

EARTHQUAKE

From mild tremors to massive fissures, earthquakes on Feneryss tend to be violent. Thankfully most activity is limited to the Snapspine mountain range and the wastes to the north.

Failing an Acrobatics check means the character loses their balance and falls *prone*.

UC	EFFECTS
1-5	-2 penalty to combat checks, -1 penalty to stride
6-15	-4 penalty to combat checks, -2 penalty to stride
16-25	-6 penalty to combat checks, -3 penalty to stride
26+	-8 penalty to combat checks, -4 penalty to stride

FIRESTORM

These visually stunning, mortally terrifying storms of death and destruction typically occur above the Maw or near volcanoes where the natural heat and flame gets swept up into the magically fueled vortex. Although rare, they may spring up spontaneously in regions heavily laden with latent magic. Failing a Physical Resolve check in the midst of a firestorm sets the character *ablaze*.

UC	EFFECTS
1-5	1d6 damage per round
6-15	2d6 damage per round
16-25	3d6 damage per round
26+	4d6 damage per round

GALE

Gales are uncommon but make appearances in the wide open spaces of Feneryss: the plains, barrens, and steppes. They tend to build up from a gentle breeze, warning informed travelers before they become a problem. The stronger the storm, though, the shorter the warning. Characters that are not firmly secured to something must make an Physical Resolve check. Failure means they are forcibly displaced by the winds a number of yards equal to the UC, divided by ten, to a minimum of 1. If a character's Agility rank is less than the gale's penalty, at the beginning of their turn, they are pushed a number of yards equal to the difference in addition to any distance they may lose to a failed Acrobatics check.

UC	EFFECTS
1-5	-2 penalty to Agility rank
6-15	-3 penalty to Agility rank
16-25	-4 penalty to Agility rank
26+	-5 penalty to Agility rank

LAVA

Lava bubbles and roils where the planet's oceans once flowed and regularly erupts from the numerous volcanoes dotting Feneryss. Characters coming into contact with lava will take 2d6 damage and be set *ablaze*. Standing or being submersed in lava inflicts 4d6 damage each round until exited. A successful Physical Resolve check of 20 will halve the damage. Ending a turn within 2 yards of flowing lava will incur 1 *fatigue* point unless the character succeeds on a Physical Resolve check of 12.

REALITY TEAR

These rare events are triggered in locations where reality has been stretched too thin. On occasion, otherworldly creatures have been able to breach the rifts and enter Feneryss. Anyone unfortunate enough to be caught within the event horizon of the tear will experience time, space, and possibility itself warping around them. This can inflict those exposed and the environment around them with lasting effects that defy known understanding.

During combat, a reality tear immediately wroughts the Hysteria fear reaction on any who come in contact for 1d4 rounds. Additionally, for every 3 rounds someone remains within 5 yards of the tear inflicts 1 paranoia. Neither can be avoided or mitigated in anyway.

If encountered out of combat, any exposed suffer the Hysteria fear reaction for 1d4 minutes. Any who remain in contact with it suffer 1 paranoia every 3 minutes. This cannot be avoided or negated in any way.

While reality tears can be permanent, allowing for creatures from the unknown to pour through, they are almost always temporary, lasting up to 3d10 minutes.

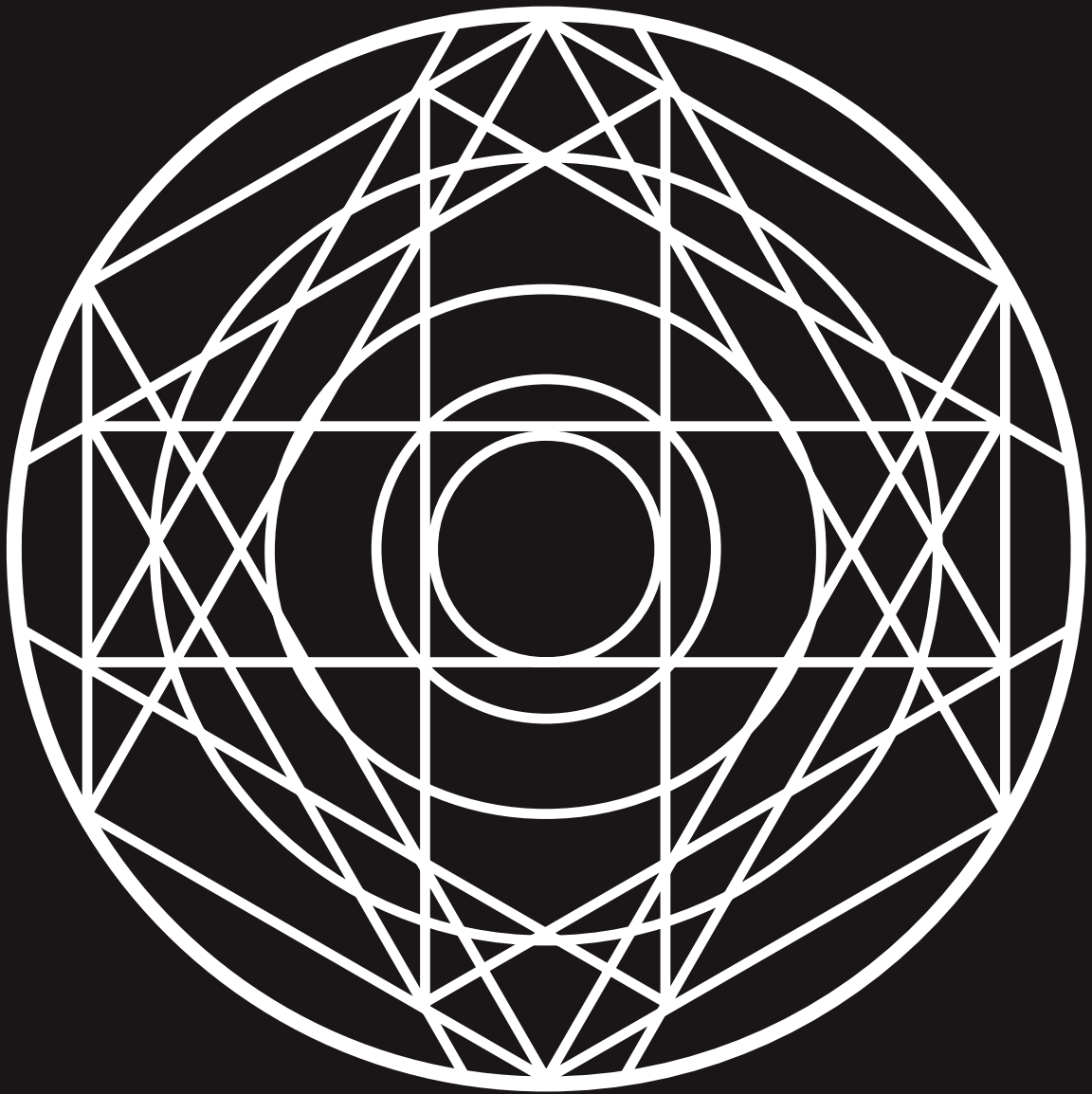
Take note that while outside of a reality tear, it is impossible to fire weapons or throw objects to the opposite side of the tear.

ULTRAVIOLET LIGHTNING STORM

These storms are prevalent in incredibly hot, bone-dry areas such as the Ashlands or the Wastes of Galaam. Bolts of UV light are guided down from the heavens by traces of lingering magic to strike deaf and blind anyone too close (and likely kill anything it touches). The effects are stronger the closer one is to the epicenter. The GM will determine where lightning strikes with a d100 (or 2d10). Each character and monster should be assigned a number, beginning with 1 and adding up to the total number of characters and enemies present. For damage, roll once and apply it to all affected characters, halving it for those who succeeded on the Physical Resolve check.

RANGE	UC	EFFECTS ON SUCCESS	EFFECTS ON FAILURE
0 yds. (Target)	30	The character is immediately reduced to -1 health and must pass a Stabilization check or fall <i>unconscious</i> .	The character is immediately reduced to -10 health and must pass a Stabilization check or fall <i>unconscious</i> .
1 yd.	20	Take 2d6 damage, <i>stun</i> 2, gain a Cancerous Tumor (page 166).	Take 5d6 damage, <i>blinded</i> , <i>deafened</i> , <i>stun</i> 4
3 yds.	15	<i>Stun</i> 1, gain a Cancerous Tumor (page 166).	<i>Blinded</i> , <i>deafened</i> , <i>stun</i> 2

CHAPTER 4: TALENTS & ARCHETYPES

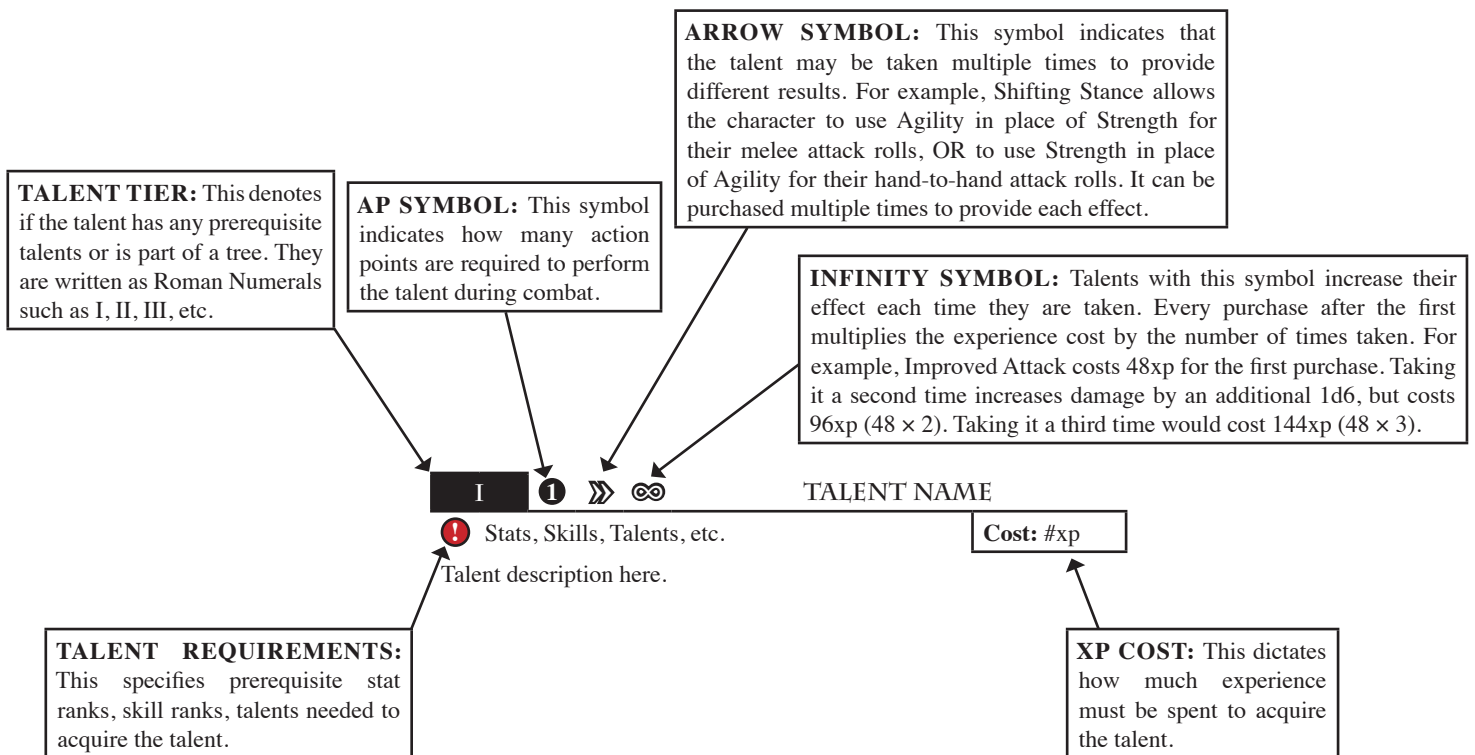


READING TALENTS

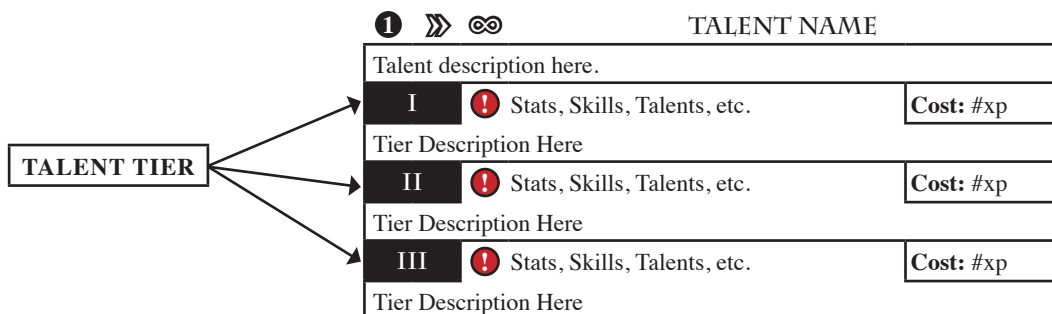
Talents are the core of conflict resolution for Shattered. They primarily provide bonuses to actions, or grant the character new and unique abilities that they can use to overcome the challenges and enemies they will encounter throughout Feneryss. The following sections are organized into what we call archetypes: genres of character actions. Despite this label, every talent is available to any player provided they meet the listed requirements and can afford the experience cost. When reading requirements there are two things to note: the character must possess all the necessary requirements listed EXCEPT when two or more requirements are separated by a slash (/) (e.g. Melee / Hand-to-Hand 5.) In this case, the character only needs one of the listed requirements separated by the slash. This also means that the character can only utilize this talent when possessing the appropriate skills. Any talent with ranked tiers require the previous rank when purchasing.

READING TALENTS

Part of our design of the talents in this chapter was to provide you as much information as possible at a glance. Below we will break down parts of our talents.



MULTI-TIERED TALENTS



HUMAN

TALENT NAME	XP	Pg. #
Acceptance	90	100
Eternal Hatred	80	100

TALENT NAME	XP	Pg. #
From Good Fortune	52	100
Preference	180	100

TALENT NAME	XP	Pg. #
Tolerance	45	100
Unity	27	100

ALYPSE

TALENT NAME	XP	Pg. #
Apostle	102	100
Contagious Curse	80	100

TALENT NAME	XP	Pg. #
Gift of the Apocalypse	27	100
Justice of the Fallen	25	100

TALENT NAME	XP	Pg. #
Silver Tongue	15	100

DRONE

TALENT NAME	XP	Pg. #
Armed and Operational	70	100
Autonomous	54	101

TALENT NAME	XP	Pg. #
Drone Mentality	54	101
Flesh Made Whole	62	101

TALENT NAME	XP	Pg. #
Ghost in the Machine	60	101

FLORVANA

TALENT NAME	XP	Pg. #
Chemical Propulsion	125	101
Explosive Discharge	37	101
Fungal Coagulant	34	101

TALENT NAME	XP	Pg. #
Healing Spore	94	101
Natural Understanding	25	101
Organic Chemistry	52	101

TALENT NAME	XP	Pg. #
The Walls Have Ears	54	101
We are Root	27	101

REKINDLED

TALENT NAME	XP	Pg. #
Continuous Cycle	67	101
Know the Unknowable	27	101

TALENT NAME	XP	Pg. #
Piercing Sight	45	102
Residual Echoes	27	102

TALENT NAME	XP	Pg. #
Split Second	45	102
Uncursable	27	102

SHADE

TALENT NAME	XP	Pg. #
Dead Zone	80	102
Frightful	7	102

TALENT NAME	XP	Pg. #
Greater Mind	27	102
Resourcefulness	29	102

TALENT NAME	XP	Pg. #
Seeker	34	102
Slip of Shadows	15	102

VAMPIRE

TALENT NAME	XP	Pg. #
Aura of Life	45	102
Blood Drinker	66	102
Burning Hunger	67	103

TALENT NAME	XP	Pg. #
Draculesti Ascendant	162	103
Engulfing Bite	234	103
Lightfeed	45	103

TALENT NAME	XP	Pg. #
Marquis	94	103
Subjugate	45	103

WRETCHED

TALENT NAME	XP	Pg. #
Disease Resistance	27	103
Filtered Lens	27	103

TALENT NAME	XP	Pg. #
Focused Tremorsense	34	103
Landsight	116	103

TALENT NAME	XP	Pg. #
Mutant Physiology	67	103
Poison Immunity	126	103

GENERAL TALENTS

TALENT NAME	XP	Pg. #
Adept Brewsmith	90	104
And it was Justified	121	104
Combat Medic	70	104
Courageous	Varies	104
Disease Resistance	Varies	104
Endurance	Varies	104

TALENT NAME	XP	Pg. #
Engineer	105	104
Fortitude	Varies	104
Hidden Psyche	Varies	104
I've Got a Bad Feeling	27	104
The Most Dangerous Game	15	104
Numb Senses	45	104

TALENT NAME	XP	Pg. #
Ready for Battle	Varies	104
Resilient	Varies	104
Shorthand	27	105
Specialized Training	Varies	105
Uppers	15	105

COMBAT TALENTS

GENERAL COMBAT TALENTS

TALENT NAME	XP	Pg. #
Ambidexterity	27	105
Blitzkrieg	135	107
Bodyguard	5	105
Brothers in Arms	21	105
Can I Have That?	82	105
Combat Troll	22	107
Dual Weapon Adept	93	105
Entrench	139	106
Fancy Footwork	45	105
Fortify	45	105
Get the Horns	94	106
Glutton for Punishment	74	107
Guardian	77	105

TALENT NAME	XP	Pg. #
Human Shield	97	106
I'll Take that	48	106
Immovable	72	106
Insane Combatant	Varies	106
Iron Curtain	45	106
Keep Away	96	106
Mental Static	97	106
Mess With the Bull	27	106
Mind Void	262	106
Muscle	48	106
No Leg to Stand On	80	106
Not This Time	45	106
Parry	52	106

TALENT NAME	XP	Pg. #
Rapid Deployment	15	107
Riposte	150	106
Shield Strike	45	107
Shoot'em While They're Down	48	107
Sticky Situation	62	107
Sweep	35	107
Swift Foot	67	107
Taunt	7	107
Undeterred	80	107
Wild Visage	45	107
Wrecking Ball	72	107

MELEE COMBAT TALENTS

TALENT NAME	XP	Pg. #
Armor Breaker	66	107
Blood Feud	94	107
Boiling Rage	48	107
Bouncing Strike	62	107
Cut Through	102	108
Dancing Defense	314	108
Defensive Duelist	56	108
Feral Roar	27	108
Fierce Charge	Varies	108

TALENT NAME	XP	Pg. #
Foot Stomp	66	108
Gladiator	54	108
Heavy Hitter	80	108
Improved Attack	48	108
Lightning Charge	186	109
Master Defensive Duelist	143	108
Menacing	80	108
Performing Sweeps	77	108
Rebounding Strike	227	107

TALENT NAME	XP	Pg. #
Shifting Stance	27	108
Swift Charge	34	108
Unrelenting Attack	48	109
Unstoppable	135	109
Whirling Dervish	Varies	109
Wind Scythe	Varies	109
Wind Up	Varies	109
Zealous Charge	94	108

BALLISTIC COMBAT TALENTS

TALENT NAME	XP	Pg. #
Dazzling Disarm	46	109
Eagle Shot	66	109
Hail of Bullets	102	109
Huntsman	60	109
Low Ready	134	111
Lucky Shot	102	109
Missed	21	109
No Scope	134	111

TALENT NAME	XP	Pg. #
Not Just a Staff	268	111
Piercing Shot	80	109
Planned Execution	48	109
Precise Shot	Varies	111
Rapid Reload	Varies	111
Recoil With It	21	111
Ricochet	66	111

TALENT NAME	XP	Pg. #
Ricochet Wanted	168	111
Shot First	67	111
Superheated Shot	48	111
Survivalist	28	111
These are my Guns	36	111
Trip Volley	48	111
Warning Shot	18	111

STEALTH TALENTS

TALENT NAME	XP	Pg. #
Breaking & Entering	52	112
Blend	42	112
Bump Key	7	112
Cut the Cord	15	112
Dark Intentions	132	112
Distortion	Varies	112
Escape Artist	15	112
First Blood	67	113

TALENT NAME	XP	Pg. #
Hawkeye	184	112
Hit & Run	42	113
Marked for Death	62	112
Nimble Fingers	60	113
Patient Watcher	94	112
Reaper Sweep	25	113
Shadow Blades	Varies	113
Shadow Dredge	15	113

TALENT NAME	XP	Pg. #
Shadow Jump	132	113
Sidestep	30	113
Silent Takedown	Varies	113
Skeleton Key	69	112
Slow and Steady	15	113
Something in the Cushions	27	113
Tread Lightly	82	113

SOCIAL TALENTS

TALENT NAME	XP	Pg. #
Better Fencing	139	115
Confidential Informant	Varies	115
Copycat	7	115
Cary Ol' Man	45	115
Creative Stealth	60	115
Deft Smuggler	15	115
Enthrall	52	115
Esteemed	27	115

TALENT NAME	XP	Pg. #
Fencing	72	115
He Could be You; He Could be Me	42	115
Head of the Snake	79	116
Incite Riot	42	116
Inspire	60	116
Quick Change	112	115
Secret Compartment	40	116

TALENT NAME	XP	Pg. #
Smooth Criminal	34	116
Smooth Talker	37	116
Speak Language	27	116
Stoic	45	116
Swift Shout	252	116
Totally Legit Document	42	116
Whispered Aggression	27	116
Whispered Doubt	27	116

ARKÄNA TALENTS

TALENT NAME	XP	Pg. #
Casting	Varies	117
Arkäne Specialization	Varies	122
Master of Arkäna	196	122
Power of Chance	35	122
Power of the Elements	52	122

MARTIAL ART TALENTS

TALENT NAME	XP	Pg. #
Martial Arts Stance	Varies	131
Dragon's Essence	141	134
Dragon's Breath	282	135
Focused Body	100	135
Flexible Mind	215	135

TALENT NAME	XP	Pg. #
Martial Throw	66	135
Ole!	66	135
Thunder Strike	37	135
Uppercut	55	135

CONVICTION TALENTS

TALENT NAME	XP	Pg. #
Conviction	Varies	122
Dualism	126	130
Perseverance	67	130
Sacred Bond	4	130
Saint	247	130

SOCIAL TALENTS

TALENT NAME	XP	Pg. #
Channel	Varies	135
Allied Intervention	Varies	138
Amplified Telepathy	30	138
Dangerous Mind	117	138

TALENT NAME	XP	Pg. #
Innocuous	Varies	138
Mental Acuity	Varies	138
Shielded Mind	Varies	138
Telepathy	5	138

AIRSHIP TALENTS

CAPTAIN

TALENT NAME	XP	Pg. #
I: Crazy Ivan	2	139
II: Emergency Evasion	17	139
III: Strafe	81	139
IV: Overclock	218	139
V: Predictive Maneuvering	456	139

HELMSMAN

TALENT NAME	XP	Pg. #
I: I'm Givin' Her All She's Got	2	140
II: Jury-Rigging	17	140
III: Impact Calibration	81	140
IV: Ragstopper	218	140
V: Deus Ex Mechanik	456	140

CHIEF ENGINEER

TALENT NAME	XP	Pg. #
I: Last Shot	3	140
II: It's Elementary	24	140
III: Make it Count	103	140
IV: More Powder!	268	140
V: Alpha Strike	551	140

GUNNERY MASTER

TALENT NAME	XP	Pg. #
I: Last Shot	3	140
II: It's Elementary	24	140
III: Make it Count	103	140
IV: More Powder!	268	140
V: Alpha Strike	551	140

MASTER-AT-ARMS

TALENT NAME	XP	Pg. #
I: Violence of Action	2	140
II: Firing Squad	17	141
III: Barricade	81	141
IV: Suicide Squad	218	141
V: Hold the Line	456	141

SIGIL MASTER

TALENT NAME	XP	Pg. #
I: Synergy	3	141
II: Feedback	24	141
III: Dual Cast	183	141
IV: Smoke Screen	514	141
V: Arkänik Overload	1081	141

SQUADRON ACE

TALENT NAME	XP	Pg. #
I: Raid	2	141
II: Barrel Roll	17	141
III: Kamikaze	75	141
IV: Engine Boost	197	141
V: Back in Formation	407	141

RACIAL TALENTS

HUMAN

I »

ETERNAL HATRED

! Intelligence 4, Any Combat Skill 4

Cost: 80xp

Types: Alypse, Avian, Beast, Dragon, Drone, Elemental, Florvana, Fragment, Humanoid, Human, Invertebrate, Mechanical, Rekindled, Shade, Undead, Vampire, Verdura, Wretched

The Human's natural tendency for discrimination has manifested against a particular type of foe. They gain a +2 bonus to all attack rolls against the specified race or enemy type and a -2 penalty to Charisma checks against them. This talent can be purchased multiple times, each time applying to a different race or enemy type. The cost doubles for every purchase of this talent after the first, and the Combat Skill and Intelligence requirements increase by 1.

I

FROM GOOD FORTUNE

! Charisma 4, Diplomacy 2

Cost: 52xp

This trait may only be taken at character creation, and allows a Human to start with an extra 200 Notes.

I

TOLERANCE

! Intelligence 4

Cost: 45xp

Lose the Bigotry trait

II »

ACCEPTANCE

! Tolerance

Cost: 90xp

Pick one organization, religion, or race. The Human gains +1 to all social interactions with that group. In order for the benefit and/or the penalty to apply, the Human must be aware that the individual in question is a member of that group (GM has final discretion). If the Human attacks a member of the group, this bonus is lost for 24 hours.

III »

PREFERENCE

! Acceptance

Cost: 180xp

This talent doubles the bonus from Acceptance when interacting with the chosen organization, religion, or race. In order for the benefit and/or the penalty to apply, the Human must be aware that the individual in question is a member of that group (GM has final discretion).

I

UNITY

! Charisma 3

Cost: 27xp

Humans have become increasingly insular over time. They gain a +1 bonus to any Charisma-based checks in social situations with another Human.

ALYPSE

I

APOSTLE

! Willpower 5, Resolve 4

Cost: 102xp

Alypse apostles are flagellate monks of their race. Because of their constant self-mutilation they have developed a resistance to the effects of *fatigue*. When this talent is taken, the Alypse now suffers 1 point of *paranoia* for every 3 *fatigue* points.

I

CONTAGIOUS CURSE

! Casting (Necromancy) 4, Willpower 4

Cost: 80xp

When casting a necromancy curse, the Alypse treats the SP as 1 less, to a minimum of 1 SP, for the purposes of the Casting check.

I

GIFT OF THE APOCALYPSE

! Toughness 3

Cost: 27xp

Though it has been thousands of years since the Reckoning, some of the Alypse still carry the natural resistances that caused the ritual to fail. The Alypse gains a +1 bonus to Physical or Mental Resolve when resisting banes.

I

JUSTICE OF THE FALLEN

! Conviction Talent Rank 1, Devotion 3

Cost: 25xp

All ranks of the Smite miracle cost 1 less conviction point per use.

I

SILVER TONGUE

! Deceit 3

Cost: 15xp

Once per day, the Alypse can choose to automatically roll the maximum value of one die on a Deceit or Diplomacy check. All other dice are rolled as normal. The use of this talent must be declared before rolling.

DRONE

I

ARMED AND OPERATIONAL

! Intelligence 4, Craft (Mechanics) 4

Cost: 70xp

The base prosthetic cost increase of the Modular enhancement is removed.

I

AUTONOMOUS

- ! Intelligence 3, Perception 3,
Cannot take Drone Mentality

Cost: 54xp

Some Drones were designed to function in isolation. They gain a +2 bonus to all Non-Combat Skill checks when more than 5 yards apart from their party. Additionally, they take a -2 penalty to all non-combat tests when within 5 yards of the group.

I

DRONE MENTALITY

- ! Charisma 3, Perception 3,
Cannot take Autonomous

Cost: 54xp

Most Drones are more efficient when working alongside their brethren. Gain a +2 to all Non-Combat Skill checks when within 5 yards of a party member. Additionally, the Drone takes a -2 penalty to all Non-Combat Skill checks when not within 5 yards of their party.

I

FLESH MADE WHOLE

- ! Craft (Mechanics) 5, Medicine 4

Cost: 62xp

Some Drones have grafted flesh to their body, becoming cyborgs, and gaining access to biomods. This flesh is susceptible to disease. Medicine and Conviction can be used to treat any diseases, but cannot heal the Drone.

I

GHOST IN THE MACHINE

- ! Willpower 4, Craft (Mechanics) 3

Cost: 60xp

A Drone may link up, through touch, with any machine that requires an operator to use, even if that machine is in use by someone else. If the machine is not in use by another operator they may take control of it automatically. If, however, it is being used by someone else the Drone must make a Mental Resolve check vs the operator's relevant skill to take command of the machine. This can only be used once per day. Each round beyond the first requires a Mental Resolve check to maintain control. If this check is failed, the connection is lost. This talent may be taken more than once, adding one more control attempt per day. Machines still require a separate power source to function.

II

HEALING SPORE

- ! Fungal Coagulant, Toughness 4, Medicine 3

Cost: 94xp

In addition to removing *bleeding*, Fungal Coagulant now restores health of the target equal to the Florvana's ranks in Toughness. This still requires the Florvana to sacrifice 6 health.

I

NATURAL UNDERSTANDING

- ! Craft (Alchemy) 4

Cost: 25xp

The Florvana acquires 2 bonus Alchemical Parts with every successful Survival check to scavenge.

I

ORGANIC CHEMISTRY

- ! Craft (Alchemy) 6

Cost: 52xp

The Florvana has an innate affinity for Alchemy, which allows them to create potions 2 hours faster.

I

THE WALLS HAVE EARS

- ! Perception 3, Toughness 3

Cost: 54xp

The Florvana may place small pieces of their colony on inanimate objects, each time reducing their maximum health by 3. If they are within 25 yards of these planted colonies, they can make Perception-based checks through them. Retrieving planted colonies restores both maximum health and health equal to the maximum health penalty. If a plant colony is destroyed, the Florvana's max health is restored, but they do not regain lost health. A colony's health is equal to the amount the Florvana lost upon planting it.

I

WE ARE ROOT

- ! Toughness 3

Cost: 27xp

The Florvana can now root one adjacent ally or opponent in addition to themselves. This action can be avoided with a successful Dodge check. If the Dodge check fails, the target is considered *grappled*.

FLORVANA

I

3

EXPLOSIVE DISCHARGE

- ! Toughness 3, Resolve 2

Cost: 37xp

The Florvana may violently excrete a cloud of spores. This costs 1d6 health. Explosive Discharge provokes an opposed Physical Resolve check against all adjacent creatures, including allies. Any creature that fails this check is *nauseated* for 1d4 rounds. The spore cloud lasts until the Florvana's next turn. If the Florvana has any tumors, they can rupture the tumor instead of sacrificing health.

II

CHEMICAL PROPULSION

- ! Explosive Discharge, Toughness 5, Resolve 3

Cost: 125xp

The Explosive Discharge is now affects a 2-yard radius.

I

2

FUNGAL COAGULANT

- ! Toughness 3, Medicine 2

Cost: 34xp

A Florvana may sacrifice 6 health to remove the *bleed* condition from one ally.

REKINDLED

I

CONTINUOUS CYCLE

- ! Willpower 5

Cost: 67xp

Some Rekindled have been known to reincarnate shortly after their death. Once the Rekindled dies, their body bursts into flames and reforms the next day (unless otherwise specified by the GM). The new Rekindled remembers nothing of its previous life, but retains all experience, stats, skills, talents, and *paranoia* of its previous life. The Rekindled gains 1 permanent *paranoia* and permanently loses 5 max health each time they reincarnate.

I

KNOW THE UNKNOWABLE

- ! Intelligence 3

Cost: 27xp

Due to their time among the dead, Rekindled sometimes discover that they possess knowledge they were previously unaware of. The Rekindled can attempt Lore checks for subjects in which they have no ranks with -4 penalty.

II

UNKNOWN KNOWLEDGE

! Know the Unknowable, Intelligence 5 **Cost: 94xp**

Rekindled can now attempt knowledge checks for subjects in which they have no ranks with -2 penalty.

I

PIERCING SIGHT

! Perception 4 **Cost: 45xp**

The Rekindled can peer into the souls of others and glean small details about them. This requires an opposed Willpower check during which eye contact must be made. This can be only used once per target. If successful the Rekindled learns one piece of random information about the target. The target also suffers the *Gasp!* fear reaction.

I

RESIDUAL ECHOES

! Perception 3 **Cost: 27xp**

Rekindled are capable of sensing the surface emotions of sentient creatures. This is a Scrutiny check opposed by the Mental Resolve of everyone within 10 yards. A successful Scrutiny will tell the Rekindled the temperament of every sentient creature within range.

I

SPLIT SECOND

! Willpower 4 **Cost: 45xp**

Some Rekindled can force their bodies back into a spirit form for a split second. This may allow them to pass through previously impassable obstacles. The character must pass a Mental Resolve check against the material they pass through. Light materials, like wood or paper, have a UC of 4 per yard. Sturdier materials, such as brick or rock, have a UC of 8 per yard. Metals, like iron or lead, have a UC of 12 per yard. The Rekindled can not move a distance greater than half their stride. If the Rekindled is no longer in spirit form while attempting to pass through objects, or the Mental Resolve test fails, the player is ejected to the closest available space and also takes 2d6 damage, which bypasses all damage reduction. The Rekindled is capable of taking any gear or equipment on their person with them when using this talent.

I

UNCURSABLE

! Willpower 3 **Cost: 27xp**

The very nature of the Rekindled makes it difficult for curses to affect them, granting them a +1 bonus when resisting curses.

SHADE

I

2

DEAD ZONE

! Willpower 4, Psy 4 **Cost: 80xp**

Once per day a Shade may overload a 1-yard radius (centered on themselves) with psychic noise for 1 round. Anyone within this area, aside from the user, loses their sense of purpose, and must reroll all reactions made within the area, taking the lower result. Outside combat, everyone within range must reroll defensive Charisma-based checks, taking the lower result.

I

FRIGHTFUL

! Intimidate 2 **Cost: 7xp**

The Shade's natural status as a mute can be unsettling and they've learned how to turn this to their advantage. Gain a +2 bonus to all of the character's Intimidate checks.

I

GREATER MIND

! Natural Telepath Trait, Perception 3 **Cost: 27xp**

Shade can now reach up to 40 yards with their telepathy.

I

RESOURCEFULNESS

! Intelligence 3, Craft (Alchemy) 1 **Cost: 27xp**

With their knowledge of herbalism, most Shades fend for themselves. The Shade gains a +1 bonus to Survival checks to acquire food or scavenge Alchemical Parts.

I

SEEKER

! Perception 3, Scrutiny 2 **Cost: 34xp**

Shades possess exceptional eyesight and hearing. They gain a +2 bonus to Awareness and Search checks

I

SLIP OF SHADOWS

! Stealth 3 **Cost: 15xp**

Once per day, a Shade may opt to make a Stealth check at their maximum roll. This must be declared prior to making a Stealth check. This cannot result in a critical success.

VAMPIRE

I

AURA OF LIFE

! Perception 4 **Cost: 45xp**

Vampires have been known to gain an extra sense, a vision that sees life and imprints of living beings. Even when *blinded*, a vampire with this ability can still "see" and track living things. This negates penalties when perceiving or attacking living things. Naturally, this does not work on undead or mechanical creatures.

I

BLOOD DRINKER

! Strength 4, Hand-to-Hand 3 **Cost: 66xp**

Whenever a Vampire successfully initiates a grapple or performs a hand-to-hand attack while *grappling*, they may feed on the opponent. If declared during an attack this replaces the basic attack's damage. The vampire heals 1d4 health and the victim suffers 1d6 damage that bypasses armor and shields.

II

ENGULFING BITE

! Blood Drinker, Strength 6, Hand-to-Hand 6 **Cost: 234xp**

All Vampires are born with a weakness in their lower jaw. Some have found a means to turn this to their advantage, unhinging their jaw to perform a larger bite. The Vampire gains 1 bonus rank to Hand-to-Hand checks when attempting to feed (initiating a grapple or feeding during a grapple). Damage from Blood Drinker is increased to 2d6 and heals 2d4.

I

BURNING HUNGER

! Toughness 5 **Cost: 67xp**

Every round a Vampire takes damage from ultraviolet light, they gain a cumulative +2 bonus to their Grapple checks, up to a maximum of +10. If exposure ends, this bonus persists for 2 rounds. If the Vampire is a Draculesti Ascendant, this bonus is reduced to +1 per round of UV damage.

I

LIGHTFEED

! Willpower 4 **Cost: 45xp**

When the Vampire is within 5 yards of any flame, the fire gradually dies out. This takes 3 rounds for an ambient-level fire, 6 rounds for a dim fire, and 9 rounds for a strong fire.

I

MARQUIS

! Toughness 6 **Cost: 94xp**

Vampires who obtain the status of Marquis have the penalties imposed by the Bloodburn and Feed racial traits are reduced by half. In addition, their last name or family name replaced with Portent. For example, if Lorelei were to become a Marquis, her name would now be Lorelei-vur Portent. Note that it is not required to be in good standing with a coven to become a Marquis.

II

DRACULESTI ASCENDANT

! Marquis, Toughness 8 **Cost: 162xp**

Vampires who obtain the status of Draculesti Ascendant have become impervious to the penalties of the Bloodburn racial trait. Additionally, their aging slows to a tenth of its normal rate. No Draculesti Ascendant in recorded history has succumbed to old age. In addition, they prefix their name with Harbinger. For example, if Lorelei were to become a Marquis, her name would now be Harbinger Lorelei-vur Orikasa. Note that it is not required to be in good standing with a coven to become a Draculesti Ascendant.

I

SUBJUGATE

! Charisma 4 **Cost: 45xp**

If declared prior, and the Vampire succeeds on an intimidate check, a single victim will carry out any actions the character would consider sensible to perform until the task is complete, or 1d4 hours, whichever comes first. If their fear reaction is Hysteria or worse, they will carry out any order with no sense of self-preservation. This only functions on sentient creatures, the target must understand the language used, and the instructions must be simple (no more than a few sentences).

WRETCHED

I

FILTERED LENS

! Perception 3 **Cost: 27xp**

While some Wretched never develop the muscles used to utilize their secondary, transparent eyelids, time and practice can benefit a Wretched a great deal. If developed, the penalties from bright light are reduced by 2.

I

FOCUSED TREMORSENSE

! Perception 3, Awareness 2 **Cost: 33xp**

A Wretched's Tremorsense can now detect the movement and direction of objects or creatures that are medium-sized or greater within 15 yards. Detection is only successful if both the Wretched and creature or object are making contact with the ground.

I

LANDSIGHT

! Focused Tremorsense, Perception 6, Awareness 4 **Cost: 142xp**

Wretched can detect the movement and position of objects or creatures, small-sized or greater within 20 yards, providing that both they and the Wretched are making contact with the ground. The Wretched has a base alertness of *suspicious* when targeted by surprise attacks, and does not suffer the effects of *blindness* or other sensory-based penalties against any opponents detected by Landsight.

I

MUTANT PHYSIOLOGY

! Toughness 5 **Cost: 67xp**

When the Wretched is reduced to *Critical Health* they gain a +1 bonus natural DR until they stabilize. When reattaching a Wretched's original limb the difficulty is reduced by half their Toughness.

I

POISON IMMUNITY

! Toughness 3 **Cost: 27xp**

All Wretched are born with a semi-vestigial organ called a vassilis. When functional it supplements the functions of the liver, drastically increasing the efficiency in which the body can process toxins. Vassilli are so potent that they have been known to render a Wretched effectively immune to particular venoms and poisons. When taken, the Wretched becomes immune to 1 bane.

GENERAL TALENTS

I ADEPT BREWSMITH

🔴 Craft (Alchemy) 8	Cost: 90xp
When brewing grade 5 potions the cost of the cheapest reagent is refunded due to excellent titration skills. This talent only applies if the potion is brewed correctly.	

I COMBAT MEDIC

🔴 Agility 4, Medicine 4	Cost: 90xp
Medicine checks, or Craft (Mechanics) checks if the character is a Drone, during combat require only 1 AP on the part of the healer.	

COURAGEOUS

Their experiences throughout Feneryss have inured the character to unsettling events. Gain a +1 bonus per rank to resist Fear checks.	
I 🔴 Willpower 3	Cost: 27xp
II 🔴 Courageous 1	Cost: 54xp
III 🔴 Courageous 2	Cost: 108xp
IV 🔴 Courageous 3	Cost: 216xp
V 🔴 Courageous 4	Cost: 432xp

DISEASE RESISTANCE

An exceptional constitution aids in warding off disease. Gain a +1 bonus to Physical Resolve checks when resisting a disease.	
I 🔴 Toughness 3	Cost: 27xp
II 🔴 Disease Resistance 1	Cost: 54xp
III 🔴 Disease Resistance 2	Cost: 108xp
IV 🔴 Disease Resistance 3	Cost: 216xp
V 🔴 Disease Resistance 4	Cost: 432xp

ENDURANCE

I 🔴 Toughness 4	Cost: 45xp
The health bonus from Toughness is now 3.	
II 🔴 Endurance 1	Cost: 90xp
The health bonus from Toughness is now 4.	
III 🔴 Endurance 2	Cost: 180xp
The health bonus from Toughness is now 5.	

I » ENGINEER

🔴 Intelligence 5, Craft: (Any) 5	Cost: 105xp
An engineer often hails from a Lanisian University dedicated to their trade (Alchemy, Armaments, or Mechanics). When working in their ideal environment, they tend to be expedient workers. Engineers may reduce the UC for crafting by 2 instead of 1 per additional hour invested. They still cannot reduce the UC by more than half. This may be taken multiple times each time applying to a different Craft skill.	

FORTITUDE

Through rigorous exercise, the character has toned their body to overcome exhaustion. Each rank in this talent grants a +1 bonus to resist falling <i>unconscious</i> from <i>fatigue</i> .	
I 🔴 Toughness 3	Cost: 27xp
II 🔴 Toughness 4, Fortitude 1	Cost: 54xp
III 🔴 Toughness 5, Fortitude 2	Cost: 108xp
IV 🔴 Toughness 6, Fortitude 3	Cost: 216xp
V 🔴 Toughness 7, Fortitude 4	Cost: 432xp

I HIDDEN PSYCHE

🔴 Willpower 3, Resolve 4	Cost: 62xp
The character has learned to reduce the mental pulse they emit, thus making it more difficult for a psychic to read their minds or discern their location. The strain for a psychic to read the mind of this character or determine their location increases by 1.	

I I'VE GOT A BAD FEELING

🔴 Perception 3	Cost: 27xp
Some sixth sense tells the character when something is awry. They always know when there is a trap within a 3-yard radius. They must still pass an Awareness check to locate its exact position.	

II AND IT WAS JUSTIFIED

🔴 I've Got a Bad Feeling, Perception 6	Cost: 121xp
The character is more observant and understands how traps function better than before. When performing an Awareness check to spot traps, add half of the ranks in Craft (Mechanics) to the rating.	

I THE MOST DANGEROUS GAME

🔴 Security 3	Cost: 15xp
After disabling a trap the character can pick it up intact and place it again wherever they like.	

I NUMB SENSES

🔴 Toughness 4	Cost: 45xp
The character has mastered a method of combat meditation that allows them to ignore their body's exhaustion. This talent reduces <i>fatigue</i> to 0. The character gains 1 point of <i>paranoia</i> for every point of <i>fatigue</i> eliminated by this talent. This can only be used once per day.	

READY FOR BATTLE

The character has a knack for predicting an imminent attack. They gain a +1 bonus to their initiative rolls for each rank of this talent.

I	! Agility 3, Perception 3	Cost: 54xp
II	! Agility 5, Perception 5	Cost: 189xp
III	! Agility 7, Perception 7	Cost: 441xp

RESILIENT

The character gains a +1 bonus to Stabilization checks for each rank of this talent.

I	! Toughness 3	Cost: 27xp
II	! Toughness 4, Resilient 1	Cost: 72xp
III	! Toughness 5, Resilient 2	Cost: 139xp
IV	! Toughness 6, Resilient 3	Cost: 233xp

SHORTHAND

I ! Intelligence 3 or Perception 3 Cost: 27xp

The character may create a document (blueprint, schematic or recipe) that reduces the crafting difficulty by 1, to a minimum of 1 for a single design or potion. They may only utilize a single document per item crafted. Because each kind of shorthand is unique to its creator, another craftsman cannot utilize documents that they did not make.



SPECIALIZED TRAINING

Characters can take ranks in specialized training to further enhance their skills. This talent grants a +1 bonus to the results of any Combat or Non-Combat skill. The player must specify which skill this applies to each time they purchase this talent. A player may not exceed a +5 bonus to any single skill by using this talent and cannot apply this to the Arkana or Psy skill.

! Combat Skill 2 / Non-Combat Skill 2

	I	II	III	IV	V
Combat Skills	10xp	20xp	40xp	80xp	160xp
Non-Combat Skills	7xp	14xp	28xp	56xp	112xp

I

UPPERS

! Alchemy 3 Cost: 15xp

When creating a potion with the Craft (Alchemy) skill comprised entirely of boons, the creator may opt to create an Upper. If the potion is successfully created, the effects are doubled for its standard duration. When the potion's effects subside, the target is afflicted with the banes of every boon successfully implemented in the potion. The duration of these effects is equal to the potion's duration. The banes are at their normal strength.

COMBAT TALENTS

I

AMBIDEXTERITY

! Agility 3, Melee / Ballistic / Hand-to-Hand 2 Cost: 27xp

Through rigorous life training, the character has adapted to using multiple weapons simultaneously. Reduce penalties for multi-attacks by 2.

II

DUAL WEAPON ADEPT

! Ambidexterity, Agility 5, Melee / Ballistic / Hand-to-Hand 5 Cost: 93xp

Completely remove multi-attack penalty.

I

BODYGUARD

! None Cost: 5xp

Once per round, the character may block for an adjacent ally, taking any damage in their stead. This replaces the ally's reaction and must be declared before the enemy attack is rolled.

II

GUARDIAN

! Bodyguard, Agility 3, Toughness 4 Cost: 77xp

When using Bodyguard, the character may now move half their stride to block for an ally.

I

BROTHERS IN ARMS

! Block 3 Cost: 21xp

Once per round as a reaction, the character can hunker down with an adjacent ally bearing a shield to take cover from area of effect and ranged attacks. This grants a +2 bonus to their damage reduction against burst and ranged attacks if only one player possesses the talent. The bonus is doubled if both players possess this talent. In order to use this talent the character must have a shield equipped.

I

2

CAN I HAVE THAT?

! Willpower 5, Diplomacy 3 Cost: 82xp

Instead of forcibly removing an enemy's weapon, the character can ask for it. They may opt to roll an opposed Diplomacy check to disarm their target. The target gets a bonus to this test equal to their Willpower and must be adjacent to the character. On a successful disarm, the target hands over one weapon.

I

FANCY FOOTWORK

! Agility 4 Cost: 45xp

If an opponent within reach of the character fails to trip the character, the opponent is tripped instead.

I

FORTIFY

! Toughness 4 Cost: 45xp

Removes the penalty of blocking with both a shield and a weapon.

II

ENTRENCH

! Fortify, Toughness 6

Cost: 139xp

The character gains a +1 bonus to Block checks while using both a shield and a weapon.

I

HUMAN SHIELD

! Agility 4, Hand-to-Hand 5

Cost: 97xp

If the character is attacked by a third party while engaged in a grapple, they may flip the *grappled* foe over to absorb the incoming attack. This is a Grapple check opposed by the potential human shield. If successful, the *grappled* foe is rolled over and takes the damage from the attack in the character's stead. They do not get to make a reaction, but any damage reduction they possess applies normally. This is a reaction and may only be performed once per round.

I

I'LL TAKE THAT

! Agility 3, Melee / Hand-to-Hand 3

Cost: 48xp

Before attempting a disarm, the player may declare use of this talent. Upon a successful disarm, the character takes possession of the targeted weapon. They must be adjacent to the target for this to be valid.

II

1

KEEP AWAY

! I'll Take That

Cost: 96xp

If the character successfully disarms an opponent using "I'll Take That" they can immediately spend 1 AP to throw the weapon at an enemy of their choosing.

I

IMMOVABLE

! Strength 4, Willpower 3

Cost: 72xp

If a character is successfully bullrushed, or would otherwise be forcibly moved, they may reroll the check, keeping the second result.

INSANE COMBATANT

As the character's *paranoia* increases, they gain bonuses to various combat traits. They retain the bonuses of all previous ranks.

I

!

Willpower 3,
5 or more points of *paranoia*

Cost: 27xp

For every 5 points of *paranoia*, the character can move 1 additional yard per stride.

II

!

Willpower 4

Cost: 72xp

For every 10 points of *paranoia*, gain a +2 bonus to attack rolls.

III

!

Willpower 5

Cost: 139xp

For every 15 points of *paranoia*, gain a +3 bonus to damage rolls.

IV

!

Willpower 6

Cost: 233xp

For every 20 points of *paranoia*, gain +8 bonus to their max health.

V

!

Willpower 7

Cost: 359xp

For every 25 points of *paranoia*, gain a +5 bonus to Intimidate checks.

VI

!

Willpower 8

Cost: 521xp

For every 30 points of *paranoia*, gain a +6 bonus to DR.

I

IRON CURTAIN

! Toughness 4

Cost: 45xp

The character possesses a formidable presence on the battlefield. Opponents trying to move through the character's space in combat must make an additional move action. Failed attempts to move through the character's space knock the opponent *prone*.

I

MENTAL STATIC

! Willpower 4, Resolve 5, Cannot take Psy

Cost: 97xp

The character has spent a great many hours honing their mind's defenses. Because of this, the strain of all psychic attacks targeting the character suffer an additional 2 strain.

II

MIND VOID

! Mental Static, Willpower 5, Resolve 7

Cost: 262xp

This increases the additional strain cost of Mental Static by 1.

I

MESS WITH THE BULL

! Strength 3

Cost: 27xp

On a successful bullrush, deal damage equal to **1d6 + Strength**

II

GET THE HORNS

! Mess with the Bull, Strength 5

Cost: 94xp

Damage from a successful bullrush increases by 1d6.

I

MUSCLE

! Strength 3, Melee / Hand-to-Hand 3

Cost: 48xp

The character now adds their Strength, instead of Agility, to disarm checks with melee or hand-to-hand strikes.

I

NOT THIS TIME

! Agility 4

Cost: 45xp

If an opponent fails to disarm the character by a difference of 5 or greater, the opponent is instead disarmed.

I

PARRY

! Melee / Ballistic / Hand-to-Hand 5

Cost: 52xp

After successfully blocking with only a weapon(s), the character can make a basic attack as a free action with said weapon. This can only be performed once per round and cannot be combined with other talents (i.e. Martial Arts, Unrelenting Attack).

II

RIPOSTE

! Parry, Melee / Ballistic / Hand-to-Hand 7

Cost: 150xp

The character may now use Parry once against each enemy, each turn.

I

RAPID DEPLOYMENT

! Command 3 Cost: 15xp

The character may command one ally to move up to twice their stride for their first move action in combat.

II

BLITZKRIEG

! Rapid Deployment, Perception 5, Command 6 Cost: 135xp

Once per encounter, a character may command two allies to advance forward. Each ally may move up to twice their stride for their first move action in combat.

I

SHIELD STRIKE

! Strength 4 Cost: 45xp

When attacking with a shield bash, apply twice the damage rolled.

I

SHOOT 'EM WHILE THEY'RE DOWN

! Agility 3, Ballistics 2, Melee / Hand-to-Hand 2 Cost: 48xp

If the character successfully trips an opponent, the character can make a single ballistic attack for no additional AP against the same opponent. Cannot be used in tandem with Sticky Situation.

I

STICKY SITUATION

! Agility 3, Melee / Hand-to-Hand 4 Cost: 62xp

If the character successfully trips someone, they may stick a potion to them. The vial shatters when they hit the ground and the target is subject to the potion's effects. This cannot be used in tandem with Shoot 'em While They're Down.

II

4

SWEEP

! Melee / Hand-to-Hand 4 Cost: 35xp

The character may attempt to trip all adjacent opponents.

I

SWIFT FOOT

! Agility 5 Cost: 67xp

The character gains a +2 bonus to their stride.

I

TAUNT

! Intimidate 2 Cost: 7xp

Successful Intimidate checks in combat force the target to attack the taunting character until one of them is dead or *unconscious*.

II

COMBAT TROLL

! Taunt, Intimidate 3 Cost: 22xp

The character may now taunt up to 3 targets. If more than three foes are present, this affects the nearest enemies first.

III

GLUTTON FOR PUNISHMENT

! Combat Troll, Intimidate 6 Cost: 74xp

The character may now taunt all opponents within their line of sight.

I

UNDETERRED

! Perception 4, Melee / Ballistic / Hand-to-Hand 4 Cost: 80xp

Once per encounter, a character may choose to reroll their attack roll prior to the opponent's reaction.

I

WILD VISAGE

! Toughness 4 Cost: 45xp

A feral appearance grants the character a +2 bonus to Intimidate checks.

I

WRECKING BALL

! Agility 4, Willpower 3 Cost: 72xp

If the character fails a bullrush attempt on an opponent, they are still moved 1 yard unless the opponent possesses the Immovable talent.

MELEE TALENTS

I

ARMOR BREAKER

! Perception 4, Melee 3 Cost: 66xp

If the character's first melee attack against an opponent is successful, it bypasses half the opponent's armor DR.

I

BLOOD FEUD

! Strength 5, Toughness 3 Cost: 94xp

At the beginning of combat, characters may choose to sacrifice health up to their ranks in Toughness and gain that same amount as a damage bonus for successful melee attacks. The character cannot regain this sacrificed health until the end of combat.

I

BOILING RAGE

! Strength 3, Melee / Hand-to-Hand 3 Cost: 48xp

For every missed melee attack, the character gains a +1 bonus to their next melee attack up to a max of +5. Once a melee attack is successful, this bonus is removed.

I

3

BOUNCING STRIKE

! Strength 3, Melee 4 Cost: 62xp

Characters may attempt a single melee basic attack. If the attack succeeds, the character may make a second attack against another opponent within their melee range with a -2 penalty. Failing any of the attacks ends this talent early.

II

3

REBOUNDED STRIKE

! Bouncing Strike, Strength 5, Melee 7 Cost: 227xp

Characters may attempt a single melee basic attack. If the attack succeeds, the character may make additional attacks against two other opponents within their melee range with a -2 and -4 penalty. If they miss on the first attack, Bouncing Strike fails. Missing the second attack means the third fails.

I 1**CUT THROUGH****1** Strength 5, Melee / Hand-to-Hand 4**Cost:** 102xp

Whenever the character deals enough damage to kill an enemy, they may make 1 additional melee or hand-to-hand attack on an adjacent foe for 1 AP.

Special: This bonus attack can be used in conjunction with Menacing to move and attack a foe or attack a foe and then move.

I**DEFENSIVE DUELIST****1** Block 4, Melee 3**Cost:** 56xp

Choose a weapon type when purchasing this talent: melee, ranged, or focus. When wielding this type of weapon, the character gains a +1 bonus to Block checks. This can be taken multiple times to apply to multiple weapon types, but does not stack with itself.

II**MASTER DEFENSIVE DUELIST****1** Defensive Duelist, Block 5, Melee 4**Cost:** 143xp

The bonus from Defensive Duelist for one weapon type is increased to +2. This can be acquired multiple times to apply to other weapon types, but does not stack with itself.

III**DANCING DEFENSE****1** Master Defensive Duelist, Block 7, Melee 6**Cost:** 314xp

If a character is successfully bullrushed, or would otherwise be forcibly moved, they may reroll the check, keeping the second result.

I 1**FERAL ROAR****1** Toughness 3**Cost:** 27xp

The character unleashes an inhuman shout that grants them and all of their allies within 25 yards a +1 bonus to their charge or bullrush actions.

FIERCE CHARGE**I 1****1** Strength 3, Melee / Hand-to-Hand 4**Cost:** 62xp

When charging, gain additional +1d6 damage, but suffer a -3 penalty in addition to the standard charge penalties on all reactions until their next turn.

II 1**1** Fierce Charge 1, Strength 5, Melee / Hand-to-Hand 5**Cost:** 90xp

Increase damage to 2d6 and decrease the reaction penalty to -2.

III 1**1** Fierce Charge 2, Strength 6, Melee / Hand-to-Hand 7**Cost:** 374xp

Increase damage to 3d6 and decrease the reaction penalty to -1.

I 1**FOOT STOMP****1** Agility 4, Hand-to-Hand 3**Cost:** 66xp

Once per encounter a character may make a hand-to-hand attack to reduce their target's movement by half for 2d4 rounds.

I**GLADIATOR****1** Strength 3, Charisma 3**Cost:** 54xp

When *overwhelmed* in melee combat, add half of the character's Charisma as a bonus to their Melee and Hand-to-Hand checks.

I**HEAVY HITTER****1** Strength 4, Melee 4**Cost:** 314xp

At the cost of 1 *fatigue* per round, the character may wield a two-handed weapon in each hand.

I**IMPROVED ATTACK****1** Strength 3, Hand-to-Hand 3**Cost:** 48xp

Increase the damage of one of the character's natural attacks by 1d6 (fists, horns, bite, etc.). The attack must be specified upon purchase. This can be taken multiple times, with the cost doubling with each additional purchase (e.g. Improved Attack 2 for fists costs 96xp, Improved Attack 3 for fists costs 192xp, etc).

I**MENACING****1** Agility 4, Melee / Hand-to-Hand 4**Cost:** 80xp

When the character deals enough damage to kill an enemy they may move up to half their stride as a free action.

Special: This bonus movement can be used in conjunction with Cut Through to move and attack a foe or attack a foe and then move.

I 2**PERFORMING SWEEPS****1** Melee 3, Perform 4**Cost:** 77xp

Characters can attempt to disarm enemies with a melee attack. This works as a normal disarm action, but upon success the enemy is also *confused* for 1d4 rounds. This can only be applied to an enemy once per encounter.

I**SHIFTING STANCE****1** Agility 3**Cost:** 27xp

Characters can use Agility instead of Strength for melee basic attacks or Strength instead of Agility for hand-to-hand basic attacks. Only one may be chosen. This talent may be taken twice in order to do both.

I**SWIFT CHARGE****1** Agility 3, Athletics 2**Cost:** 34xp

Through rigorous training or labor, the character has become a speedy sprinter capable of rushing into battle quicker than others. They can move an additional (1) yard when charging.

II**ZEALOUS CHARGE****1** Swift Charge, Agility 4, Athletics 3**Cost:** 94xp

This increases the bonus distance from Swift Charge to 2 yards.

III**LIGHTNING CHARGE****1** Zealous Charge, Agility 5, Athletics 4**Cost:** 186xp

This increases the bonus distance from Swift Charge to 4 yards.

I**UNRELENTING ATTACK****1** Toughness 3, Melee 3**Cost:** 48xp

For each of the character's attacks that are blocked by a single opponent, gain +1 to all subsequent melee attack and damage rolls, up to a maximum of +5 against them. This bonus is removed if the character switches targets or makes a successful melee attack roll.

I**UNSTOPPABLE****!** Toughness 5, Willpower 5 **Cost: 135xp**

Unrivaled fortitude and force of will keep the fighter on their feet, even when critically wounded. While they are still required to make Stabilization checks when reduced to *critical health*, they remain conscious regardless of the result, and do not suffer the penalties of *critical health* during combat. Limbs can still be lost and decapitation still kills the character. Once combat ends and the adrenaline wears off, the penalties come into full effect and recovery time is increased by 2 weeks.

3 / 5**WHIRLING DERVISH****I****!** Toughness 3, Melee 4 **Cost: 62xp**

The character makes a spinning melee attack, striking all targets within their melee range. They gain all bonuses and penalties of an All-Out-Attack (see Combat Actions, page 82).

II**!** Toughness 6, Melee 8 **Cost: 282xp**

The characters may perform two Whirling Dervish attacks in a row.

2**WIND SCYTHE****I****!** Strength 3, Melee 3 **Cost: 48xp**

The character's melee weapon skills are so incredible that they can project a blade of wind as if it were a ranged attack. This is a melee basic attack with a -4 penalty with a maximum range equal to the character's Melee rating.

II**!** Strength 5, Melee 5 **Cost: 168xp**

The penalty is reduced to -2.

III**!** Strength 7, Melee 7 **Cost: 392xp**

The penalty is eliminated completely.

2 / 3 / 4**WIND UP**

Spend AP to grant a bonus to the character's next melee attack. This bonus remains until a successful melee attack is performed or the encounter ends.

I**!** Agility 3, Melee 3 **Cost: 48xp**

Maximum of 2 AP for +2 to Melee.

II**!** Agility 4, Melee 4 **Cost: 128xp**

Maximum of 3 AP for a +3 to Melee.

III**!** Agility 5, Melee 5 **Cost: 230xp**

Maximum of 4 AP for a +4 to Melee.

BALLISTIC TALENTS

I**2****DAZZLING DISARM****!** Ballistic 3, Perform 4 **Cost: 46xp**

Characters can attempt to disarm enemies with a ballistic attack. This works as a normal disarm action, but upon success the enemy is also *confused* for 1d4 rounds. This can only be applied to an enemy once per encounter.

I**2****EAGLE SHOT****!** Perception 4, Ballistic 3 **Cost: 66xp**

The shooter can make a Ballistics check to reduce a single opponent's stride by half for 2d4 rounds. Performing Eagle Shot against an already slowed opponent merely extends the duration by 1 round.

I**3****HAIL OF BULLETS****!** Perception 5, Ballistic 4 **Cost: 102xp**

The character can make a Ballistics check against a number of targets equal to half their Ballistics rank. The attack can be blocked or dodged. Targets that fail their reaction suffer a -2 penalty to Mental Resolve checks for 1d4 rounds. A round of ammunition is expended for each target, and can only be used against an opponent once per encounter.

I**1****HUNTSMAN****!** Perception 4, Command 3 **Cost: 60xp**

The sharpshooter signals their allies to target a non-humanoid creature. All attacks made against the target gain +1d6 damage for 2d4 rounds. This can only be applied to one creature at a time.

I**3****LUCKY SHOT****!** Agility 5, Ballistic 4 **Cost: 102xp**

Maybe the stars aligned, or maybe the Lady of the Five Winds guided the bullet. Whatever the case, it was a lucky shot. Once per encounter, this attack is automatically successful, even while the character is *blinded*. This basic attack also gains a +1d6 damage bonus.

I**MISSED****!** Ballistic 3 **Cost: 21xp**

Whenever a shot misses due to a successful dodge, the shot travels in a straight line to strike the next opponent, if any. They have an opportunity to react to the original Ballistics check. Range increment penalties still apply, and this can only affect one opponent after the original target. This talent cannot be combined with Piercing Shot.

I**PIERCING SHOT****!** Perception 4, Ballistic 4 **Cost: 80xp**

When a ranged basic attack deals damage to a target, the round continues to travel, striking the next opponent in a straight line. They have an opportunity to react against the original Ballistics check. This talent does not progress beyond the second target, and cannot be combined with Missed.

I**5****PLANNED EXECUTION****!** Perception 3, Ballistic 3 **Cost: 48xp**

The sharpshooter lines up a ranged basic attack on a target beyond their first range increment, preventing the target from dodging on the attack. This does not work with weapons possessing the spray enhancement.



PRECISE SHOT

Reduce the penalty for shooting into melee combat by 1 per rank.		
I	! Agility 4, Perception 3	Cost: 72xp
II	! Agility 5, Perception 3	Cost: 166xp
III	! Agility 5, Perception 4	Cost: 278xp
IV	! Agility 6, Perception 4	Cost: 417xp

RAPID RELOAD

Reduce reload time for all ballistic weapons by one AP per rank in this talent, to a minimum of 1 AP.		
I	! Agility 3, Ballistic 2	Cost: 37xp
II	! Agility 4, Ballistic 3	Cost: 103xp
III	! Agility 5, Ballistic 4	Cost: 205xp

I 2 RICOCHET

! Perception 4, Ballistic 3	Cost: 66xp
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The character may attack an enemy that is out of sight by bouncing a projectile off a surface. This attack suffers a -3 penalty.

II 2 RICOCHET WANTED

! Ricochet, Perception 5, Ballistic 4	Cost: 168xp
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The character can now attack an enemy that is out of sight by bouncing a projectile off of up to two surfaces at a -2 penalty per surface.

I RECOIL WITH IT

! Ballistic 3	Cost: 21xp
---------------	------------

After firing a ballistic weapon, the character can, as a free action once per round, move 1 yard in the opposite direction of the shot.

I SHOT FIRST

! Agility 5	Cost: 67xp
-------------	------------

This preemptive attack allows a character to make a single surprise attack with a one-handed ballistic or thrown weapon while in plain sight of an opponent. This action takes place before combat starts. It cannot take place once combat has begun and must take place within 5 yards of the target.

II LOW READY

! Shot First	Cost: 134xp
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Increase the range of Shot First by 5 yards.

III NO SCOPE

! Low Ready	Cost: 268xp
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Shot First can now be performed with a single two-handed ballistic weapon.

II WE GOT OURSELVES A COWBOY

! Shot First	Cost: 134xp
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Shot First can now be performed with two one-handed ballistic or thrown weapons.

I SUPERHEATED SHOT

! Toughness 3, Ballistic 3	Cost: 48xp
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Once per round, the character can boost the power of a single shot in one ballistic weapon. The next basic attack with that weapon deals an additional 2d6 fire damage and the user suffers 1 point of *fatigue*.

I SURVIVALIST

! Ballistic 3, Survival 2	Cost: 28xp
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When below a third of their maximum health, the character gains a +2 to Ballistics checks.

I THESE ARE MY GUNS

! Ballistic 3, Perform 3	Cost: 36xp
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The character draws their ballistic weapons in a stylized fashion, which imposes an Intimidate check on all opponents within 5 yards. The character may choose to use their Perform skill instead of Intimidate for the check. This replaces the character's draw action, and can only be performed once per encounter. The strongest possible fear effect is *flee*.

I TRIP VOLLEY

! Perception 3, Ballistics 3	Cost: 48xp
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A ranged basic attack can be used to trip the target instead of dealing damage. The character must declare this prior to rolling the Ballistics check.

I 3 WARNING SHOT

! Ballistic 2, Intimidate 2	Cost: 18xp
-----------------------------	------------

The character fires a shot, gaining their ranks in Ballistics as a bonus to their next Intimidate check. The strongest possible fear effect is *flee*.

STEALTH TALENTS

I BREAKING & ENTERING

Strength 4, Security 2 **Cost: 52xp**

When in a hurry, brute force is often the best method for a quick cash grab. The character adds their Security ranks as a bonus to melee damage to bash open locked objects. This also grants any characters within a 10-yard radius the *suspicious* alertness bonus. (page 92).

I BLEND

Charisma 3, Stealth 3 **Cost: 42xp**

The character has developed a knack for using the environment to disappear. Pursuers' alertness bonuses are reduced by 1 step if the character can go undetected for one round.

II PATIENT WATCHER

Blend, Stealth 6 **Cost: 94xp**

If the character is able to go a full round without being detected, their pursuers' alertness bonuses are reduced to 0 until the character is rediscovered.

I BUMP KEY

Security 2 **Cost: 7xp**

The character has acquired a bump key and the skills to force open more basic locks without breaking them. Security checks on locks at UC 10 or lower are treated as half. However, failure will always break the key and jam the lock.

II SKELETON KEY

Bump Key, Security 5, Stealth 4 **Cost: 69xp**

An improvement over the Bump Key. Characters with this talent treat locks of UC 16 and less as if they were half. However, failure will always break the key and jam the lock.

I CUT THE CORD

Sleight of Hand 3 **Cost: 15xp**

Many Feneryans have gone back to tying their valuables to their person in an effort to thwart thieves. If this character carries a light melee weapon, they may reduce the UC of pickpocket checks by 2.

I DARK INTENTIONS

Willpower 6, Stealth 5 **Cost: 132xp**

Once per encounter, an assassin can designate a target. Whenever using the precision strike combat action (page 82) against the target, this character gains a 1d6 bonus to the attack roll per damage die sacrificed instead of +1d4.

II HAWKEYE

Dark Intentions, Ballistic 5 **Cost: 184xp**

Hawkeye removes range increment penalties for the first five increments on ranged attacks against the target. Beyond this, penalties are applied normally (i.e. sixth range increment at a -5). This is a basic attack that cannot be used with burst or scatter weapons.

II MARKED FOR DEATH

Dark Intentions, Ballistic / Hand-to-Hand / Melee 6 **Cost: 62xp**

Once per encounter and after a successful surprise attack, the character can mark the enemy for death, reducing their DR by half for 2 rounds.

DISTORTION

The character can alter how gravity affects their movement.

I Acrobatics 1, Stealth 2 **Cost: 10xp**

Slow Fall: Characters fall at half the speed they would normally and can negate fall damage up to 4 yards. For each additional rank in Distortion, add 1 yard to Slow Fall's damage negation.

II Distortion 1, Acrobatics 2, Stealth 3 **Cost: 32xp**

Long Jump: The character can increase their jump distance by 1 yard for each rank of Distortion.

III Distortion 2, Acrobatics 3, Athletics 1, Stealth 4 **Cost: 74xp**

Horizontal Wall Run: During a run action, the character may use 1 stride to run horizontally across a wall. This increases by 1 stride for each rank of Distortion taken after rank 3.

IV Distortion 3, Athletics 2, Stealth 5 **Cost: 119xp**

Vertical Wall Run: During a run action, characters may use 1 stride to run straight up a vertical surface. This increases by 1 stride for each rank of Distortion taken after rank 4.

V Willpower 7 **Cost: 259xp**

Inversion: A character can move along the ceiling as though they were walking along the floor for a number of rounds equal to half their ranks in Stealth. If while using this ability, a character walks into an area with no ceiling, they immediately fall and take any appropriate damage.

I ESCAPE ARTIST

Security 3 **Cost: 15xp**

Students of the shadows often are often tested on how to escape custody. When and if they are apprehended the character gains a +1 bonus to Security checks to escape bindings of any sort. If their life is in immediate danger this bonus is increased to +3.

I**FIRST BLOOD****!** Agility 5, Melee / Ballistic / Hand-to-Hand 6 **Cost: 67xp**

The character ignores an enemy's DR on their first surprise attack per encounter. If the attack fails, First Blood has no effect.

I**HIT & RUN****!** Agility 3, Stealth 3 **Cost: 42xp**

If a character has successfully made a surprise attack, they may increase their stride by 4 yards for the next move action.

I**NIMBLE FINGERS****!** Agility 4, Sleight of Hand 3 **Cost: 60xp**

The character's hands move with cat-like grace. If they fail a Sleight of Hand check attempting to steal an item of two pounds, they may re-roll once and must use the results of the second roll.

I**REAPER'S SWEEP****!** Stealth 4 **Cost: 25xp**

When attempting a surprise attack, the character may move 2 additional yards before taking a penalty to their Stealth check.

SHADOW BLADES**I****!** Agility 4, Melee / Ballistic / Hand-to-Hand 3, Stealth 3 **Cost: 81xp**

The character now adds half their Stealth ranks to damage on successful surprise attacks.

II**!** Shadow Blades 1, Stealth 6 **Cost: 133xp**

The character now adds Stealth and their weapon's primary stat to surprise attack damage.

I**SHADOW DREDGE****!** Athletics 2, Stealth 2 **Cost: 15xp**

If a character successfully kills a target, they may immediately attempt a surprise attack against an adjacent enemy. The opponent does not gain their alertness bonus against the Stealth check. This may be performed once per round.

I**2****SHADOW JUMP****!** Agility 6, Stealth 5 **Cost: 132xp**

The character seems to vanish and reappear a distance up to half their stride away. If they arrive behind an enemy, they may attempt a surprise attack. The enemy does not gain their alertness bonus. This cannot surprise the same target more than once, and the assassin's Agility is subtracted from their Dodge rating until their next turn.

I**SIDESTEP****!** Athletics 3, Stealth 3 **Cost: 30xp**

After successfully dodging an attack, the character may move 1 yard away from their attacker for free.

SILENT TAKEDOWN

During a melee surprise attack, characters may choose to render an opponent *unconscious* rather than dealing damage.

I**!** Agility 3, Melee 3, Stealth 3 **Cost: 63xp**

The target is now *unconscious* for 1d4 rounds.

II**!** Silent Takedown Rank 1 **Cost: 126xp**

The target is now *unconscious* for 2d4 rounds.

I**SLOW AND STEADY****!** Stealth 3 **Cost: 15xp**

Position is as important as the blade itself. If a player does not take any hostile actions, moves at least once, and ends the round in partial cover, they may make a surprise attack without suffering any movement penalties.

I**SOMETHING IN THE CUSHIONS****!** Perception 3 **Cost: 27xp**

The character has a knack for finding where people stash their valuables. When "turning over" a victim's home or business, the character may roll the Search check twice and take the highest result. This can only be performed once per locale.

I**TREAD LIGHTLY****!** Agility 4, Stealth 5 **Cost: 82xp**

Characters can reroll a Stealth check once per encounter. This must be declared prior to any Perception checks being rolled against the original Stealth check.



SOCIAL TALENTS

»» CONFIDENTIAL INFORMANT

The character has befriended a knowledgeable individual in scholarly, political, or underground circles that at times provides them with information. This talent may be taken multiple times. Each time, the character must select a single type of Lore.

I Charisma 4 **Cost: 45xp**

The contact starts with an Intelligence of 6 and specializes in a single Lore type at rank 1 with a single focus.

II Confidential Informant 1 **Cost: 90xp**

The contact now has an Intelligence of 7, the chosen Lore at rank 2, and gains a new focus in the selected Lore specialization.

III Confidential Informant 2 **Cost: 180xp**

The contact now has an Intelligence of 8, the chosen Lore at rank 3, and gains a new focus in the selected Lore specialization.

IV Confidential Informant 3 **Cost: 360xp**

The contact now has an Intelligence of 9, the chosen Lore at rank 4, and gains a new focus in the selected Lore specialization.

V Confidential Informant 4 **Cost: 720xp**

The contact now has an Intelligence of 10, the chosen Lore at rank 5, and gains a new focus in the selected Lore specialization.

I COPYCAT

Deceit 2, Any Lore 2 **Cost: 7xp**

When forging documents, a character gains their ranks in the relevant Lore skill as a bonus to the roll.

I CRAZY OL' MAN

Charisma 4, At least 1 Eccentricity / Neurosis **Cost: 45xp**

Upon a failed Disguise, Deceit, or Perform check, the character may make an additional Deceit check. The secondary Deceit check gains a plus 1 bonus for each unique mental condition the character possesses. If successful, the opponent knows they are being deceived but believes the character is simply out of their mind and not willfully deceiving them. This can only be used once per day.

I CREATIVE STEALTH

Charisma 4, Lore (Any) 3 **Cost: 60xp**

The character's specialized knowledge aids them in creating cover stories and identities. They can add ranks from a single relevant Lore skill to their Disguise checks when trying to convince others of their disguised persona.

I DEFT SMUGGLER

Sleight of Hand 3 **Cost: 15xp**

Whenever the character has something that needs hiding, they are adept at making it stay hidden. Anytime a Search or Security check is made against the character's person or possessions, they may use their Perform skill instead of Sleight of Hand to oppose the roll.

I ENTHRALL

Charisma 3, Perform 2 **Cost: 52xp**

Characters may make a perform check against the Mental Resolve of all characters within 10 yards. If successful, they become *distracted* for 2d4 rounds.

I ESTEEMED

Charisma 3, Belong to any organization **Cost: 27xp**

Within one of the character's associations (i.e. church, business, airship crew, etc.) they are held in high regard. They gain a +1 bonus to social checks when dealing with members of the group.

I FENCING

Confidential Informant 1, Charisma 3 **Cost: 72xp**

The character can negotiate an additional "hazard fee" when selling looted items to shopkeepers. Gain 2d6 additional Notes per sale, which cannot exceed half of the original sale value. Straight-laced shopkeepers may be inclined to cease doing business with a fence, however.

II BETTER FENCING

Fencing, Charisma 5 **Cost: 139xp**

Increases the "hazard fee" of the Fencing talent to 4d6, but all restrictions still apply.

I HE COULD BE YOU; HE COULD BE ME

Agility 3, Disguise 3 **Cost: 42xp**

Once per day, a character applying a disguise may add half their ranks in Charisma to their Disguise checks.

II QUICK CHANGE

He Could be You; He Could be Me, Agility 4, Disguise 4 **Cost: 112xp**

A character's skill at making convincing Disguises on the fly is unmatched. They can cut the time required to make Disguises in half.

I INCITE RIOT

Charisma 3, Command 3

Cost: 42xp

The ability to produce violence from the quiet anger and malcontent of the public is a powerful tool when utilized properly. Whenever the character is among a gathering of 5 or more people, they may make a Command check opposed by the group's Mental Resolve (take the highest rolled result). If successful, the group gathered will begin to riot, attacking anyone in their way, including this character for 2d4 rounds.

II HEAD OF THE SNAKE

Incite Riot, Command 5

Cost: 79xp

If a character has successfully incited a riot, they can make Command checks against the group's Resolve every round in an attempt to focus the riot toward an intended goal. This could be anything from destroying a building to attacking a group of opponents. The check is made against the highest rolled Resolve from Incite Riot. If the Command check fails, the crowd turns on the character and starts attacking them.

I INSPIRE

Charisma 4, Command 3

Cost: 60xp

A character can turn a grim encounter into a hopeful one. All allies within 10 yards who can hear the character are bolstered for 1d4 rounds, gaining +1 bonuses to Resolve and physical attacks for every 10 points rolled on a Command check, to a max of +5. This does not affect the user. Multiple uses of Inspire will not stack and can only be used once per day.

I SECRET COMPARTMENT

Deceit 3, Disguise 4

Cost: 40xp

A character's wide range of experiences makes them adept at concealing objects in carts, ships, or any other mode of transportation. For Search checks items are treated as one size category smaller when hidden on vehicles.

I SMOOTH CRIMINAL

Charisma 3, Sleight of Hand 2

Cost: 34xp

The character isn't a clumsy thief per se, but they have a honed ability to ingratiate themselves with others who may suspect they were up to no good. The first time someone catches this character in the act, they are convinced it was a simple misunderstanding or an accidental bump. Should they witness the character stealing a second time, this talent will not save them.

I SMOOTH TALKER

Charisma 3, Deceit 2, Survival 1

Cost: 37xp

A character's honeyed words allow them to talk their way out of most situations, allowing them to gain their rank in Survival as a bonus to Deceit checks.

I » SPEAK LANGUAGE

Intelligence 3

Cost: 27xp

Characters are able to learn and communicate in another language. Can be taken multiple times, each time for a new language.

I STOIC

Perception 4

Cost: 45xp

In social situations, the character is generally unimpressed with musicians and performance artists. They may use Scrutiny in place of Diplomacy when interacting with performers.

I SWIFT SHOUT

Command 8

Cost: 252xp

Until the next turn, the character and allies within 3 yards gain 2 free AP. This can only be used once per day and does not stack with any other form of additional AP.

I TOTALLY LEGIT DOCUMENT

Charisma 3, Deceit 3

Cost: 42xp

If characters have a forged document that fails to hold up to Scrutiny, they can make a Deceit (Bluff) check to convince them that the documents are real.

I WHISPERED AGGRESSION

Charisma 3

Cost: 27xp

Prior to combat, in place of a character's initiative check, they may instead whisper dark thoughts into a single opponent's mind. As a result, the opponent singles out an ally of the target's choosing for 1d4 rounds, while also suffering a penalty to defensive actions equal to half the rank in Stealth for the same duration.

I WHISPERED DOUBT

Charisma 3

Cost: 27xp

Prior to combat, in place of a character's initiative check, they may instead whisper words of fear and insecurity into a single opponent's mind. As a result, the opponent suffers a penalty to offensive actions equal to half the rank in Stealth for the 1d4 rounds.

NEMZUL'S NOTE

Social engineering is a delicate and powerful art when executed aptly. Brecht and Tae'k are both proof positive of this fact; one roused a nation to overthrow its leadership and install him as their new governor while the other incited the entire world to war in the name of a futile crusade. Woe to the administrator lacking in charisma.

ARKÄNA

The practice of the **arkäne arts** is an ancient one, shrouded in mystery and legend. Some believe it to be a deity all its own, but the common understanding is that **arkäna** is a natural force born from the Reckoning.

Magic is now an ineffable truth, a rule of the universe as unavoidable as gravity, or night and day. It is inherent in all known matter. Feneryans who use magic are called **casters** or **arkänists**. They do so through extensive study of the energy within themselves and the world.

Every caster manifests their abilities with their own unique flair. A necromancer's curses may manifest as translucent chains, hindering their opponents. A primaltheurgist might raise an ice wall shaped like brick and mortar. Even something so simple as throwing fire will vary in shape, size, and color. Often there is a theme or connection among a caster's various spells.



CASTING

Gain the ability to use a school of magic. This may be taken multiple times for different schools. Ranks for each school must be purchased separately. The available schools are as follows:

Primaltheurgy: Primaltheurgists or primalists wield the elements' destructive force for their own designs.

Necromancy: Necromancers are renowned for their reanimated companions, known as stitches, and the ability to cast curses.

! Arkäna 1

I	II	III	IV	V
7xp	21xp	42xp	70xp	105xp
VI	VII	VII	IX	X
147xp	196xp	252xp	315xp	385xp

SPELLPOWER (SP)

Every spell a caster creates has a spellpower requirement. Arkänists can cast any number of spells so long as those spells have an SP requirement equal to or less than their rank in the relevant school. For example, a primalist with 1 rank may *stun* a target, or deal 1d6 damage. With 2 ranks, that caster could afflict a target with *stun* and deal 1d6 damage, or increase the damage to 2d6. Casting a spell that requires more spellpower than the character's rank is called overcasting, which is explained later on in this section.

SUCCESSSES & FAILURES

In order to cast a spell, an arkänist must first prepare the spell with an Arkäna check (**Intelligence + Arkäna**). This check must equal or exceed two times the spellpower. Using our previous example, if a primalist with 2 ranks attempted to *stun* (1 SP) and inflict 1d6 damage (1 SP), that would be 2 SP, which makes the UC 4 (2 × 2). Failing to cast a spell means the character acquires 1 **overcast point**.

RESISTING & REACTING

Primaltheurgy spells can be blocked and dodged like any other attack. Curses, however, are resisted with Mental Resolve.

OVERCASTING & OVERCAST POINTS

Overcasting is when a caster attempts a spell with power beyond their rank in the appropriate school. This is a very draining practice and commonly produces physical results such as sudden feelings of hunger or weariness, even if the character recently ate a full meal or awoke from a full night's rest. This is represented by overcast points (OP).

These points can be gained in one of two ways. First, failing to prepare a spell grants 1 OP. Second, overcasting, which grants 1 OP per spellpower beyond the character's rank in the relevant casting school regardless of success. For example, if the primalist from the previous example were to boost the spell to 3d6 damage (3 SP) and a *stun* effect (1 SP), the spellpower would be 4, which is 2 points greater than his ranks in primaltheurgy. He would gain 2 OP when casting the spell, and a third point if he failed the UC 8 Arkäna check.

All casters have an overcast limit, which is twice their Willpower. Upon reaching their overcast limit, a caster cannot perform spells until their overcast points are reduced. Exceeding the overcast limit incurs a -1 penalty to ranks in the Strength, Toughness, and Agility stats for every overcast point beyond the limit. This represents the taxing nature of excessive casting as a caster draws more power from their body. Overcast points naturally dissipate at a rate of 1 per hour. Eight hours of uninterrupted rest will remove all overcast points and restore 1 rank in the atrophied stats.

RANGE

Spells can be cast up to **(Intelligence × Range Multiplier) + 5 yards** away; this multiplier is 1 by default. An arkänist with 2 ranks in Intelligence may cast spells up to 7 yards away ((2 × 1) + 5 = 7). The range multiplier can be increased by 1 for 1 SP. The only limit to the power of the multiplier is the amount of spellpower the caster is willing to commit.

ASSISTING ANOTHER CASTER

Multiple casters of the same school may pool their spellpower to create more powerful arkäna. A primary caster is determined, likely the most powerful. For this spell, their ranks in the chosen school of arkäna are equal to the sum of all casters involved, increasing the potential spellpower. After determining the spell, the primary caster makes an Arkäna check to prepare the spell as usual. Their assistants make Arkäna checks against the primary caster's casting rank (primaltheurgy or necromancy). If any caster fails, the spell fails, and all casters suffer an overcast point. This requires 2 AP from all casters involved.

Rache is the primary caster with 4 ranks in Casting (Primaltheurgy). Terrosh is aiding her, and has 3 ranks in Casting (Primaltheurgy). They can now build a spell with up to 7 SP. Doing so means Rache must pass a UC 14 (7 × 2) and Terrosh must pass a UC 4 (Rache's ranks in Casting (Primaltheurgy)).

EXAMPLE

MULTICASTING

Multicasting weaves a spell that combines two schools. When doing so, the caster must determine a **primary school** and a **secondary school**. The primary has access to its full spellpower, while the secondary has access to half its spellpower (a minimum of 0). Spellpower can only be spent within its school.

EXAMPLE

Rache is a caster with 2 ranks in primaltheurgy and 2 ranks in necromancy. When multicasting, she has 3 SP: 2 SP in the primary school, and 1 SP in the secondary. With this, she can create a spell that deals 1d6 damage, stuns, and curses a non-combat skill, or curses a combat skill and deals 1d6 damage. Both spells require a UC 6 Arkäna check to cast.

PRIMALTHEURGY

“While necromancy is the flux of life and death, primaltheurgy is power. Raw, unbridled power. We submerge our very souls in the nether and bring forth the forces held within.”

—Fulvius Yuval, Archmagi of Logerra, 2750PR

In modern warfare, primaltheurgists are the principal battlefield controllers, capable of removing foes from the fight with detrimental conditions and manipulating terrain to dissuade aggressors or trap them. Setting enemies *ablaze* or suddenly dehydrating them are proven and effective means of reducing their capacity for combat, and rupturing the earth at their feet, or producing a wall of solid rock are easy ways to control their mobility. When implemented properly, primaltheurgy provides allies of the caster an effortless win.

The history of primaltheurgy prior the founding of the Great Library of Lanis is little more than wives' tales and myths. In fact, the term primaltheurgy was not coined until the 19th century post-Reckoning, when Lanis established its guilds and terminology for the various dynasty classes. Primaltheurgist was synonymous arkänist and even included curses until the Corpsefather's work with stitches produced a need for new classifications within arkäna.

Prior to the Logerra, most primalists knew little more than what they had intuited. They were wild and undisciplined in combat, as likely to toast their allies as their adversaries. Even so, the Logerra and the Mage Legion did not garner a significant reputation until it elected Fulvius Yuval to Archmagi — the title bestowed upon Mage Legion guildmasters. He was a windy man, prone to detailed lecturing in response to the simplest questions. He also possessed a keenly organized mind that was responsible for constructing the training regimen still practiced by modern mages.

The efficacy of Lanis's mages was revealed to the world with the outbreak of the War of Fools. Although skirmishes were few and mild, any encounter that included the Mage Legion was settled indisputably in Lanis's favor. These successes catapulted Yuval straight to Consulate Prime, where he served for 5 years before succumbing to the disease, *helwretch*. His legacy, however, endures. Any arkänist who prefers practical application over intensive research and study yearns to join the prestigious Mage Legion. All the world's famous arkänists were once students as well, from Fulvius himself to Lokoran's Cistern maintainers.

CASTING PRIMALTHEURGY

Primaltheurgists have a variety of ways to manipulate the energies of the world. They are referred to as spell attributes, and are listed below. Nearly all spell attributes can be combined with others to create truly

unique spells that are appropriate for the given scenario. There are a few limitations, however. A spell must be either target-oriented, meaning it is aimed to strike opponents directly, or terrain-oriented, meaning it is aimed at altering the terrain in some way. A spell must be comprised of spell attributes that are all either target-oriented or terrain-oriented. You cannot mix target and terrain effects.

A single spell attribute may be applied to a spell as many times as the caster wishes, provided they have the spell power and/or overcast points to perform it. Stacking a spell attribute will either increase its effect, such as in the case of arkäna force and gust, or increase its duration, as in the case of blaze or volt.

To increase the area of effect of a spell, a caster must invest in arkäna blast, burst, or lance. These cannot be combined, but each can be applied multiple times to improve their effects.

ARKÄNE ARMOR

SP: 3

This grants a target with 1 DR for 1d4 rounds. It may be combined with the spell attributes blaze, gust, evaporate, earthly burden, snap freeze, or volt. When the character wearing this spell is struck by a melee or hand-to-hand attack (including *grappling*) the attacker is also affected by the additional spell attributes' target effect.

ARKÄNE FORCE

SP: 1

Adds 1d6 damage to the spell.

ARKÄNE BLAST

SP: 3

The spell surges from the caster in a 3-yard cone beginning adjacent to them.

ARKÄNE BURST

SP: 3

The spell now explodes, affecting all characters within a 1-yard radius. Multiple applications of this feature increase the radius by 1 yard. Dodging burst attacks reduces damage by half instead of negating it entirely.

ARKÄNE LANCE

SP: 2

This spell attribute now casts the spell in a 3-yard line beginning adjacent to the spell caster.

BLAZE

SP: 3

Target: A fire element attribute that sets the target *ablaze* for 1d4 rounds.

Terrain: The spell sets one square yard of the terrain *ablaze* for 1d4 rounds. At the end of the duration, the fire ends but targets set *ablaze* will continue to burn unless extinguished. Multiple applications of this spell attribute increase the duration by 1d4 rounds.

GUST

SP: 2

Target: An air element attribute that knocks back the target 1 yard per application.

Terrain: A small dust devil kicks up in an area of 1 square yard. Anyone passing through the area must make an acrobatics check with a UC equal to the caster's arkäna check result. Failure knocks them *prone*. They may still crawl through the area without penalty. This lasts for 1d4 rounds.

EVAPORATE

SP: 2

Target: A water element attribute that *dehydrates* the target. Subsequent applications increase the condition's duration by 1d4.

Terrain: All water within one cubic yard is evaporated instantly.