, and you can make your own Obs for creating traps. If you do, be sure to add Ob penalties for mechanisms that can reset themselves.

**Obstacles for Disarming Traps:** Safely disarm a simple mechanical trap, Ob 1. Safely disarm a decent mechanical trap, Ob 2. Safely disarm a simple or decent mechanical trap that has rusted, Ob 3. Safely disarm a complex mechanical trap, Ob 4. Safely disarm a complex mechanical trap that has rusted, Ob 5.

# Flail

**Root: Agility**

The flail uses a spherical or cylindrical striking head attached to a wooden handle with leather straps, rope, or chain. While useful in bypassing shields, flails present a great deal of danger to everyone in their vicinity, allies and the flail's wielder included. Absolute failure (no successes) when attacking indicates a mistimed swing. Either the wielder or an unintended target takes a Mark hit from the weapon.

**Obstacles:** See the Fight chapter in the Burning Wheel.

**ForKs:** Brawling, Boxing, or any appropriate melee weapon skill

**Skill Type:** Martial

**Tools:** A flail

Weapon	Pow	Add	WS	VA	WL	Handedness
Flail	+2	2	1	3	Short	One Handed
Peasant Flail	+2	2	1	2	Long	Two Handed

### Commentary

As far as the historical record is concerned, the flail didn't see much use on real world battlefields. It was good at bypassing shields, but it had the downside of causing too much collateral damage to the wielder and their allies. Still, a few brave souls certainly used them, so Flail can be taken under the Appropriate Weapons heading.

To represent just how unwieldy and dangerous flails are, I adapted the *no successes* clause of the Munitions skill. I read some other more complicated attempts to make accurate flails on the Burning Wheel forums, and I'm very happy with this simpler solution.

My choice of stats for the Flail and Peasant Flail were carefully chosen, but some readers may disagree and choose to modify them. If you do, keep in mind that the flail's main strength and reason for use is its ability to bypass shields and armor, so I wouldn't recommend a VA any lower than 2.

## Games of Skill

**Root: Agility/Speed**

A character with this skill is adept at a wide range of sports, outdoor games, and athletic competitions. Included are lawn games like bowls, quoits, and skittles; team competitions like shinty, stoolball, and harpastum; and any other games of skill appropriate to the setting and not already covered by a stat test or another skill—for example, jousting would still use Lance, shooting targets would still use Bow, and running a footrace would still use Speed.

**Obstacles:** Make a versus test between the opponents. If playing a team game, all participants with Games of Skill may contribute a helping die to their team's leader.

**ForKs:** Tactics

**Skill Type:** Physical

**Tools:** Yes

### Commentary

Games of Skill came about when I took a look at the Games of Chance skill on the Dwarven list and wanted to make something similar. It had a lot of variety and sounded fun, so I made its inverse for those of Mannish stock. It's perfect for settings with professional sports analogues and cultures that are competitive but non-violent.

## Glassmith

**Root: Perception/Agility**

Glassmith is the specialized craft of making and shaping glass into forms both useful and pleasant to the eye. It includes the knowledge of which metals, salts, and other chemicals to mix to create the desired color, thickness, and strength as well as the knowledge of how to heat the mixture and for how long in order to properly mold it. If making a glass project with multiple colors, only apply the highest relevant Ob penalty.

**Obstacles:** Ornamental glass (beads, jewelry, etc.), Ob 1. Vessel glass (cups, bottles, etc.), Ob 2. Architectural glass (windows, stained glass, etc.), Ob 3. Dull colors (muddy brown, cloudy white, etc.), No penalty. Muted colors (forest green, dark amber, etc.), +1 Ob. Transparent glass, +2 Ob. Bright/fluorescent colors (red, blue, green, purple, yellow, etc.), +3 Ob. Calcedonia, Ob 5. Mirrors, Ob 6. Lenses, Ob 7. Throne of Glass, Ob 10.

**ForKs:** Alchemy, Blacksmith, Whitesmith

**Skill Type:** Craftsman

**Tools:** Workshop

### Commentary

Glass has been a pretty ubiquitous part of human civilization for a while now, and it takes dedicated craftsman to manufacture it. The hardest part of creating this skill was researching glass techniques and determining what was hard and what was routine for craftsman several centuries ago, and I'm still not really sure if I got it all correct. Making Glassmith really made me appreciate the amount of effort that BWHQ has put into designing skills for the game.

## Hand Speech

**Root:** Perception/Agility

Hand Speech is a rudimentary language that allows the “speaker” to communicate concepts using only finger, hand, and arm movements. This skill is especially useful for making surreptitious conversation when regular speech is inadvisable. Failure on the test usually means either that something gets lost in translation or that an unintended observer noticed the exchange.

**Obstacles:** Communicating your survival needs, hurling insults, Ob 1. Explaining a simple plan, Ob 2. Having a short, stilted conversation, Ob 3. Explaining a complex plan, Ob 4. Having a long, unbroken conversation, Ob 5. Having a laborious, meandering conversation, Ob 7. Communicating with a speaker of a different Hand Speech dialect, +1-3 Ob.

**FoRKs:** Foreign Languages, Inconspicuous

**Skill Type:** Social

**Tools:** No

### Commentary

Although Hand Speech and Battle Language both exist in *Burning Sands: Jihad*, my primary inspiration for this skill was the Aiel from Robert Jordan's *The Wheel of Time* series. They're a warrior people who soundlessly communicate with Hand Speech on the battlefield, and I absolutely love the idea. I also love the idea of nobles in court talking across the room with movements disguised as yawns and arm scratches, so now that can happen.

## Sling

**Root:** Agility

The sling is a projectile weapon used to hurl stones or sometimes lead bullets. It consists of a diamond shaped pouch made of leather between two cords, one of which has a finger loop at the end to secure it to the hand. The slinger loads ammunition into the pouch and holds both cords while rotating once or twice to add stability and power. When ready, the slinger makes an overhand throw while releasing one of the cords to send the stone or bullet flying at the target.

**Obstacles:** See the Fight and Range and Cover chapters in the Burning Wheel.

**FoRKs:** Throwing, Javelin

**Skill Type:** Martial

**Tools:** A sling and some stones

War Sling [Source]					Shepherd Sling				
<b>DoF:</b>	1-3	4-5	6		<b>DoF:</b>	1-3	4-5	6	
	<b>I:</b> B3	<b>M:</b> B6	<b>S:</b> B9	<b>VA</b> 0		<b>I:</b> B3	<b>M:</b> B5	<b>S:</b> B7	<b>VA</b> 0
<b>Actions:</b>	Load Sling: 2; Release Sling: 1				<b>Actions:</b>	Load Sling: 2; Release Sling: 1			
<b>Ranges Dice:</b>	Optimal	Extreme/OOR	Max Range		<b>Ranges Dice:</b>	Optimal	Extreme/OOR	Max Range	
	1D	1D	100 Paces			1D	1D	100 Paces	



### Commentary

Torchbearer and Mouseguard both have Slings so why not Burning Wheel? For this one, I honestly just stole Luke's War Sling from a forum post and made a skill description to fit it. Once I did that, I made a slightly less impressive sling for shepherd boys, and the skill was done. It practically wrote itself.

If your GM is feeling generous, Sling can be added as the last skill under the Shepherd lifepath on pg. 163 of the Burning Wheel Gold. Regardless, Sling can be taken under the Appropriate Weapons heading, and if you don't feel that Sling needs its own skill, use Throwing instead.

To make your own sling, tweak the stats of the above slings as necessary. You can also introduce special ammunition similar to the specialty arrowheads found on pg. 557 of the Burning Wheel Gold.

## Whip

**Root:** Agility

The whip is a long, flexible length of leather or cord attached to a solid handle and primarily used to enforce compliance in people and animals. An unfortunate side effect of that compliance, however, is often the simultaneous breeding of resentment and violent rage.

**Obstacles:** See the Fight chapter in the Burning Wheel.

**Obstacles for preparing an animal for Animal Instruction:** Before beginning the training itself, the trainer may first attempt to whip the defenseless animal into submission. Make an Ob 2 Whip test. Success indicates you do Mark result damage to your victim. One success over the obstacle means you can choose to do an Incidental or Mark hit. Two successes over means you can choose an Incidental, Mark, or Superb hit. Failure indicates you inflict a Superb hit on your victim.

The trainer may make whip tests as often as he likes, but the results of a test stand: Damage from the whip cannot be reduced. If the animal is killed or becomes too broken to perform, that's the trainer's problem.

**ForKs:** Torture

**Skill Type:** Martial

**Tools:** A whip

Weapon	Pow	Add	WS	VA	WL	Handedness
Whip	+1	2	1	0	Longest	One Handed

### Commentary

Whip was made in conjunction with **Animal Instruction** and its usefulness remains primarily in that realm. I can't imagine a whip being much use in a real fight, so its main use is injuring defenseless creatures. As I mentioned before, I pretty much stole the preparation details from the Blood Magic section of the Codex because it's so appropriate for the whip.

# Lifepaths of Man

## Peasant Setting

Lifepath	Time	Res	Stat	Leads
<b>Mystic</b>	10 yrs	12	+1 M	Outcast
<i>Skills:</i> 6 pts: Folklore, Body Art, Meditation, Stealthy, Woods-wise				
<i>Traits:</i> 1 pt: Mystical, Reclusive, Deeper than Skin				
<i>Requires:</i> Augur, Thinker, or Elder				
<i>Note:</i> <i>Speaker of Names</i> on pg. 402 of the Burning Wheel Codex now lists <i>Mystic</i> under its requirements.				

## Villager Setting

Lifepath	Time	Res	Stat	Leads
<b>Horse Trainer</b>	7 yrs	10	+1P	Professional Soldier, City Dweller, Noble Court
<i>Skills:</i> 5 pts: Animal Instruction, Soothing Platitudes, Tack-wise, Breed-wise				
<i>Traits:</i> 1 pt: Musky, Soft-Spoken				
<i>Requires:</i> Groom				
<i>Note:</i> <i>Master of Horses</i> on pg. 182 of the Burning Wheel Gold now lists <i>two Horse Trainer lifepaths</i> under its requirements.				
<b>Village Champion</b>	5 yrs	6	+1 P	Professional Soldier, Outcast, Noble Court
<i>Skills:</i> 7 pts: Conspicuous, Fairy Tale-wise, Hero-wise, Brawling, Games of Skill, Staff				
<i>Traits:</i> 1 pt: Adventurous, Naive, Fierce Rival				
<i>Restrictions:</i> Must be character's second or third lifepath. It may not be taken twice.				
<i>Note:</i> <i>Squire</i> on pg. 181 of the Burning Wheel Gold now lists <i>Village Champion</i> under its requirements.				

## City Dweller Setting

Lifepath	Time	Res	Stat	Leads
<b>Exotic Animal Trainer</b>	6 yrs	12	—	Outcast, Villager
<i>Skills:</i> 6 pts: Whip, Animal Instruction, Oratory, Crowds-wise				
<i>Traits:</i> 1 pt: Cruel, Selfish				
<i>Requires:</i> Confidence Man, Performer, or Itinerant Performer				
<b>Astronomer</b>	10 yrs	15	+1 M	Noble Court, Outcast
<i>Skills:</i> 5 pts: Astronomy, Almanac, Night-wise, Heresy-wise				
<i>Traits:</i> 1 pt: Eccentric, Nocturnal				
<i>Requires:</i> Student, Journeyman, Priest, or Young Lady				
<i>Note:</i> <i>Advisor to the Court</i> on pg. 184 of the Burning Wheel Gold now lists <i>Astronomer</i> under its requirements.				
<b>Clock Maker</b>	10 yrs	20	+1 M	Villager, Outcast
<i>Skills:</i> 4 pts: Clock Maker, Mechanism-wise, Time-wise				
<i>Traits:</i> 1 pt: Chronologue, Mind for Small Details				
<i>Requires:</i> Journeyman				
<i>Note:</i> <i>Master Craftsman</i> on pg. 176 of the Burning Wheel Gold now lists <i>Clock Maker</i> under its requirements.				
<b>Glassmith</b>	9 yrs	24	+1 M/P	Religious, Noble Court
<i>Skills:</i> 4 pts: Glassmith, Chroma-wise, Fragile Things-wise				
<i>Traits:</i> 1 pt: Easygoing, Thoughtful				
<i>Requires:</i> Journeyman				
<i>Note:</i> <i>Court Artist</i> on pg. 179 of the Burning Wheel Gold now lists <i>Glassmith</i> under its requirements. <i>Master Craftsman</i> on pg. 176 of the Burning Wheel Gold now lists <i>Glassmith</i> under its requirements.				

## Noble Setting

Lifepath	Time	Res	Stat	Leads
<b>Player of Games</b>	5 yrs	25	—	Religious, Outcast, Servitude and Captive
<i>Skills:</i> 5 pts: Gambling, Strategy Games, Games of Skill, Leisure-wise; 2 pts: General				
<i>Traits:</i> 1 pt: Never Satisfied, Impulsive, Debt-Ridden				
<i>Requires:</i> Lord or Lady				

## Noble Court Subsetting

Lifepath	Time	Res	Stat	Leads
<b>Horse Trainer</b>	7 yrs	8	+1P	Professional Soldier, City Dweller, Outcast
<i>Skills:</i> 5 pts: Animal Instruction, Soothing Platitudes, Tack-wise, Breed-wise				
<i>Traits:</i> 1 pt: Musky, Soft-Spoken				
<i>Requires:</i> Groom				
<i>Note:</i> Master of Horses on pg. 182 of the Burning Wheel Gold now lists <i>two Horse Trainer lifepaths</i> under its requirements.				
<b>Hairdresser</b>	6 yrs	10	—	City Dweller, Outcast
<i>Skills:</i> 4 pts: Body Art, Fashion-wise, Hair-wise				
<i>Traits:</i> 1 pt: Fretful				
<i>Requires:</i> Servant				
<b>Royal Spymaster</b>	8 yrs	40	+1 M	Outcast, Peasant, Village
<i>Skills:</i> 7 pts: Falsehood, Observation, Royal Secrets-wise, Rumor-wise, Hand Speech, Cryptography				
<i>Traits:</i> 1 pt: Deadpan, Scheming				
<i>Requires:</i> Baron, Viscount, Count, Duke, Noble Prince, or Advisor to the Court				

## Seafaring Setting

Lifepath	Time	Res	Stat	Leads
<b>Tattoo Artist</b>	5 yrs	5	—	City Dweller, Outcast, Religious
<i>Skills:</i> 5 pts: Body Art, Drinking, Streetwise, Brawling				
<i>Traits:</i> 1 pt: Rambling, Tall Tale Teller				
<i>Requires:</i> Sailor, Pirate, Smuggler, Freebooter, Ship's Cook, or Crazy Old Sailor				

## Outcast Subsetting

Lifepath	Time	Res	Stat	Leads
<b>Accepted by the Wastes</b>	6 yrs	10	+1P	Noble, Professional Soldier, Servitude and Captive
<i>Skills:</i> 8 pts: Spear, Hand Speech, Boxing, Knives, Honor-wise, Obligation-wise, Water-wise				
<i>Traits:</i> 1 pt: Outsider, Dedicated				
<i>Requires:</i> Lady				

# Mannish Resources

### Exotic Beast, 20 Rps

Characters with the **Animal Instruction** skill, or the Merchant, Magnate, Lord, Baron, Viscount, Count, Duke, or Noble Prince lifepath, may take an appropriate exotic animal foreign to their land. This purchase counts as property when factoring Resources.

### Flail

Resource points cost found in the Arms section on pg. 202 of the Burning Wheel Gold.

### Peasant Flail

Resource points cost found in the Arms section on pg. 202 of the Burning Wheel Gold.

### Shepherd Sling, 2 Rps

### War Sling, 3 Rps

### Whip

Resource points cost found in the Arms section on pg. 202 of the Burning Wheel Gold.

# Traits

## **Adventurous**

Character Trait, 1 pt

## **Chronologue**

Burning Wheel Gold page 318.

## **Cruel**

Character Trait, 1 pt

## **Deadpan**

Character Trait, 1 pt

## **Debt-Ridden**

Die Trait, 3 pts

This character once took out a sizable loan, but has since piddled away the money with nothing to show for it. The size of the debt is double the character's current Resources exponent or Ob 2 if the character has Resources 0 (see the rules for paying back a debt on pg. 375 of the Burning Wheel Gold). Additionally, this character possesses a 1D infamous reputation for being bad with money.

## **Dedicated**

Die Trait, 3 pts

This character's relentless dedication allows them to make efficient use of their time. When using the Practice rules, this character may treat their Will as one higher when determining the number of hours they can practice per day.

## **Deeper than Skin**

Die Trait, 3 pts

It takes more than words for this character to adequately express their emotions. Gain +1D to the **Body Art** skill when using it on a character you have a Relationship with.

## **Easygoing**

Character Trait, 1 pt

## **Eccentric**

Character Trait, 1 pt

## **Fierce Rival**

Die Trait, 3 pts

This trait grants the character a minor relationship. This relationship must be with a rival character who is constantly trying to surpass and humiliate them. When creating this rival, choose a skill highly valued by both characters; the rival's skill exponent is always one higher.

You may invest additional Resource Points and increase the value of this Relationship.

## **Commentary**

Fierce Rival is a modified version of the Never a Moment of Peace trait from pg. 524 of the Burning Wheel Codex. This trait is perfect if you want to have a Gary Oak in your life.

## **Fragile**

Die Trait, 4\* pts

Even the smallest wounds pose a threat to this character. Light wounds bleed to Midi if they are not treated before the conclusion of the session, though the wound ceases to bleed at Midi. For any medical skill, it's an Ob 1 test to staunch the flow of blood for one scene.

\* Characters with one or two total lifepaths may purchase this trait for only 1 pt.

## **Fretful**

Character Trait, 1 pt

## **Graceful Fingers**

Call-On Trait, 2 pts

This character's dexterous fingers make complex movements look easy. This is a call-on for **Hand Speech**.

## **Impulsive**

Character Trait, 1 pt

## **Mind for Small Details**

Character Trait, 1 pt

**Musky**

Character Trait, 1 pt

**Mystical**

Character Trait, 1 pt

**Naive**

Character Trait, 1 pt

**Never Satisfied**

Character Trait, 1 pt

**Nocturnal**

Die Trait, 2 pts

This character is well accustomed to the dead of night. Nocturnal reduces obstacle penalties for darkness by one.

**Outsider**

Character Trait, 1 pt

**Placid**

Character Trait, 1 pt

**Rambling**

Character Trait, 1 pt

**Reclusive**

Character Trait, 1 pt

**Scheming**

Burning Wheel Gold page 344.

**Selfish**

Character Trait, 1 pt

**Soft-Spoken**

Character Trait, 1 pt

**Tall Tale Teller**

Burning Wheel Gold page 349.

**Thoughtful**

Character Trait, 1 pt

**Unyielding**

Die Trait, 6 pts

Through strength of will this character refuses to let any wound take them down. *Every* time this character is incapacitated due to wound dice, they may attempt to shrug off wound penalties and remain standing. If the character's lowest stat(s) is at 0, it's an Ob 4 Health test to shrug off -1D of wound penalties and remain standing. If the character's lowest stat(s) is at -1, it's an Ob 5 Health test to shrug off -2D of wound penalties and remain standing. For -2, it's Ob 6 and so on. Mortal wounds cannot be shrugged off in this manner. The full wound penalties return at the end of the scene.

**Commentary**

A less impressive version of Unyielding is available to every character by default. On pg. 497 of the Burning Wheel Gold in the Gritting Your Teeth section it reads:

*"A character who is incapacitated due to wounded dice may attempt to shrug off one die of his penalties and stagger back to his feet. He may only make one such attempt, period."*

So exactly once a character can make this attempt, which wasn't sufficient for what I was trying to accomplish. I wanted a trait that could allow for Boromir's last stand in the Fellowship of the Ring or really any movie scene where a character continues fighting through a ridiculous number of wounds. It still requires some serious Health tests, but it makes a very badass trope possible.