Bel Nix

Version 1.2.2

# Ability Scores

There are four Abilities Sores that are used throughout the game. These abilities can determine your health, composure, and other skills. When starting a new character, each ability type will start with 2 points and an extra 4 points can be applied to them as desired. Be advised, however, that an ability cannot have a score lower than 1.

## Sturdy:

The sturdier you are, the more hits you can take, the farther you can throw, and the harder you can hit. Along with dishing out melee damage and absorbing damage, Sturdy also holds sway over initiative rolls. The mod of your Sturdy score is your initiative mod. Initiative is used to determine the turn order in combat; a higher initiative means you go first. Any checks using the Sturdy score alone will be oriented towards how durable a character is.

## Perception:

Perception allows you to survey your surroundings and have impeccable aim. Perception also gives you quick reflexes to avoid attacks. Along with evasion, stealth, and aiming, the Perception score also helps with critical hits. Your mod in Perception becomes your active critical damage. When you critically hit, you take the max damage that your weapon can dish out and add your critical damage to it. Any checks using the Perception score alone will assess the characters ability to survey surroundings.

## Technique:

All technical skills are covered under this score. They branch over both organic and inorganic materials. The more technique you have, the easier it is to be assured in your skills, giving the character a higher composure. The Technique mod also becomes your active handling percent chance that is added on top of the weapons base durability chance. Any checks using the Technique score alone will check the character's ability to handle technical skills.

## Well-Versed:

Well-Versed is a scholar's score. Anyone who is Well-Versed has major control over their composure, topics of either history or politics, as well as a seductive voice. The Well-Versed score goes directly into the dominion combat advantage, which dictates how long anybody who loses composure to you stays in a primal state. Any checks using the Well-Versed score alone will check the character's ability to maintain a social situation (bluffing/bartering/etc).

# Defenses

Each one of the Ability Scores maps directly to one of two defenses. When an enemy attacks you, they will attack one of these defenses (be wary, combat doesn't always mean they'll be hitting you with a stick or shooting with a gun!).

## Health:

Health is dictated by both your Sturdy Ability Score as well as your Perception. To calculate your max health, you add up both your Sturdy and Perception bases and then take any racial or leveling modifiers. If your health falls to zero, you lose consciousness, but are kept stable. If your health falls below zero, you lose consciousness and are bleeding out. For every hour that you are bleeding out, you will lose one health point until you are stabilized or hit a negative amount of HP equal to your Max HP. Once you hit a negative number of HP equal to your Max HP, you die (Ex. If you have 14 HP, then you need to be at -14 HP to die).

## Composure:

Composure is dictated by both your Well-Studied Ability Score as well as your Well-Versed. To calculate your max composure, you add up both your Technique and Well-Versed bases and then take any racial or leveling modifiers. If your composure hits zero (it cannot go into negative numbers like health), you will take on your primal state. The effects primal state is dictated separately by each race. As a default, a primal state lasts for one minute or a single round of combat. However, this can be changed by the dominion combat score. This adds the dominion score to the standard one minute to make a new total. This new total will be the number of minutes or rounds that they must be in primal state (Ex. Sarah has a dominion score of three. Sarah scares Roger, which causes Roger to lose composure and fall into a primal state. He would take Sarah's dominion score plus one and stay in his primal state for a total of four minutes or four rounds.)

# Race

There are three races, each one with two different backgrounds that can be chosen for them. Choosing a Race effects your Defenses and Primal State, while your background includes the Personal Effects that you carry on you as well as past reputation.

## Berrind (Fair Skinned)

**Description:** Berrind are the most represented race in all of Bel Nix. They are often found in higher rings of society. They are able to keep it cool under a lot of mental strain, but are often times unable to take any sort of physical work.

**Racial Stats:** +2 Composure/-2 Health

**Primal State:** Reckless

When pushed too far, Berrind will become Reckless. Pride and arrogance will take over and they will insist that whatever their challenge is, they can achieve it... no matter the cost.

**Backgrounds:**

**Fallen Noble -** There was once a time when you used to mingle with the upper-crust. However, those times are long gone now. Unfortunately you no longer hold the reputation that you used to and it now works against you in ways you hadn't hoped.

**Personal Effects:**

* Fifty Copper
* Cloth Back (Cloak)

**White Gem -** You were never like the other Berrinds. You weren't born into success or fame, you were part of the rare minority of Berrinds in the Sixth Tier. It was difficult growing up down there, everything was backwards. Everyone despised you for being the same color as the high and mighty above. While you may be singled out down here, you will blend into the higher rings better.

**Personal Effects:**

* Leather Head (Cap)
* Bronze Hand Axe

## Ashpian (Tan Skinned)

**Description:** Ashpian are somewhat foreign to this city. They come from the Ash outside of the city walls; naturally living in tribes protected by a Matron. Most Ashpians migrate to the city in hopes of finding a better life. Others have found a niche they fill in society and have started carving a small spot for themselves in the lowest ring of Bel Nix. While there are no Ashpians in any seats of power, they are not viewed poorly by any tiers in Bel Nix.

**Racial Stats:** No Modifications

**Primal State:** Passive

When pushed too far, Ashpian will become Passive. Instead of having a direct will, they lose their ambition and will resign to anything that they believe will keep them alive.

**Backgrounds:**

**Commoner -** You've never been one to stand out, but you certainly have more than the people on the streets. A regular income and a place to rest are enough for you to consider yourself lucky. You'll work your way up the ladder with hard work and determination.

**Personal Effects:**

* Plank
* Ten Copper

**Immigrant -** You're in a foreign land you've never seen before. While you may not have a good grasp on what is happening here, other people find you outlandish and interesting. You stand out and that can spur some very curious events.

**Personal Effects:**

* Leather Spaulder
* Bronze Short Sword

## Rorrul (Dark Skinned)

**Description:** Rorrul make the majority of the lower tiers of society. They have a higher tolerance for pain and physical strain, but do not have the same training and composure that Ashpains and Berrinds have.

**Racial Stats:** +2 Health/ -2 Composure

**Primal State:** Threatened

When pushed too far, Rorrul will become Theatened. Once Threatened, the Rorrul will attack whatever made them lose composure.

**Backgrounds**

**Servant -** As a servant, you work underneath a certain family of the Third Tier. While the income isn't up to par with some of the Ashpian Commoners, there are political ties to your house that could be invaluable.

**Personal Effects:**

* Thirty Copper
* Bully Stick

**Unknown -** You blend into the streets as if you were part of the cobblestone. You lack a reputation one way or another, but you do have a knack for not being caught.

**Personal Effects:**

* Cloth Head(Hood)
* Bronze Dagger

# Skills

There are four categories of skill, each one corresponding to a specific Ability Score. Each category of skill breaks down into two minor skills that will benefit from every two points put into an Ability Score. All skills are rolled using 1d10 instead of the natural 1d20. However, DCs are not changed from normal D&D. If you are untrained in a specific skill, don't expect to do anything better than average.

## Physique (Sturdy):

**Athletics -** You have control over your muscles and are able to put intense physical strain on them. You can run fast, swim strong, and climb high.

**Melee -** Swing strong and swing hard. Your total Melee score will be used for your melee hit chance.

## Prowess (Perception):

**Ranged -** Aligning the proper variables to make that well placed shot is an art you happen to know quite well. Shoot straight with the eyes of a hawk. Your total Ranged score will be used for your ranged hit chance.

**Stealth -** Not only are the shadows your best friend, but also crowds and hiding places. Stalking a target can happen in a plethora of different ways.

## Mastery (Technique):

**Mechanical (Man-made) -** Understanding the inventions of man has been your life. You are quick with your hands and are a craftsman of many things.

**Medicinal (Bio) -** Medicine is a rare treat in Bel Nix. Life is power, and not many have the ability to mend it.

## Knowledge (Well-Versed):

**Historical (Past) -** You've studied the history of the world. There are many things that the past can teach you and the understanding of these teachings can be invaluable for the future.

**Political (Present) -** You know what's now and happening. While understanding politics will allow you to draw on current knowledge, it does not influence how good you are with people.

## Success Rate:

Aside from the normal way that skill rolls are preformed, there is something that is known as a Success Rate. This is a steady way to gauge how well a character has been performing. At character creation, each skill's Success Rate will be set to 0%. As they progress and continuously make successful checks on certain skills, their Success Rate will increase (however, the inverse can be true). They are then allowed to opt out of certain "menial" rolls that the know their character should be able to perform by now. However, if the player chooses to opt out of rolling, their success rate does not increase.

## Difficulty Checks:

|  |  |
| --- | --- |
|  | **Athletics** |
| 1-4 | Anything between 1 and 4 is likely to fail. However, some menial actions like balancing on uneven ground while in combat can still be achieved. |
| 5-9 | Jumping across a 5 foot gap. Moving over somewhat awkward terrain like desks, tables, or waist-high rubble. Balancing on a foot wide beam. Moving a body 5 feet. |
| 10-14 | Sidling across on a 6 inch ledge. Jumping over 10 ft gaps. Moving around difficult terrain like pillars. Balancing on a 9 inch wide beam. Carrying a body. |
| 15-19 | Sidling across a 3 inch ledge. Balancing on a 6 inch wide beam. |
| 20-24 |  |
| 25-29 |  |
| 30 |  |

# Progression

Like most conventional RPGs, Bel Nix takes a standard approach to the leveling system. Each level gives you a set amount of additional Ability Score, Defense, and Skill points to put where-ever you choose.

## Understanding your Character Sheet

The first segment of the Character Sheet is dedicated to personal information. This information defines the personality and characteristics of your Professional. Below is a breakdown of the information stored.

**Player Name:** This is your given name, not the name of the Professional that you choose to play as. It's mainly for record holding or to allow the DM to know who's sheet is whose if they choose to collect them after sessions (or perhaps they like to remember who they've killed).

**Character Name:** This is the name of your Professional, the one that you will be called in-game.

**Race:** Be it Berrind, Ashpian, or Rorrul; your race determines how people will react to you as well as your primal state.

**Sex:** The sex of your Professional has no benefits or drawbacks statistically. However, this isn't a purely aesthetic choice. Berrinds often see women and men in an equal standing. Ashpians out in the Ash have matrons, a single woman that oversees a tribe. Matrons are seen as the huntress of the group, providing food and shelter to their kin. As such, Ashpians are more inclined to revere women. Rorruls see their men in roles that require physique, while their women are seen in roles that require more finesse. Neither are seen in the public eye as crafty or sociable.

**Background:** Your background defines a core point of how you came to the streets of the Sixth Tier of Bel Nix. It is determined, in part, by your race. Each race has a choice of two backgrounds, which influence the items that you start with.

**Height:** While mainly aesthetic, height can be used at the leisure of the DM. Natural heights of Berrind men are around 5'5" and women around 5'3". Ashpian men average around 5'8" while their women are closer to 5'11". Finally, Rorrul men and women average both around 6' flat.

**Weight:** While mainly aesthetic, weight can be used at the leisure of the DM. Berrinds tend to lean towards a slimmer physique weighing in around 120-150 lbs. Ashpians have a thicker build at 140-180 lbs. However, with the Rorrul's staggering size and often larger physique, they average around 170-200+ lbs.

**Class:** The five core classes of Bel Nix are Ex-Soldier, Engineer, Investigator, Researcher, and Orator. A player will chose their core class at level 1 and at level 10 they will choose a specialization.

**Level:** A Professional's level is their standard way of progressing and growing in their skills and abilities. Each level you will gain an Ability Score, Defense, and Skill point to put where-ever you choose (). You will also always gain a new Class Feature with each level. Every fourth level there is a choice between one of two Class Features.

**Experience:** Experience is the way in which Professionals gain levels. It is calculated in an easy to understand fashion. To progress to the next level you take your current level and multiply it by 1000 (Ex. To get from level 5 to 6 you must gain 5000 experience or 5 x 1000 experience). One you get that much experience, you gain a level.

**Looks:** This portion of the sheet is dedicated to either a mug shot or notes about a character's appearance.

The middle segment of the Character Sheet notes all important information about Ability Scores, Defenses, Equipment, and how they all work together.

**Ability Scores:** The four Ability Scores are Sturdy, Perception, Technique, and Well-Versed. Their base is determined by the amount of points that you have placed into each category. The mod is calculated by taking that number and dividing it by two (taking the floor). The mod then goes directly into one of four Combat Scores: Initiative, Critical, Handling, and Dominion. As the name denotes, all of these scores are used in combat.

**Defenses:** A Professional has three different kinds of defenses. Health dictates the physical well-being of a Professional. It is calculated by adding the bases of both the Sturdy and Perception Ability Scores.

Upon leveling up, the Professional can put an extra point into their defenses that is not dependant on the bases of the Ability Scores.

## Level 1

Unlike all of the levels following, level one is a peculiar and unique beast. It's the only level that isn't treated like all of the others. At level one, you start with 12 Ability Score points to put into Sturdy, Perception, Technique, and Well-Versed. No base score is allowed to

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Level | Experience | Ability Scores | Defenses | Skills |
| 1 | 1000 | 12 | 12 | 4 |
| 2 | 2000 | 13 | 14 | 5 |
| 3 | 3000 | 14 | 16 | 6 (7) |
| 4 | 4000 | 15 | 18 | 7 (8) |
| 5 | 5000 | 16 | 20 | 8 (10) |
| 6 | 6000 | 17 | 22 | 9 (11) |
| 7 | 7000 | 18 | 24 | 10 (13) |
| 8 | 8000 | 19 | 26 | 11 (14) |
| 9 | 9000 | 20 | 28 | 12 (16) |
| 10 | 10000 | 21 | 30 | 13 (17) |

# Classes

There are five major classes in Bel Nix.

## Ex-Soldier:

**Skill/Stat Bonuses:** + 2 Health/+1 Athletics/ +1 Ranged

You were a soldier either for Bel Nix or in the Ash. You've honed your ranged skills and your training allows you to take a lot of punishment.

**Features:**

**Level 1**

**-Decisive Strike(Passive):** If one of the Ex-Soldier's attacks downs his target, he gains an extra standard. This only works once per turn (you cannot down one enemy, then down another with your standard and get yet another standard).

**-Throw:** On a successful attack roll, player throws an adjacent enemy a number of spaces equal to their Sturdy Mod. Target stops upon hitting a wall or object and will be knocked prone. If the target hits a human, that human must make an Athletics check (DC 15) or will also be knocked prone.

**Level 2**

**-Intimidate:** On a successful intimidate check (Ex-Soldier's Sturdy Mod + 1d20 vs. Opponent's Well-Versed mod + 10), the player will roll composure damage equal to the Sturdy Mod. There will be varying success on intimidation depending on the amount of composure the enemy has remaining.

**Level 3**

**-Weapon Focus (Passive):** The player can choose a weapon type to specialize in (Piercing, Slashing, or Crushing). This will add a +2 to hit with all weapons within this type.

**Level 4**

**- Combat Reload (Passive):** When using any ranged weapon that has a reload time, the player will take one less turn to reload than all other Professionals.

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**-Into The Fray:** Charge double the amount of spaces you normally do. You do not invoke attacks of opportunity while charging and you must be able to reach your target. Upon reaching your target, you will gain combat advantage on them until your next turn (this feature is a full-action, so you will not be able to attack the same turn you use it). This ability can be used once per combat.

**Level 5**

**-Grapple:** On a successful attack roll, the player can now choose to hold an enemy captive for a number of turns equal to their Sturdy modifier. Each turn an enemy is held, they can oppose the player's original roll with a melee check of their own. As a bi-product, the player loses all ability to attack, but gains a human shield. All attackers, except from behind, have to roll player AC + captive AC to hit the player. If they are able to hit the captive AC, but not the total, they will attack the captive instead. This ability requires the main hand to be open and can be used twice per combat.

**Level 6**

**-Strike| Leg:** On a successful attack roll opposing the enemies Pants AC + 15, the player can strike at an enemy's leg. This immobilizes the enemy for the player's Sturdy Mod - the enemy's Sturdy Mod (minimum of 1 turn) and deals weapon damage. This ability can be used once per combat.

**Level 7**

**-Quick Swap:** Twice per combat, you can exchange a weapon from your inventory with the weapon in your main hand as a minor action.

**Level 8**

**-Trained Eye:** Twice per combat, you may take a turn normally, except you can activate Trained Eye as a standard to attack anyone who enters a square that you can attack. Upon doing so you get an immediate attack. If you are using a melee weapon, you get an immediate attack as well as an attack of opportunity.

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**-Halting Force (Passive):** Successful attacks of opportunity now halt your foe in place, forcing them to end the turn. You also gain reach with any weapons that are 4 squares high or wide.

**Level 9**

**-Bunker Down:** When activated, the Ex-Soldier can no longer move, but instead adds +2 AC. Attacks of Opportunity also take a -4 to melee (this does not include Trained Eye).

**Level 10**

**-Diehard:** Once per session, the player can stay standing and in combat past unconsciousness. They will slowly bleed out for 1 HP per turn until dead. Upon combat finishing, the adrenaline will wear off and the player will go to 0 HP regardless of how low their health was.

## Engineer:

**Skill/Stat Bonuses:** +2 Mechanical

You are well versed in the science and application of the mechanical marvels of Bel Nix. From the complex energy plants, to the shady black market blades, it is just a new system for you to discover and master.

**Mechanical Parts**

**Frame:** Dictates the Durability (Health) and Hardness (AC) of a trap or turret.

**Trigger:** Dictates the amount of times that a trap detonates.

**Energy Source:** Dictates how many turns a turret can function.

**Gears:** Dictates any additional damage the trap/turret has.

**Applicator:** Dictates base damage and damage type.

**Traps:** Frame, Trigger, Gears, Applicator

**Turrets:** Frame, Energy Source, Gears, Applicator

**Features:**

**Level 1**

**-Construction:** Your hands naturally find their way around a workbench. You can construct traps and turrets. Placing a trap or a turret is considered a standard action. Switching a turret on or off is considered a minor action.

**-Efficient Storage (Passive):** All things mechanical now stack in your inventory in sets of three. This includes any collapsible weapons, traps, turrets, building materials, and the like. If the item in question is concealable prior to stacking, it maintains that status (I.E. three collapsible batons that are stacked are still concealed).

**Level 2**

**-Metallic Affinity:** Your uncanny attraction to metallic objects has lead you to have a keen eye for anything mechanical. While observing metallic objects, you can opt to use your mechanics skill over your Perception Mod. Additionally the Engineer can ()

**Level 3**

**-Over Clock:** When using a mechanical weapon, the engineer can maximize the damage output to deal maximum weapon damage plus the Engineer's Technique Mod. The weapon is no longer usable for the rest of the combat.

**Level 4**

**-Trap Specialist:** You can now mount a trap into your shoulder slot.

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**-Turret Specialist:** You can double the effect of any component of your Turret (except your applicator). Doubling the effect of the frame will give your turret more durability. Doubling the effect of the energy source will elongate the amount of rounds the turret will fire. Doubling the effect of the gears will double the damage of the turret.

**Level 5**

**-Danger Close:** Whenever you encounter explosives, you gain an immediate round before the explosive detonates. This ability can be used twice per combat and is considered a Minor Action.

**Level 6**

**-Tailor Made:** You can modify armor.

**Level 7**

**-Tailor Made:**

**Level 8**

**-Advanced Circuitry:** You've studied up on the different kinds of circuitry that the tiers of Bel Nix have to offer. You now understand the basics of crafting gauntlets.

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**-Advanced Rigging:** You've decided to set your sights on maximizing weapon damage and concealment. You can modify weapons and now understand how to collapse everything from swords and axes to turrets and traps.

**Level 9**

**-Up Your Arsenal:** Turrets now track targets. Traps

**Level 10**

**-Up Your Arsenal:** Once per session, for the duration of a combat you can hone your instruments of destruction to be more deadly than ever. Turrets now track targets. Traps add one square of area of effect damage and do not hurt allies. Gauntlets can hold an extra option. Weapon modifications use the next die up (I.E. 1d4 damage die becomes a 1d6, a 1d8 would become 1d10, to a cap of 1d12).

## Investigator:

**Skill/Stat:** +1 Health/+1 Composure/+1 Stealth/ +1 Melee

**Features:**

**Level 1**

**-Mark:** Your eyes and mind have been trained to the point where you can foresee where targets will head if you focus your attention on them. This process is known as Marking and you are allowed to mark a number of targets equal to your Perception Mod. Marking a target grants a +2 Perception (+1 Perception Mod) against your closest marked target. If line of sight with the target is lost over the duration of a round, at the end of your turn the mark is wiped. Marking and unmarking is considered a Minor Action.

**-Sneak Attack(Passive):** The investigator is granted an extra 1d4 damage for a successful ranged attack and 1d6 damage for a successful melee attack during either a surprise round or when combat advantage is granted.

**Level 2**

**-Escape:** Once per encounter, the investigator can move 10 extra feet without evoking attacks of opportunity.

**Level 3**

**-Quick-Draw:**  The investigator can make an attack roll with their stealth skill (1d20 + stealth) to attempt to draw their weapon before their adversary. If the check is successful (vs. target's AC), the player is granted a surprise round with combat advantage on his closest target within 2 squares. If the investigator chooses to attack, the attack automatically hits. This ability can only be used before combat starts.

**Level 4**

**-Loaded Deck:** The player can hold an extra weapon in their sleeve that fits into a 2x2. This weapon takes a minor action to prepare, but does require an empty hand to equip. Any weapon in the loaded deck is considered concealed. You can quick-draw immediately with a weapon in your loaded deck.

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**-Dual-Wield:** The player can hold an extra weapon in their offhand. When dual-wielding, all attack rolls are -2 in the main hand and -4 in the offhand. If using a weapon that grants dual-wielding all attack rolls are 0 in the main hand and -2 in the offhand.

**Level 5**

**-Reversal:** You have a chance (1d20 + Perception Mod vs. DC of enemy attack) to strike before your enemy when being attacked. You must be within range to attack to use this feature. This ability can be used twice per combat.

**Level 6**

**-Strike| Hand:** On a successful attack roll opposing the a DC of 10 + weapon size (1 point per square), the player can strike at an enemy's hand. This disarms the enemy, causing their weapon to fall in any direction around them. This ability can be used twice per combat.

**Level 7**

**-Acrobat (Passive):** Investigators get a +2 to any Athletics check for all checks that move over gaps or rough terrain. Investigators also get a +2 to AC for all attacks of opportunity taken on them.

**Level 8**

**-Feint:** On a successful stealth roll (against the attacker's perception mod + 10), you gain combat advantage on your target for the rest of your turn. This can only be used twice per combat and is considered a minor action.

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**-Dirty Fighting:** You've become increasingly aware of your surroundings and as such can use a minor action to equip a weapon from your surroundings and use it accordingly. Tiny objects (rocks, drinking utensils/bottles, and the like) use a 1d4. Small objects (the leg of a chair, a book, and the like) use a 1d6. Medium objects (a cinderblock, a piece of sheet metal, and the like) use a 1d8. Large objects (entire chairs, a pickaxe, and the like) use a 1d10. After two uses the object is destroyed or lost. All Dirty Fighting objects can be dual-wielded except large objects.

**Level 9**

**-Sunder:** On a successful attack roll, you deduct 1 AC from your target a number of turns equal to your Perception Mod. This can be used three times per combat.

**Level 10**

**-Execute:** Once per session, the player can strike a marked target to deal double the usual damage to a target (automatically a crit). The attack must be made within melee range and any targets that are unaware of the attack beforehand are hit with three times the damage instead of double.

## Researcher:

**Skill/Stat:** +2 Composure/+1 Medicinal/+1 Historical

**Features:**

**Level 1**

**-Uncanny Knowledge:** You know your way around Bel Nix and its citizens. Eventually, you will know all of their secrets. In combat, Uncanny Knowledge can be used to give a +1 to hit. Outside of combat, your historical roll can be used to collect obscure knowledge on the situation at hand (table pending).

**-Trained Medic(Passive):** The Researcher understands when resources are strained and can make do with the smallest amount of medicinal supplies. This doubles the amount of uses they gain from any medicinal-based items.

**Level 2**

­**-Tempered Hands:** Knowing the boundaries of both yourself and your opponent is critical on the field of battle. You can sacrifice 1 point to hit for 1 point of damage (and vice versa) to a maximum of your Technique Mod. Alternatively, the Researcher can use this on medicinal rolls as well. This can be used twice per combat and is activated with a minor action.

**Level 3**

**-Favored Race (Passive):** You have rigorously studied one of the three races (Berrind, Ashpian, or Rorrul), allowing you to know them both inside and out. While rolling against your favored race, you gain a +1 for all skill rolls (including melee and ranged attack rolls while in combat).

**Level 4**

**-Strike| Heart:** If the researcher is using a piercing weapon, they roll a normal attack against 20 + the enemies Chest AC to stab them in the heart, instantly killing the target. This can be used once per combat.

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**-Brush With Death:** On a strike that wound normally knock the player unconscious, you can make a medicinal check (vs. 10 + damage done) to stay standing. This leaves the player at 1 HP and can only be used if the player has more than 1 HP available. This can be used twice per combat.

**Level 5**

**-Quick Operation:** If the Researcher has a set of medical supplies in their shoulder slot, they can take out and use them as a single minor action. If no medical supplies are in their shoulder slot, the Researcher gains <a small buff to something else>.

**Level 6**

**-Overdose:** The researcher can use 2 doses from any medicinal pack to create a potent poison worthy of dealing damage equal to what one dosage could heal. This effect persists for 3 rounds.

## Orator:

**Skill/Ability Score Bonuses:** +2 Political

**Features:**

**Level 1**

**-Invoke:**  The Orator damages their target's composure for a number equal to the Orator's Well-Versed Mod. If this occurs during combat, the damage done to the composure of the target also diminishes the target's chance of hitting the Orator. This is considered a minor action and can be used twice per combat.

**-Primal Control (Passive):** If the Orator is the leading factor in breaking the composure of a target, they have the choice of letting the primal state fire off as normal or can veer it onto a different course. For Rorruls, the Orator can choose to have the Rorrul attack the closest target instead of them. For Ashpians, the Orator can take direct control of the Ashpian immediately (the alternative is that they do what they believe is best for their survival). For Berrinds, the Orator can influence the Berrind's goal after they have triggered their primal state.

**Level 2**

**-One of Many:** If the Orator is within three squares of any neutral or friendly target, they can activate this ability to alleviate any eyes from them and blend in. This causes the Orator to be completely ignored by any threats in the area for a minute or as long as they do not take any actions (movement, standard, attacks of opportunity or otherwise). If they are outside of any range of their allies, the Orator can use this to add their Well-Versed Mod to either Hit, Damage, or AC for one minute. Alternatively, they can use this to increase their movement by five feet for one turn. This is considered a minor action and can be used once per combat.

**Level 3**

**-Instill Paranoia:** Weaving your way into your opponent's mind has always been a strong point of an Orator. Instilling Paranoia in your target allows them to be considered neutral to you, causing them to not attack, allow you through their square, or otherwise.

**Level 4**

**-Double Time:** You can incite an adjacent friend to move again.

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**-Loud Voice(Passive):**  All vocal features now cover double the space (i.e. Invigorate now covers 6 spaces and Inspire now can reach 2 spaces away).

**Level 5**

**-Demoralize:**  All enemies within 3 spaces take a -2 to Hit for an amount of rounds equal to your Well-Versed Mod. This ability can be used once per combat.

**Level 6**

**-Erdusk's Convoluted Riddles:** Your words are quick, clever, and sharp as steel. With these plethora of riddles, you can stump anyone for a good period of time. When used in combat, Erdusk's Convoluted Riddles can be used to confuse targets.

# Talents

Talents are static traits that any character may gain throughout the course of a campaign. They are gained through leveling; although in rare cases they can be gained from completing specific events or challenges.

## Advantages:

**Clear Body, Clear Mind:** When three spaces away from all other units at the beginning of your turn, you will heal 1HP and 2 CP.

**Critical Threat:** You have an increased 5% to deal critical damage with all weapons.

**Headstrong:** Whenever an opponent attempts to attack your composure directly, your mental defense uses your Sturdy Modifier instead of your Well-Versed Modifier.

**I Want Both:** The first time your class has you choose between two different features, you take both.

**Irritable Bowels:** Instead of triggering a primal state when losing composure, you will now lose control of your bowels.

**Jack of All Trades:** As long as all of your Scores are 1 point away from each other, you get a +1 to your score of choice (chosen when you take the Talent). This added point does not affect the requirement.

**Lady's Man/ Man's Woman:** You have an innate ability to have the other sex swoon for you. All bartering prices will be reduced by 10% and the Advice Combat Score gains an additional 5% whenever fighting together with someone of the opposite sex.

**Lady's Woman/ Man's Man:** You have an innate ability to have the same sex appreciate you. All bartering prices will be reduced by 10% and the Advice Combat Score gains an additional 5% whenever fighting together with someone of the same sex.

**Late Bloomer:** Instead of picking one talent now, pick two talents when you reach level 5.

**No Rest for the Weary:** Living on the Sixth Tier has caused you to always be watching your back, ruining any opportunities you've had for sleep. When you eat, you gain your health back and a lack of sleep does not affect you (unless the lack of sleep is fatal to a normal human being).

**Oh! Look At The Time**: If you fail a well-versed check, you can successfully excuse yourself from the situation, diminishing the consequences of the failed roll. This can be used once per session.

**Quick Learner:** Add 20% to all experience gained.

**Show Me The Money:** Whenever you pick up cash, you find double what you would normally find. Unfortunately, you are not very benevolent with this found wealth.

**Skilled:** Get an extra skill point every other level, starting at level 3 (does not work retro-actively).

**The Tables Have Turned:** Your naturally gifted talents have allowed you to change any unfortunate event on its head. If you roll a natural 1, you can change it into a (unnatural) 20. This can be used once per session.

## Flaws:

**Blind In One Eye:** An incident in your past caused you to lose one of your eyes. You have bad depth perception as a result and cannot use ranged weapons.

**Two Left Feet:** You've never been particularly skilled with both of your feet. Quick feet-work and coordination have always evaded your grasp. In combat, you cannot take five-foot steps. You're also a notably bad dancer.

**Slow Learner:** Subtract 10% to all experience gained.

**The Tables Have Turned:** Your naturally terrible luck has always caused any great situation to be held out of your grasp. The first natural 20 you roll in a session will be considered a 5.

**Glutton:** Food has always been your worst enemy and your best friend. You need to eat twice as much as anyone else to feel full.

**Greedy:** When finding money, you always pocket half of it for yourself. You always come first, of course.

**Gambler:** You could never turn down the chance to gamble...

**Paranoid:** It feels like everyone is plotting against you. You're not sure who's friend or foe... So they all must be foes. In combat, you do not benefit from any of your fellow comrades buffs or advice.

**Deserter:** Loyalty has never been a particularly strong point of yours. After watching comrade after comrade fall, you realize death in battle just wasn't for you. If you watch over half your party fall in battle, you'll flee for your own survival.

**Naturally Flawed:**

# Grogs

Grogs are paid follower. As long as you keep them paid, (or in the Orator's case just) fed, and sheltered. They can be quite resourceful, but they are not as powerful as normal characters. They take various penalties from the Professional setup, which will be discussed below.

## Ability Scores and Defenses

Grogs have the same four Ability Scores as Professionals: Sturdy, Perception, Technique, and Well-Versed. Instead of the 12 points that Professionals start with, grogs start with 8. Once again, no single score can be below 1. Grogs also have the same three defenses as Professionals and are calculated the same way: Health (Sturdy Base + Perception Base), Composure (Technique Base + Well-Versed Base), and Armor Class (with a base of 5).

Specifying a race is treated the same way when creating a grog, however backgrounds do not apply to the grog.

## Classes and Skills

Like Professionals, grogs have five different classes. Each class mirrors one of the existing classes.

**Mercenary:** This class favors the use of brute force over all else. More proficient with weaponry than their counterparts, mercenaries are the arm for hire that everyone who wants a little extra muscle for a job will want.

+1 Health/+1 Melee

**Cog:** Faster with their hands than their minds, cogs have a way with tools. They're not the most innovative or brilliant; but what they lack in ingenuity, they make up for in sheer working prowess.

+1 Health/+1 Mechanical

**Agent:** Sticking to the shadows and out of trouble, agents prefer a more subtle line of work. Tag an agent with a target you want eyes and ears on and they will oblige.

+1 Stealth

**Retriever:** You can find anything if you know where to look, and retrievers *know* where to look. They use their superior knowledge of the lay of the lands to grab hold of any specific valuables for a fair price.

+1 Composure/+1 Historical

**Slanderer:** These particularly un-notable individuals make a good living of berating and belittling names. They are knifing and mischievous, but make for good tools when dealing with the rich and powerful.

+1 Composure/+1 Political

Grogs have the same core eight skills that Professionals do and have two points at the beginning of creation to put into any skills.

# Base of Operations

A Base of Operations allows the players to have a space that they get to mold into their very own. It is where you can keep extra Professionals or grogs.

## Core & Hallways

**Command Center**

Description: The center of all operations. This is where future upgrades are planned, missions are debriefed, new Professionals and grogs are interviewed, and so much more. Every base needs a place to start.

Size:

Cost: N/A

## Upgrades