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Edge Compendium



The background of the page is a sepia-toned map of the American West, showing state boundaries, major cities, and geographical features like the Rocky Mountains and the Gulf of California. The map is faded and serves as a backdrop for the text.

Edges

A decorative horizontal flourish with a central diamond-shaped motif and pointed ends.

What proceeds is a consoledation of all the Edges present in the Four Adventure Books (The Flood, The Last Son, Stone and a Hard Place and Good Intentions).

Background Edges

Alertness

Requirements: Novice

Not much gets by your hero. He's very observant and perceptive, and adds +2 to his Notice rolls to hear, see, or otherwise sense the world around him.

Ambidextrous

Requirements: Novice, Agility d8+

Your hero is as deft with his left hand as he is with his right. Characters normally suffer a -2 penalty when performing physical tasks with the off-hand (characters are assumed to be right-handed). With this Edge, your warrior ignores the -2 penalty for using his off-hand (see page 75).

Arcane Background (Magic)

Requirements: Novice

Magic in the Weird West is not to be taken lightly. Those who practice sorcery must often wrestle their powers from the dark spirits of the Weird West, who are rarely willing to give up easily. Hucksters envision these duels of will as card games, and the best are capable of amazing powers. It is rumored that others tread even darker paths, and harness the power of blood magic.

If you choose to take this Edge, be sure to read the appropriate details in *No Man's Land*, where you'll find additional Edges available only to Hucksters (see page 80).

Arcane Background (Miracles)

Requirements: Novice

Certain characters can call upon the power of their deity (or deities) for aid. In the Weird West, these pious souls are called the blessed. Blessed are nuns, priests, or even average but (relatively) pure-hearted folks blessed by a divine entity. Though rare in the Weird West, there are also blessed imams, Buddhist monks, and others of faith running around with higher powers covering their holy backsides. When these folks behave themselves, they can sometimes invoke miracles to help them fight the evils of the Weird West.

For details on playing one of these crusaders,

see page 76, where you'll find some extra Edges available only to the Blessed.

Arcane Background (Shamanism)

Requirements: Novice

Shamans are Indian holy men and women, and keepers of tribal medicine. Their power comes from bargains with the demanding spirits of the natural world. When these medicine men honor the nature spirits, they can accomplish amazing feats that make even the most doubting Thomas tremble.

For details on playing a shaman, along with some extra Edges, see page 85.

Arcane Background (Chi Mastery)

Requirements: Novice, Martial Arts

A few folks in the Weird West have studied the ancient oriental fighting arts. A very few of these supremely skilled fighters have achieved spiritual discipline necessary to channel supernatural force through their own bodies, called chi. These enlightened fighters use the Arcane Background (Chi Mastery) Edge to reflect their astonishing abilities.

For details on playing one of these enlightened warriors, as well as a new Edge that opens up different martial arts fighting styles, see page 91.

Arcane Background (Weird Science)

Requirements: Novice

Adherents to the principles of New Science (called Mad Scientists by most) build weird and wonderful devices, machines which often seem to defy the very laws of reality. Most every such inventor (or at least the successful ones) rely on ghost rock to power their inventions in some fashion.

For the scoop on these crackpot inventors and their bizarre gizmos, see page 88.

Arcane Resistance

Requirements: Novice, Spirit d8+

This individual is particularly resistant to magic (including psionics, weird science, etc.), whether by nature or by heritage. He acts as if he had 2 points of Armor when hit by damage-causing arcane powers, and adds +2 to his Trait rolls when resisting opposed powers. Even friendly arcane powers must subtract

this modifier to affect the resistant hero.

Improved Arcane Resistance

Requirements: Novice, Arcane Resistance

As above but Armor and resistance are increased to 4.

Attractive

Requirements: Novice, Vigor d6+

It's no secret that beautiful people have an easier time getting their way in life. This Edge grants your beautiful or handsome character +2 to Charisma.

Very Attractive

Requirements: Novice, Attractive

Your hero is drop-dead gorgeous. His Charisma is increased to +4.

Berserk

Requirements: Novice

Immediately after suffering a wound (including a Shaken result from physical damage), your hero must make a Smarts roll or go Berserk.

While Berserk, his Parry is reduced by 2 but he adds +2 to all Fighting, Strength, melee damage rolls, and Toughness. The warrior ignores all wound modifiers while Berserk, but cannot use any skills, Edges, or maneuvers that require concentration, including Shooting and Taunt, but not Intimidation. Berserkers attack with reckless abandon. Anytime his Fighting die is a 1 (regardless of his Wild Die), he hits a random adjacent target (not the original target). The attack may hit friend as well as foe. If there are no other adjacent targets, the blow simply misses.

The Berserker may end his rage by doing nothing (not even moving) for one full action and making a Smarts roll at -2.

Brave

Requirements: Novice, Spirit d6+

Those with this Edge have learned to master their fear. Or perhaps are so jaded or emotionally distant they've just lost their normal "fight or flight" responses. Either way, your hero adds +2 to Fear tests. If the character is in a setting that uses Guts as a Setting Rule, it adds to that as well.

Brawny

Requirements: Novice, Strength and Vigor d6+

Your bruiser is very large or perhaps just very fit. His bulk resists damage better than most and adds +1 to his Toughness. In addition, the character can carry more than most proportional to his Strength. He can carry 8 times his Strength in pounds without penalty instead of the usual 5 times his Strength.

Captain

Requirements: Novice, Command, Boating d8+

This hombre has lived near water a long time, maybe his whole life, and he has a Maze runner (see page 21) of his own to get around in. The Maze runner may have been purchased, inherited, or stolen, but that's all in the past now (which is why this is a Background Edge).

Your hero is now in charge of maintaining and fueling the ship, hiring crew (up to 2 others), and paying their wages. Treat that vessel with care! If your ship gets busted up and sunk it's your responsibility to procure another ingame.

If a ship's cannons fire on the Captain's action (by either the gunners or the captain going on Hold), the gunners can ignore the Unstable Platform penalty as the Captain chooses the moment to fire.

Fast Healer

Requirements: Novice, Vigor d8+

Some individuals just seem to heal faster than others. Those with this blessing add +2 to Vigor rolls when checking for natural healing. See page 78 for complete rules on Healing.

Fleet-Footed

Requirements: Novice, Agility d6+

The hero's Pace is increased by +2 and he rolls a d10 instead of a d6 when running.

Gallows Humor

Requirements: Novice, Taunt d6+

It's said Georgians and Louisianans make jokes about the direst situations. They can stare the Grim Reaper himself in the face,

just so long as something about him strikes them as funny. It's a skill that serves anyone well.

When a character with this Edge fails a Guts check, she may immediately re-roll using her Taunt skill with the same modifier. If the Taunt roll is also failed, the hero suffers the effects of Fear. If that effect is a roll on the Fear Effects Table, it is made at +2. It's pretty terrifying when a joke backfires!

Because it's no fun keeping a joke to oneself the ridiculing phrase must be spoken aloud by both the player and the character. Being gagged or otherwise speechless deprives a character of the benefits of this Edge. In other words, you have to actually make light of the situation—no joke, no roll.

Linguist

Requirements: Novice, Smarts d6+

The character has an ear for languages and a rare talent for recognizing similarities between them. A character with this Edge starts with a number of languages equal to his Smarts die, and can make a Smarts roll at -2 to make herself understood in any language or dialect she has heard spoken for at least a week.

Luck

Requirements: Novice

The adventurer seems to be blessed by fate, karma, the gods, or whatever external forces he believes in (or believe in him!) He draws one extra Benny at the beginning of each game session, allowing him to succeed at important tasks more often than most, and survive incredible dangers.

Great Luck

Requirements: Novice, Luck

The player draws two extra Bennies instead of one at the start of each session.

Noble

Requirements: Novice

Those born of noble blood have many perks in life, but often have just as many responsibilities. Nobles have high status in their societies, are entitled to special treatment from their foes, gain +2 Charisma, and also have the Rich Edge. This gives the hero several Edges for the price of one, but the responsibilities more than

offset the additional perks. Nobles often have troops under their control, as well as land, a family home, and other assets. All of this must be determined by the GM, and balanced by the grave responsibilities the character faces.

As an example, a character in a fantasy campaign might have a company of swordsmen, a small keep, and even a magical sword he inherited from his father. But he also has an entire region to manage, criminals to judge, justice to mete out, and a jealous neighbor who covets his lands and constantly plots against him at court.

Quick

Requirements: Novice, Agility d8+

Quick characters have lightning-fast reflexes and a cool head. Whenever you are dealt a 5 or lower in combat, you may discard and draw again until you get a card higher than 5.

Characters with both the Level Headed and Quick Edges draw their additional card and take the best as usual. If that card is a Five or less, the Quick Edge may be used to draw a replacement until it's Six or higher.

Rich

Requirements: Novice

Whether the individual was born with a silver spoon in his mouth or earned it through hard work, he's got more money than most. Rich heroes start with three times the normal starting funds for the setting. If a regular income is appropriate for this setting, the hero receives the modern day equivalent of a \$150,000 annual salary.

Filthy Rich

Requirements: Novice, Rich or Noble

This character is very wealthy. He has five times the starting funds for the setting and, if appropriate, a yearly income of around \$500,000.

Wealthier characters should have a very complete background as well. This needs to be worked out with the GM, and comes with many more assets as well as onerous responsibilities.

Scraper

Requirements: Novice

The hero with this Edge begins play with

one or more Augmentations (see page 20) installed. Choose any augmentations you like, up to a total Drain equal to half the cowpoke's Vigor die type. All the effects of being augmented are applied, except the character does not lose a die type in Spirit. Scrappers suffer Charisma -2, or -4 among those who consider augmentations an Makin' Heroes "abomination" (such as Mormons and those who follow the Old Ways Oath). This Edge may only be taken at character creation. The Marshal has more information in the Setting Rules chapter.

Veteran o' the Weird West

Requirements: Wild Card, Novice, Guts d6+, Knowledge (Occult) d6+

So you want to be a hero, huh? A big, tough, experienced hero? No problem. Just check your sanity at the door, because those who have already been around the cactus a few times have seen things that would stop most men's tickers. As a result, they ain't the same as they used to be! Veterans o' the Weird West begin play at Seasoned (or one Rank higher than the rest of the cowpokes in your campaign), which means they gain 20 Experience Points your hero normally, as described in the Savage Worlds rules.

There's a price, though. If you take this Edge, you must draw a single card from the action deck once you're done creating your cowpoke. Show it to your Marshal and he'll check the table in the Marshal's Handbook to see just what kind of bad luck your hombre wandered into on his path to studliness. If you draw a Joker, draw again and tell your

Marshal whether you drew a black card or a red card (or another Joker).

Beware—the results can be quite extreme, from maiming to insanity. Your Marshal has the details. You've been warned!

Combat Edges

These Edges are designed to help your hero dish out terrible damage—or survive it—in the bloody battles of Savage Worlds

Blind Fighting

Requirements: Seasoned, Martial Arts, Fighting d8+, Notice d10+

Whether your cowpoke's blind as a bat, or just well-versed in night-fighting, the advantage is his in darkness. The character receives no penalties for darkness when attacking foes within 3", and can sense their movement well enough to move toward them as if he could see them. Characters with the Blind Hindrance suffer no penalties when making Fighting rolls against opponents within 3".

Block

Requirements: Seasoned, Fighting d8+

Warriors who engage in frequent hand-to-hand combat are far more skilled in personal defense than most others. They've learned not only how to attack, but how to block their opponent's blows as well. A fighter with this Edge adds +1 to his Parry.

Improved Block

Requirements: Veteran, Block

As above, but the hero adds +2 to his Parry.

Brawler

Requirements: Novice, Str d8+

Frequent fights with his bare hands have given this thug a powerful punch. When he hits a foe with a successful bare-handed Fighting roll, he adds +2 to his damage.

Bruiser

Requirements: Seasoned, Brawler

When the bruiser gets a raise on his bare-handed Fighting attack, he rolls a d8 instead of a d6.

Cannoneer

Requirements: Seasoned, Shooting d10+

A sailor who can take out enemy ships with a well-aimed shot quickly grows in the admiration of his shipmates. It takes training and a good eye, and the Cannoneer has both.

When dealing damage in ship combat, the character may modify his roll on the Critical Hit Table by 1 point either way, as he chooses. He does this after rolling the dice for a Critical Hit.

Combat Reflexes

Requirements: Seasoned

Your adventurer recovers quickly from shock and trauma. He adds +2 to his Spirit roll when attempting to recover from being Shaken.

Counterattack

Requirements: Seasoned, Fighting d8+

Fighters with this Edge know how to respond instantly to an enemy's mistakes. Once per round (if not Shaken), the character receives one free Fighting attack against one adjacent foe who failed a Fighting attack against him. This attack is made at -2, and the Counterattack must be a normal attack (no Disarm, Wild Attack, or other maneuvers), and may not be combined with Frenzy or Sweep. It may be used with the Defend maneuver, but not Full Defense.

Improved Counterattack

Requirements: Veteran, Counterattack

As above but the character may ignore the -2 penalty.

Counterpunch

Requirements: Seasoned, First Strike, Fighting d8+

Martial artists or bare-knuckle fighters with this Edge know how to respond instantly to an enemy's mistakes. Once per round, the character receives a free Fighting attack against one adjacent foe who failed a Fighting attack against him. This attack is made at -2.

The Counterpunch must be a straight attack (no Disarm, Wild Attack, or other maneuvers) and may not be combined with Frenzy or Sweep. It may be used with the Defend maneuver (but not the Full Defense maneuver).

Improved Counterpunch

Requirements: Veteran, Counterpunch

As above, except the character may make a free attack with no penalty.

Dodge

Requirements: Seasoned, Agility d8+

Some crafty types know how to get out of harm's way. This Edge allows them to use cover, movement, and concealment to make them harder to hit. Unless they are the victim of a

surprise attack and taken completely unaware, attackers must subtract 1 from their ranged attack rolls when targeting them..

Characters who attempt to evade area effect attacks may add +1 to their Agility roll as well (when allowed).

Improved Dodge

Requirements: Veteran, Dodge

As above but attackers subtract 2 from their attack rolls, and the character adds +2 to evade area effect weapons when allowed.

Don't Get 'im Riled!

Requirements: Novice, Wild Card

The hero with this Edge can be a real curly wolf when he gets roughed up. When causing melee damage, he adds his wound penalties to the roll. A hero with a -3 wound penalty, for instance, adds +3 to his melee damage rolls!

Duelist

Requirements: Wild Card, Novice, Shooting d6+

Your hombre is a deadly gunfighter, and anyone foolish enough to face him at High Noon winds up in the boneyard by sunset. In a duel, this hero receives an extra hole card for each point of Grit he has. Rules for dueling can be found on page 62 of the Deadlands Player's Guide.

Elan

Requirements: Novice, Spirit d8+

When this spirited hero puts his heart into something it tends to pay off in big ways. When you spend a Benny on a Trait roll (including Soak rolls), add +2 to the final total.

Extraction

Requirements: Novice, Agility d8+

When a character normally withdraws from a melee, his attacker gets a free attack before he does so—a very dangerous proposition for most. Your hero is adept at retreating from an engagement.

Make an Agility roll. If successful, one opponent doesn't get a free attack anytime you disengage (see page 76 of Savage Worlds Deluxe).

Improved Extraction

Requirements: Novice, Extraction

As above but if you succeed with a raise all opponents currently in melee with the character lose their free attack as your warrior withdraws.

First Strike

Requirements: Novice, Agility d8+

Once per turn the hero (if not Shaken) gets a free Fighting attack against a single foe who moves adjacent to him. This automatically interrupts the opponent's action and does not cost the hero his action if he is on Hold or has not yet acted this round.

Improved First Strike

Requirements: Heroic, First Strike

As above but the hero may make one free attack against each and every foe who moves adjacent to him.

Florentine

Requirements: Novice, Agility d8+, Fighting d8+

A character trained to fight "Florentine" is a master at wielding two weapons at once. He adds +1 to his Fighting rolls versus an opponent with a single weapon and no shield. In addition, opponents subtract 1 from any "gang up" bonuses they would normally get against the fighter as his two flashing blades parry their blows.

Frenzy

Requirements: Seasoned, Fighting d10+

Frenzied fighters make fast and furious melee attacks, sacrificing finesse for raw speed. This allows them to make an extra Fighting attack per round at a -2 penalty to all Fighting rolls. This attack must be taken at the same time as another Fighting attack though it may target any two foes adjacent to the hero (Wild Cards roll two Fighting dice and one Wild Die). The -2 penalty is subtracted from all attacks.

A character armed with two weapons still only makes one extra attack.

Improved Frenzy

Requirements: Veteran, Frenzy

As above but the character may ignore the -2 Frenzy penalty.

Giant Killer

Requirements: Veteran

The bigger they are, the harder they are to kill. At least for most. But your hero knows how to find the weak points in massive creatures.

Your hero does +1d6 damage when attacking creatures three sizes or more larger than himself. An ogre (Size +3) creatures of Size +6 or greater. A human Giant Killer (Size 0), can claim the bonus against the ogre, however.

Hard to Kill

Requirements: Wild Card, Novice, Spirit d8+

This adventurer has more lives than a truckload of cats. When forced to make Vigor rolls due to Incapacitation, he may ignore his wound modifiers. This only applies to Vigor rolls called for to resist Incapacitation or death (see page 68 of Savage Worlds Deluxe). He still suffers from wound modifiers for other Trait rolls normally.

Harder to Kill

Requirements: Veteran, Hard to Kill

Your hero is tougher to kill than Rasputin. If he is ever "killed," roll a die. On an odd result, he's dead as usual. On an even roll, he's Incapacitated but somehow escapes death. He may be captured, stripped of all his belongings, or mistakenly left for dead, but he somehow survives.

Hip-Shooting

Requirements: Seasoned, Shooting d8+

Any hombre can fan a single-action pistol, but your hero's a natural hip-shooter. He suffers only a -2 to his Shooting rolls when fanning the hammer (see page 61).

Improved Hip-Shooting

Requirements: Heroic, Shooting d10+,

Your hero's got fanning down to a fine art. He suffers no penalty to his Shooting roll when fanning the hammer.

Improvisational Fighter

Requirements: Seasoned, Smarts d6+

Heroes often find themselves fighting with pieces of equipment or furnishings not de-

signed for combat. A character with this Edge has a knack for using such improvised weapons, and does not suffer the usual -1 penalty to attack and Parry when wielding them. See page 73 of Savage Worlds Deluxe for details.

Iron Parry

Requirements: Heroic, Improved Block, Martial Arts

Some pugilists can bust up an opponent pretty bad just by blocking an attack. If an adjacent opponent using an unarmed attack fails a Fighting roll against the character, the opponent suffers damage equal to the hero's Strength. If he is using a melee weapon, he suffers the weapon's damage instead.

Killer Instinct

Requirements: Heroic

This hero hates losing. If he ties on an opposed roll of any sort, he wins. In addition, if his skill die on an opposed skill roll is a 1, he can reroll it (but must keep the second result, even if it's another 1).

Level Headed

Requirements: Seasoned, Smarts d8+

Fighters who can keep their cool when everyone else is running for cover are deadly customers in combat. A hero with this Edge draws an additional Action Card in combat and acts on the best of the draw.

Improved Level Headed

Requirements: Seasoned, Level Headed
As above but the hero draws 3 cards.

Marksman

Requirements: Seasoned

The hero excels at taking controlled, measured shots. If he does not move in a turn, he may fire as if he took the Aim maneuver. Marksman may never be used with a Rate of Fire greater than 1. Marksman works with both Shooting and Throwing.

Movement of the Serpent

Requirements: Veteran, Martial Arts, Agility d8+

Your hero's about as slippery as a greased pig. A character with this Edge can Withdraw from Combat without giving any adjacent op-

ponents a free attack.

Nerves of Steel

Requirements: Wild Card, Novice, Vigor d8+

Your hero has learned to fight on through the most intense pain. He may ignore 1 point of wound penalties.

Improved Nerves of Steel

Requirements: Novice, Nerves of Steel

The hero ignores 2 points of wound penalties.

No Mercy

Requirements: Seasoned

The character may spend a Benny to reroll any one damage roll, including those made for area effect attacks.

Pistolero

Requirements: Veteran, Marksman, Two-Fisted, Shooting d10+

The gunslinger with this Edge can fire two weapons with accuracy or speed. He can use Marksman against two separate targets or he can fire double-action pistols as if they had RoF 2. All Automatic Fire rules are applied (-2 to Shooting and uses two bullets per attack).

Quick Draw

Requirements: Novice, Agility d8+

This Edge allows a hero to draw a weapon as a free action (and thus ignore the usual -2 multi-action penalty if he chooses to fire as well). If the character must make an Agility roll to draw a weapon (see page 66), he adds +2 to the roll.

Rebel Yell

Requirements: Novice, hero must be from the CSA

The blood-curdling Rebel Yell has terrified Yankees and emboldened Confederates from Manassas on. Sure, the shooting has mostly stopped now, but feelings run pretty deep on both sides and when the blood is up, this war cry can still elicit the same responses.

When used, the Reb may make an Intimidation roll against all targets in an area (as opposed to a single victim as usual). Place a Large Burst Template adjacent to the character

(a 6" area of effect, with the edge adjacent to the cowpoke). Every creature within the circle must roll Spirit against the character's Intimidation total.

Rock and Roll!

Requirements: Seasoned, Shooting d8+

Some veteran shooters learn to compensate for the recoil of fully automatic weapons. If a character with this Edge does not move, he may ignore the recoil penalty for firing a weapon on full automatic.

Speed Load

Requirements: Seasoned, Agility d8+, Shooting d6+

Your pistolero has mastered the fine art of loading his six-gun in an all-fired hurry. Your hero can reload one weapon on his action, ignoring the usual -2 penalty to Shooting rolls in the same round.

If your hero is using a weapon that requires a full round or more to reload, the time required is reduced by 1 round.

Steady Hands

Requirements: Novice, Agility d8+

Your hero ignores the "unstable platform" penalty for firing from the backs of animals or while riding in moving vehicles. In addition, when performing actions while Running (see page 65 of *Savage Worlds Deluxe*), his penalty is -1 instead of -2.

Sweep

Requirements: Novice, Strength d8+, Fighting d8+

Sweep allows a character to make a single Fighting attack and apply it against all currently adjacent targets at a -2 penalty (friends and foes alike—be careful). Resolve each damage roll separately. The attack is applied immediately when rolled and only affects targets adjacent at that time.

A character may not use Sweep in the same round she uses Frenzy, nor may she Sweep more than once per round, or with a second weapon held in another hand. In effect, the hero may only perform Sweep once per action unless she somehow gets two entire actions (perhaps under the effects of a spell or power, for example).

Improved Sweep

Requirements: Veteran, Sweep

As above but the hero may ignore the -2 penalty.

Ten-Tiger Punch

Requirements: Novice, First Strike, Agility d6+, Fighting d8+, Intimidation or Taunt d6+

Your hero is as threatening as a lion or as tricky as a panther—either way, he can put his catlike qualities to good use in a fight. If he succeeds in a Test of Will against an adjacent opponent, the character receives an immediate free Fighting attack against that opponent. This attack does not incur a multi-action penalty.

Trademark Weapon

Requirements: Novice, Fighting or Shooting of d10+

The hero knows one unique weapon (Excalibur, Old Betsy, Sting) like the back of his hand. When using that weapon, he adds +1 to his Fighting, Shooting, or Throwing rolls. A hero can take this Edge multiple times, applying it to a different weapon each time. If a Trademark Weapon is lost, the hero can replace it, but the benefit of the Edge doesn't kick in for two game weeks.

Improved Trademark Weapon

Requirements: Veteran, Trademark Weapon

As above but the bonus when using the weapon increases to +2.

Two-Fisted

Requirements: Novice, Agility d8+

A Two-Fisted hero isn't ambidextrous—he's simply learned to fight with two weapons (or both fists) at once. When attacking with a weapon in each hand, he rolls each attack separately but ignores the multi-action penalty (see page 66).

Two-Gun Kid

Requirements: Veteran, Marksman, Two-Fisted, Shooting d10+

A gun in each hand is your trademark. When they speak, folks listen—and die. During any round in which he does not move, the gunslinger with this Edge can apply his Marksman

bonus to two separate targets.

Leadership Edges

Leadership Edges grant bonuses to subordinates, making them more effective, reliable, or durable. These Edges apply only to a number of subordinates within 5" (the "command radius"), and are not cumulative with the same Edge from other leaders. Subordinates may benefit from different Leadership Edges by the same or different leaders.

Command

Requirements: Novice, Smarts d6+

Command is the ability to give clear instructions to surrounding allies and enforce your hero's will upon them. This makes your character's compatriots more willing to fight on despite their wounds, and so adds +1 to their Spirit rolls to recover from being Shaken.

Command Presence

Requirements: Novice, Command

A booming voice, effective commands, natural charisma, or simple training results in a much more effective combat element. At the center of that element is the officer in command. A hero with this Edge has a "command radius" of 10" instead of the usual 5".

Fervor

Requirements: Veteran, Command, Spirit d8+

A simple phrase uttered by a great leader can sometimes have momentous results. A leader with this ability can inspire his men to bloody fervor by yelling a motto, slogan, or other inspirational words. Those in the command radius add +1 to their Fighting damage rolls.

Hold the Line!

Requirements: Seasoned, Command, Smarts d8+

This Edge strengthens the will of the men under the hero's command. The troops add +1 to their Toughness.

Inspire

Requirements: Seasoned, Command

Leaders with exceptional reputations and experience in battle inspire the soldiers around them. They add +2 to Spirit rolls when recovering from being Shaken (this includes the original +1 bonus for the Command Edge).

Leader of Men

Requirements: Veteran, Command

Command comes easy to this commander. Those under his command work like a well-oiled machine when he's in charge.

Allies under the leader's command roll a d10 as the Wild Die instead of a d6 when making group rolls.

Natural Leader

Requirements: Novice, Command, Spirit d8+

This Edge signifies a special link between a leader and his men. With it, he may share his Bennies with any troops under his command.

Tactician

Requirements: Seasoned, Command, Wild Card, Smarts d8+, Knowledge (Battle) d6+

The leader has a natural grasp of small unit tactics and can frequently take advantage of a rapidly changing situation.

At the beginning of a fight and before any Action Cards are dealt, the hero makes a Knowledge (Battle) roll. For each success and raise he receives one Action Card.

These are kept separate from his regular Action Cards and are not placed back into the deck until used or the combat ends (including Jokers!). At the start of any round, the hero may give one or more of these extra cards to his allies, whether Extras or Wild Cards, who then use it as their Action Card for the round in place of the one dealt them. This allows Extras to operate independently of Wild Card characters for one round if they receive their own card.

Only one character per encounter may use this Edge.

Power Edges

Power Edges are for those with Arcane Back-

grounds. See page 69 of the Deadlands Player's Guide for more information on each type of Arcane Background, how to use them, and the powers available.

New Power

Requirements: Novice, Arcane Background

An arcane character may learn a new power by choosing this Edge (which may be taken multiple times). He may choose from any powers normally available to his particular Arcane Background.

Power Points

Requirements: Novice, Arcane Background

Wizards, weird scientists, and other arcane types always want more power. This Edge grants them an additional 5 Power Points.

Power Points may be selected more than once, but only once per Rank.

Rapid Recharge

Requirements: Seasoned, Spirit d6+, Arcane Background

This Edge allows an arcane character to regain 1 Power Point every 30 minutes.

Improved Rapid Recharge

Requirements: Veteran, Rapid Recharge

The character regains 1 Power Point every 15 minutes.

Professional Edges

Professional Edges are very special abilities that reflect many years of practicing a particular trade. In some cases they may also represent special blessings from higher powers as well.

These Edges help you create a character who is far more competent in his chosen field than most others. If you want to make a very effective Mad Scientist, for example, you could combine the Arcane Background (Weird Science) with the Gadgeteer and Mr. Fix It Edges.

Professional Edges represent many years of training so their Requirements are quite high. Players may purchase Professional Edges after character creation, but should usually lead up to it story-wise by practicing the affected trade during down-time or in between adventures.

The time spent acquiring one of these abilities is subjective and up to the Game Master, but makes the game much more believable if a little narrative time is spent training.

► **Stacking:** Bonuses to the same Trait from different Professional Edges do not stack. If you make a hero with both the Woodsman and the Thief Edges, for example, he gains +2 to his Stealth skill, not +4.

Ace

Requirements: Novice, Agility d8+

Aces are special pilots and drivers who feel more comfortable behind the wheel, throttle, or flight stick than on their own two feet.

Aces add +2 to Boating, Driving, and Piloting rolls. In addition, they may also spend Bennies to make Soak rolls for any vehicle or vessel they control. This is a Boating, Driving, or Piloting roll at -2 (cancelling their usual +2). Each success and raise negates a wound and any critical hit that would have resulted from it.

Acrobat

Requirements: Novice, Agility d8+, Strength d6+

Those who have formal training in the acrobatic arts or are naturally agile may take this Edge. It adds +2 to all Agility rolls made to perform acrobatic maneuvers (including Trick maneuvers), and also adds +1 to a character's Parry as long as he has no encumbrance penalty.

Adept

Requirements: Novice, Arcane Background (Miracles), Martial Artist, Faith d8+, Fighting d8+

Adepts are holy warriors who have trained themselves to be 39 Character Creation living weapons. Some do so to be ultimate warriors; others do it in the service of a cause or deity.

As a free action, an adept can spend 1 Power Point to gain AP 2 with all of his unarmed attacks until his next action

In addition, upon taking this Edge and at each new Rank, they may choose to change the trappings of one of the following powers

to work only on themselves but be activated as a free action: boost/lower trait, deflection, healing, smite, or speed. The Adept must have the power to begin with, and this does not allow him to activate more than one power in a round.

Agent

Requirements: Seasoned, Smarts d8+, Fighting d6+, Knowledge (Law) d4+, Knowledge (Occult) d6+, Investigation d6+, Shooting d6+

The shadowy Agency is the Union's answer to the mysterious occurrences some say are happening in the world. Its Agents are a secretive lot, and do not share information outside their ranks if they can avoid it, not even with the local law.

This Edge is for full-time Agents beholden to the Agency. Other characters may work for the Agency on a part-time "troubleshooter" basis, but only those who work for the Agency every minute of every day of their lives until they retire (rarely) or die (much more common) should take this Edge.

Agents are expected to spy on the enemies of the Union, seek out and contain, destroy, or capture weird creatures, and generally follow the orders handed down to them by the Agency itself.

These secretive servants of the Union have jurisdiction anywhere within its borders, but are expected not to reveal their credentials except under extreme and desperate circumstances.

Agents receive a free Gatling pistol upon completion of their training course and always add +1 to their Guts checks.

Agents are simply ranked as Grade 0 through 5. Grade 6 is reserved for the legendary leader of the Agency, the "Ghost," though rumors of his recent demise are widely circulated.

Agent characters begin at Grade 0, and test for promotion upon the completion of each assignment or the destruction of some great evil (Marshal's call). See the Promotion Table on the left for the procedure.

Pay is \$40 per month at Grade 0, though Agents have access to more funds on a temporary and returnable basis, as shown on the table below. These allotments are rough guidelines per month—not absolutes. If an Agent

absolutely needs people, equipment, or other resources beyond his rank to stop some unholy threat, he'll either get it or a more senior Agent will be sent out to take over. If a more senior Agent is needed, however, that Agent will most likely get the promotion and accolades instead. More on the Agency can be found on page 73.

Agency Ranks

Grade	Pay	Allotment
0	\$40	\$500
1	\$60	\$1000
2	\$80	\$2000
3	\$120	\$4000
4	\$150	\$8000
5	\$200	\$15,000

Assassin

Requirements: Novice, Agility d8+, Climbing d6+, Fighting d6+, Stealth d8+

Assassins are trained killers who know how to kill with deadly precision — if they can properly approach their prey. Assassins add +2 to any damage roll where they strike a foe unawares (even with ranged attacks).

Born in the Saddle

Requirements: Novice, Agility d8+, Riding d6+

Some folks have spent so much time on horseback it's become second nature to them. In fact, there's no place else they'd rather be. Heroes who were Born in the Saddle add +2 to Riding rolls. This bonus also applies to long-distance travel; see Saddle Sore in the Deadlands Player's Guide.

The caballero may also spend Bennies to make Soak rolls for any horse he happens to be riding, but only when he's in the saddle. This is a Riding roll at -2 (cancelling the usual +2). Each success and raise negates a wound to the mount.

Champion

Requirements: Novice, Arcane Background (Miracles), Spirit d8+, Strength d6+, Vigor d8+, Faith d6+, Fighting d8+

Champions are holy (or unholy) men and women chosen to fight for a particular deity or religion. Most are pious souls ready and willing to lay down their lives for a greater cause, but some may have been born into the role and follow their path with some reluctance.

Champions fight the forces of darkness (or good). They add +2 damage when attacking supernaturally evil (or good) creatures, and have +2 Toughness when suffering damage from supernaturally evil (or good) sources, including arcane powers and the weapons, claws, teeth, etc., of such creatures.

Gadgeteer

Requirements: Novice, Arcane Background (Weird Science), Smarts d8+, Repair d8+, Weird Science d8+, at least two other scientific Knowledge skills at d6+

These mechanical gurus are so technically savvy they can quickly build a machine to handle nearly any situation.

Once per game session, a gadgeteer can create a “juryrigged” device from spare parts. The device functions just like any other Weird Science device, and uses any power available to Weird Scientists in that setting (though this is still subject to Rank restrictions). It has half the inventor’s Power Points, and once these are used up, the gadget burns out and does not recharge. The inventor must have access to some parts and a reasonable amount of time (GM’s call, but at least 1d20 minutes) to create the gizmo.

Holy/Unholy Warrior

Requirements: Novice, Arcane Background (Miracles), Spirit d8+, Faith d6+

Acolytes, clerics, paladins, holy slayers, and other avatars of the gods are frequently tasked with battling the forces of evil in the mortal world. This Edge gives them a slight advantage against such foes.

As an action, a priest or other holy person may call upon his chosen deity to repulse supernaturally evil creatures, such as the undead, demons, and the like. It also works on evil characters with the Arcane Background (Miracles) Edge.

Repulsing evil costs 1 Power Point and has a range of the character’s Spirit. Targeted creatures within that range must make a Spirit roll. Failure means the creature is Shaken; a 1 means it is destroyed. Wild Cards suffer an automatic Wound instead.

A character may also be an Unholy Warrior working for the forces of evil. In this case, he repulses good creatures, such as angels, paladins, or good characters with Arcane Background (Miracles).

Investigator

Requirements: Novice, Smarts d8+, Investigation d8+, Streetwise d8+

Investigators have spent a great deal of time researching ancient legends, working the streets, or deducing devilish mysteries. Some of these heroes are actual Private Investigators for hire while others may be sleuthing mages in a fantasy world or perhaps inquisitive college professors stumbling upon Things Man Was Not Meant to Know in the dark of night. Investigators add +2 to Investigation and Streetwise rolls, as well as Notice rolls made to search through evidence.

Jack-of-All-Trades

Requirements: Novice, Smarts d10+

Through advanced schooling, book-learning, computer-enhanced skill programs, or just amazing intuitive perception, your hero has a talent for picking up skills on the fly. There is little he can’t figure out given a little time and a dash of luck.

Any time he makes an unskilled roll for a Smarts-based skill, he may do so at d4 instead of the usual d4-2.

McGyver

Requirements: Novice, Smarts d6+, Repair d6+, Notice d8+

This character can improvise something when the need for a tool arises. He suffers no negative penalties on Trait rolls for lack of equipment in most situations.

In addition, given a few simple tools, props, or devices, he can generally rig devices to help escape from death-traps, weapons to match some bizarre need, or otherwise create some-

thing that's needed when such a thing isn't actually present. The extent of this is completely up to the Game Master, but creativity should be rewarded, particularly in dire situations where few other answers are possible.

Mentalist

Requirements: Novice, Arcane Background (Psionics), Smarts d8+, Psionics d6+

Mentalists are masters of mind control and psionics. Some are pulp heroes, others are trained in secret government academies to root out traitors. Their frequent toying with human minds gives them a +2 on any opposed Psionics roll, whether they are using their powers against a foe or are trying to defend against a rival Mentalist.

Mr. Fix it

Requirements: Novice, Arcane Background (Weird Science), Smarts d10+, Repair d8+, Weird Science d8+, at least two other scientific Knowledge skills at d6+

The inventor adds +2 to Repair rolls. With a raise, he halves the time normally required to fix something. This means that if a particular Repair job already states that a raise repairs it in half the time, a Mr. Fix It could finish the job in one-quarter the time with a raise.

Scholar

Requirements: Novice, d8+ in affected skill
Learned professors, devoted students, and amateur enthusiasts spend months of their lives studying particular subjects. They become experts in these fields, and rarely fail to answer questions in their particular area of expertise.

Pick any two Knowledge skills the Scholar has a d8 or better in. Add +2 to your total whenever these skills are used. Those who study military history have a natural edge when commanding troops in Mass Battles (see page 92) — a +2 to a Knowledge (Battle) roll can mean the difference between a rousing victory and a crushing defeat.

Scout

Requirements: Novice, Notice d6+, Tracking d6+

Scouts have learned to watch the signs and trust their instincts when it comes to navigating the vast wilderness.

Any time the Marshal draws a face card while traveling (indicating a random encounter has occurred), a scout may make a Notice roll (-2). If successful, the scout detects the hazard, creature, or situation at the earliest opportunity, likely giving his party time to avoid it or at least attack it on their own terms. Don't forget to remind the Marshal you have this Edge if your posse's going to be traveling.

Scouts also gain +2 to Notice rolls made to avoid surprise in tactical situations.

Silver-Tongued Devil

Requirements: Novice, Snakeoil Salesman

Your fancypants character doesn't just have a way with oratory; he could talk a bird into giving up its feathers. With a successful Persuasion roll, this hero reduces a location's Price Modifier by 1, to a minimum of 1, for a whole day. On a raise he lowers the Price Modifier by 2. Only he and his allies gain the benefits of the preferential pricing.

Snakeoil Salesman

Requirements: Novice, Smarts d6+, Spirit d6+, Persuasion d8+

With honey-dewed lips that weave lies and fabrications like they were the Gospel truth, this smooth talker could sell salt to the Mormons and buffalo hides to Indians. The character gains a +2 bonus to noncombat Persuasion rolls. He can also use his forked tongue to initiate a Persuasion Test of Will, opposed by the target's Smarts.

Soldier

Requirements: Special

A hero with this Edge may start as a private, NCO, or officer when he takes this Edge. Each step comes with its own perks and responsibilities — it's not necessarily better to be an officer instead of an NCO or private.

Characters may progress upward from their current rank by making Promotion rolls (see the Promotion Table). Note that the Union

Army pays slightly better than its Confederate counterpart, as noted under Rank Hath Its Privileges.

Characters may also be demoted a number of ranks if they perform poorly, abandon their post, disobey orders, or otherwise operate outside the code of military conduct. Demotions are subjective and entirely up to the Marshal, and no roll is required.

Soldiers are on duty 24 hours a day, seven days a week. Those who decide to run off on personal adventures without permission may find themselves victims of a court martial or even summary execution!

Characters aren't expected to take entire companies on traditional adventures, of course (though this is Savage Worlds, so they could!), but the Rank Table lists the resources they may be able to draw upon if the situation warrants.

Private

Requirements: Novice, Fighting d6+, Shooting d6+

Privates get regular food, pay, and their gear, which includes a uniform, Winchester '73 rifle with 20 rounds, canteen, bedroll, and a horse if the private is part of a cavalry troop. Privates always subtract 2 from Promotion rolls. Once they are promoted to corporals, they no longer suffer the penalty. Corporals who gain promotions become NCOs.

NCO

Requirements: Seasoned, Fighting d6+, Intimidation d6+, Shooting d6+

Noncommissioned Officers (NCOs) in the Union or Confederate Army start as sergeants and lead squads of ten privates. As NCOs advance through the ranks, they lead larger and larger formations. Note, however, that they are held directly responsible for the lives of the men under their command, their performance, and morale. As a result, NCOs are renowned for being vigilant and tough.

Sergeants start play with the same gear given to a private, plus an Army pistol and 20 rounds. Sergeants also gain +1 Charisma due to their rank when dealing with those who respect their authority.

Officer

Requirements: Novice, Smarts d6+, Knowledge (Battle) d6+

Officers lead a command, depending on their rank, as shown on the table below. Unlike NCOs, officers are often held responsible for operations and battles before individual lives, though they must often weigh these lives carefully against defeat.

Officers gain +2 Charisma when dealing with those who respect their authority. Officers are given a uniform, saber, an Army pistol with 20 rounds, and a horse if commissioned by the cavalry.

Rank Hath Its Privileges

<i>Rank</i>	<i>Command</i>	<i>Pay (USA/ CSA)</i>
Private	-	\$20/\$17
Corporal	-	\$25/\$20
<i>NCOs</i>		
Seargant	Squad	\$30/\$25
Ordnance Sgt.	Squad	\$50/\$35
Quartermaster Sgt.	Platoon (4 Squads)	\$65/\$50
Sgt. Major	Company (8 Squads)	\$80/\$65
<i>Officers</i>		
2nd Lieutenant	1 Platoon	\$30/\$25
1st Lieutenant	1 Platoon	\$40/\$30
Captain	1 Company	\$50/\$35
Major	1 Company	\$75/\$40
Lieutenant Colonel	1 Battalion	\$100/\$60
Colonel	1 Regiment	\$120/\$75
Brigadier Genral	1 Brigade	\$200/\$100
Major General	1 Division	\$400/\$200
Lieutenant General	1 Corps	\$800/\$400
General	1 Army	\$1600/\$800

Tale Teller

Requirements: Novice, Persuasion d8+

A good storyteller not only entertains, he gives hope and comfort as well. Sodbusters and saddletramps in the Weird West can use all the hope and comfort they can find. We don't want to say too much, but good tale tellers are

critical to saving the world.

What? The world needs saving? You bet it does. You'll discover why eventually. In the meantime, know that spreading the tales of your posse's derring-do is far more important in the grand scheme of things than the ability to fire a gun or ride. So if you do something amazing, bucko, tell people about it!

The Marshal's Handbook has the skinny on all this, but you need to know what the Edge does, so we'll share this much with you now. When making a Persuasion roll to tell a tale of his posse's exploits, an orator with this Edge gains a +2 bonus. Furthermore, where most tale tellers bungle the story when they roll a 1 on the Persuasion die (regardless of the result of the Wild Die), your hero does so only on a roll of snake eyes.

When a tale teller with this Edge successfully lowers a Fear Level, he gets a one-time, one-use Legend Chip all his own (it doesn't go into the players' pot like other Fate Chips do, it goes straight to the player). Talk to the Marshal about this, amigo. We've already told you more than we should.

Thief

Requirements: Novice, Agility d8+, Climbing d6+, Lockpicking d6+, Stealth d8+

Thieves specialize in deceit, treachery, and acrobatics. They can be invaluable where traps must be detected, walls must be climbed, and locks must be picked.

Thieves add +2 to Climbing, Lockpick, Stealth, as well as Notice or Repair rolls that relate to traps and similar devices. The bonus to Stealth does not apply when the character is in a wilderness environment—only in urban areas.

Texas Ranger

Requirements: Seasoned, Vigor d8+, Fighting d6+, Riding d6+, Shooting d6+, Streetwise d6+, Survival d6+, Tracking d6+

The South uses the Texas Rangers to police its interior. These hardened men hunt the High Plains and other regions for outlaws, bandits, deserters, and Union spies. The Tombstone Epitaph claims that, like the Agency, they are tasked with seeking out stranger prey as well, but only crackpots believe those bedtime sto-

ries, right?

Rangers advance along military ranks, but always start as privates. Ranger privates are given a badge (giving them +2 Charisma to those who respect its authority, and jurisdiction over all civilians of the Confederacy), a copy of Fugitives from Justice (giving them +2 to Law-based Common Knowledge rolls), and a general direction to mosey toward.

Pay is slightly higher for the Rangers than for their Union counterparts, but Rangers of all ranks are expected to handle things themselves according to the old creed, "One riot, one Ranger."

On the completion of every encounter with outlaws or other weirdness, the Ranger must report in and the Marshal can check for promotion on the promotion table on page 34.

Ranger Ranks

<i>Rank</i>	<i>Pay</i>
Private	\$43
Corporal	\$45
Sergeant	\$52
1st Sergeant	\$60
2nd Lieutenant	\$130
1st Lieutenant	\$135
Captain	\$140
Major	\$194
Lt. Colonel	\$206
Colonel	\$237

For you Ranger types, there's more information about these tough hombres and their secretive ways on page 75. Check with your Marshal before you read it, partner.

Wilderness Man

Requirements: Novice, Smarts d8+, Vigor d6+, Notice d8+, Survival d6+, Tracking d6+

Whether they live in the high Rockies, the Great Plains, or the deserts, wilderness men are used to the rigors of nature and take extremes of weather in stride.

They gain +2 to Survival and Tracking. In addition, lifetimes of exposure to nature's fury give them a +2 bonus to Vigor rolls to resist Fatigue from Heat or Cold (see Savage Worlds).

Woodsman

Requirements: Novice, Spirit d6+, Survival d8+, Tracking d8+

Woodsmen are rangers, scouts, and hunters who are more at home in the wilderness than in urban areas. They are skilled trackers and scouts, and know how to live off the land for months at a time. Woodsmen gain +2 to Tracking, Survival, and Stealth rolls made in the wilderness (not towns, ruins, or underground).

Social Edges

Getting people to do what you want is a critical skill in most any setting. These Edges help your hero do just that.

Card Sharp

Requirements: Novice, Gambling d6+

Your hero has a way with a deck and never feels more at home than when he's shuffling cards. He's learned a whole heap of ways to cut, shuffle, and deal that give him an edge in a game.

A gambler with this Edge only gets caught cheating on a roll of snake eyes. What's more, if your hero's a Huckster, folks get a -2 to Notice rolls when trying to spot a hex being cast.

Charismatic

Requirements: Novice, Spirit d8+

Your hero has learned how to work with others, even those who might be somewhat opposed to him or his efforts. This adds +2 to his Charisma.

Common Bond

Requirements: Wild Card, Novice, Spirit d8+

This Edge signifies a special link between close companions—such as a typical party. It doesn't matter whether or not the characters get along perfectly or not, they've just formed a close and common bond during their epic adventures.

A character with this Edge may freely give his Bennies to any other Wild Card he can communicate with. This represents the character giving his verbal or spiritual support to the ally. The player should say what his character is doing to give the support. The gesture could

be as complex as a rousing speech, or as simple as a knowing nod.

Connections

Requirements: Novice

Whether it's to the Feds, the cops, the Mob, or some big corporation, your heroine knows someone on the inside—someone who is willing to lend her a hand on occasion (usually once per game session).

This Edge may be taken more than once, but each time must be applied to a different organization. The GM should also ensure the organization is limited to a single, unique organization. A hero may, for instance, have Connections (US Army), but he shouldn't have a blanket Connections (Military).

To use a character's Connections requires that she first get in touch with one of her contacts. This requires a Streetwise roll. Failure means the particular contact wasn't available, their cell phone wasn't on, or they were otherwise tied up.

Once in contact, the hero must make a Persuasion roll. The GM should feel free to modify both the Persuasion roll and any results based on the circumstances.

A failure indicates the heroine's contacts just couldn't come through this time, or perhaps just weren't persuaded that their help was really necessary.

On a success, the contact might share information, but won't do anything too risky to help. On a raise, the contact is willing to leak sensitive information, but stops short of outright betrayal.

Two or more raises means the heroine has pushed the right buttons and can count on serious help. The Connection will risk serious consequences for the heroine, and if she needs financial assistance, may provide more than he's comfortable with. If the heroine asks for muscle, the contact delivers either one expert (a safe-cracker, wheel-man, security expert, etc.) or five average fighter-types for the contact's particular organization (a mob boss sends five thugs, the Army sends five infantrymen, etc.).

Gift of Gab

Requirements: Novice, Smarts d8+

Given a few minutes of conversation, your

hero effectively has a d4 in any language, meaning he can get across basic messages to just about anyone given a little time. In addition, he adds +1 to the die rolls of any Knowledge (Language) skills in which he has a d4+.

Secret Identity

Requirements: Novice, Smarts d6+

In the City o' Gloom, it's sometimes helpful to have another name to hide behind. A hero with this Edge has a false identity that—depending on its nature—allows a cowpoke to live a dual life.

Examples include a gentile posing as a Mormon or a huckster claiming to be a scientist. The exact situational effect is up to the Marshal's call, but generally the hero gains a +2 on Persuasion or other rolls to maintain the ruse. A character with this Edge can also assume or drop her Secret Identity to avoid being Black-listed! (see page 46).

Strong Willed

Requirements: Novice, Intimidation d6+, Taunt d6+

Characters with strong willpower use their voice, steely stares, or quick wits to unnerve their opponents. Strong Willed adds +2 to a character's Intimidation and Taunt rolls, as well as his Spirit and Smarts rolls when resisting Test of Wills attacks.

True Grit

Requirements: Wild Card, Novice, Spirit d8+

Some folks just seem to exude toughness, and your hero is one of them. The horrors of life in the Weird West don't faze this hombre. He's got gravel in his gut and ice water running through his veins.

Your hero's cool demeanor gives him +1 Grit.

Weird Edges

Weird Edges are slightly supernatural and only appropriate in games with those elements.

Arcane Background (Blessed)

Requirements: Wild Card, Novice, Faith d4+, Spirit d8+

The righteous hero with this Edge has the favor of the powers of good and light, no matter what god or gods that cowpoke's religion prescribes, and they grant her arcane powers. However, keeping those powers requires no small amount of piety: See the details under No Man's Land below. This Edge replaces Arcane Background (Miracles) in the Deadlands Player's Guide.

Arcane Background (Metal Mage)

Requirements: Wild Card, Novice, Spirit d6+

A host of would-be hucksters and mad scientists have learned R. Percy Sitgreaves' system of Thaumaturgical Diffusion by decoding formulae in the Smith & Robards Catalog or because Sitgreaves himself taught them. Almost all these practitioners are located in Deseret. If you take this Edge, see the details on page 13.

Conviction

Requirements: Novice, Arcane Background (Miracles), Spirit d6+, Faith d6+

Some holy rollers seem to have the ear of the Almighty. This hero reduces the cost to activate any power by 1 Power Point, to a minimum of 0. This Edge replaces the version in the Deadlands Player's Guide.

Beast Bond

Requirements: Novice

Some individuals can exert incredible will over their animal companions. These characters may spend their own Bennies for any animals under their control, including mounts, pet dogs, familiars, and so on.

Beast Master

Requirements: Novice, Spirit d8+

Animals like your hero, and won't attack him unless he attacks them first or they are enraged for some reason. His "animal magnetism" is so great he's attracted a loyal animal of some sort as well. This is typically a dog, wolf, or raptor, though the GM may allow other companions if it fits the setting.

The beast is an Extra (not a Wild Card). If it should be killed, the hero finds a replacement in 2d6 days.

Danger Sense

Requirements: Novice

Your hero can sense when something bad is about to happen. Anytime he's about to be the victim of a surprise attack, ambush, or other nasty surprise, he gets a Notice roll at -2 just before the attack or event occurs. If successful, the character knows something is about to happen and may take appropriate action against it. This means the hero is on Hold for the first round of a combat. Should the hero fail his roll, he still follows the normal Surprise rules, if applicable (see page 65 Savage worlds Deluxe).

Desensitized

Requirements: Heroic, Augmentations totaling 4+ Drain

The scrapper with this Edge ignores one level of wound penalties, which is cumulative with Nerves of Steel and Improved Nerves of Steel.

Fate's Favored

Requirements: Wild Card, Seasoned

This cowpoke's got someone watching out for him, and he can trust Lady Luck to come through in a pinch. Once per session, he may spend a Fate Chip of any color and treat it as if it were a blue chip.

Fate's Favored may be selected more than once, but only one time per Rank. Each time you choose it, your hero gains another use of the ability in each session.

Harrowed

Requirements: Wild Card, Novice, Spirit d6+

Some shootists are just too tough to lie down and stay dead when they get beefed. The price they pay is an eternal battle for their own soul with the demonic "manitous" that provide their unnatural vitality.

The Harrowed Edge may only be selected at character creation. To get it later requires shedding the mortal coil and a whole lot of luck (the Marshal has information on how this occurs in the Deadlands Marshal's Handbook).

If you take this Edge, your character has been reborn into unlife and you can read up on the grisly details on page 11 of Stone and a Hrd Place. Otherwise, vamoose and show some respect for the dead.

Healer

Requirements: Novice, Spirit d8+

A hero with this Edge adds +2 to all Healing rolls (including natural healing rolls for his own wounds), whether natural or magical in nature. Up to five companions traveling with a Healer add the bonus to their natural healing rolls as well.

Liquid Courage

Requirements: Novice, Vigor d8+

Whether it's called joy juice, tiger piss, or just good ol' whiskey, alcohol has an amazing effect on you. Down at least 8 ounces of the stuff and you're virtually unstoppable. The round after the character drinks at least 8 ounces of hard liquor (three times that in beer or twice that in wine), his Vigor increases by one die type (which also increases his Toughness), and he ignores one level of wound modifiers (which stacks with other abilities that ignore wound penalties).

The effect lasts for one hour, and has no detrimental effects on brainpower, Agility, or other functions. If the character is looking to get drunk and does so, he retains the benefits above but suffers -2 to all Smarts and Agility-based rolls for as long as he continues to drink, and the next 1d6 hours thereafter.

Knack

Requirements: Wild Card, Novice

This Edge should only be taken during character creation (unless there is a good reason for the hero to "discover" his latent powers at a later date).

The Weird West is a superstitious place, where rumors and old wives' tales abound. Just occasionally, though, these folktales contain a germ of truth. A knack is just that—folklore come true.

Well, now you get to choose one of the special events that coincided with the time of your birth. Each one gives you access to a special ability, which you can activate by using a Fate Chip (of any color). If you don't have a Fate Chip to spare, you can't use your knack.

Bastard: Well, that's what your hero is. Not the mean ornery kind, but the fatherless kind. A child born out of wedlock is said to be able

to see the unseen.

Discard a Fate Chip to be able to see invisible critters, or those that supernaturally blend in with their surroundings.

Born on All Hallow's Eve: They say the King of Halloween favors those born on his day of mischief, and grants them a greater understanding of the arcane world. As one of these rascals, your hero can only choose Magic and Weird Science Arcane Backgrounds. If you've already set your heart on a different Arcane Background, you'll have to choose another knack.

A Weird Scientist with this knack can discard a Fate Chip and make a successful Spirit roll to avoid dementia as a result of taking the New Powers Edge (see page 90).

A huckster with this knack can discard a Fate Chip and make a successful Spirit roll to avoid Backfire after making a poker hand to cast a hex (see page 83 of *Deadlands Player's Guide*). With a success he is just Shaken as if by Backlash, and with a raise, he avoids it completely.

Born on Christmas: A babe born on Christmas is particularly resistant to arcane effects powered by evil spirits. As such, your hero can only use Miracles and Shamanism Arcane Backgrounds. If you wanted to take a different Arcane Background, this isn't the knack for you.

When targeted by a power from any other Arcane Background, a hero with this knack can discard a Fate Chip to negate the effect and force the caster to make a Spirit roll (-4) or be Shaken.

Breech Birth: A baby born butt-first is said to have the uncanny ability to heal injuries.

Your hero is just such a person and can spend a Fate Chip to use the greater healing power. He doesn't need to roll, he automatically gets a single success (thus healing one wound).

Seventh Son: Your hero is fated for greatness; his legend will loom large in the Weird West.

This hombre has the ability to control fate. Any time a Fate Chip is used in his presence, he can discard a like-colored chip to negate its effect.

Shooting Star: A shooting star or comet lit up the sky at the time of your hero's birth, and many believe it foretold his skills as a great

leader. At the beginning of any combat, you may spend a white chip to increase the range of effect for your Leadership Edges to a distance equal to your Spirit die type. A red chip increases them to Spirit x2, and a blue chip to Spirit x4. The increased range lasts until the end of the fight.

Spirit Touched: Your character was contacted by some entity from the Hunting Grounds before his birth. It has guarded him ever since. Shamans call this a guardian spirit, blessed tend to view it as a guardian angel or patron saint, and voodooists refer to the person as "favored chual" of a particular loa. Folks touched by Magic are a relatively new phenomenon, and their link to dark and destructive manitou spirits has resulted in the nickname "tempests."

Choose a single power from either the Miracles (Voodooist), Shamanism, or Magic list depending on what type of spirit guards your hero. Once per session you can spend a Fate Chip to activate the power. By spending a white chip, the character gains 5 Power Points with which to activate the power during that session. A red chip grants 1d6+5 Power Points (and does not grant the Marshal a draw from the pot), and a blue chip grants 2d6+5 Power Points. A Legend chip grants the same as a blue chip, but the character also gains a +2 bonus to activate the power. In all cases the character makes a Spirit roll to enact the power. The spirit cannot maintain the power forever, and the points are lost at a rate of 1 per hour. Any points remaining at the end of a session are lost.

Because manitous are so unpredictable, tempests with this knack take a bigger risk than other spirit-touched heroes. If a tempest rolls a 1 on his Spirit die (regardless of the Wild Die) the manitou takes control of the power. Damaging effects are directed at a random ally, while beneficial spells affect the most powerful enemy in the area.

Storm Born: You were born in the midst of a great storm. Among your people it is said that fear has no power over you. If you spend a white Fate chip to reroll Guts, you ignore any penalty other than the local Fear Level. If you spend a red Fate chip to reroll Guts, you ignore all penalties, including the local Fear Level.

You may also spend a blue Fate chip to allow everyone within a range of your Spirit in inches to reroll a Guts check (including yourself), ignoring any penalty other than Fear Level.

Master Crafter

Requirements: Veteran, Arcane Background (Weird Science), McGyver, Repair d10+, Weird Science d10+

Most Infernal Devices take months to create and require elaborate manufacturing facilities. This mad scientist can make a device in weeks or even days with a tool kit and the necessary parts.

To create an Infernal Device, the scientist first needs a blueprint for it. If he doesn't have one, he can make one from an existing (working) Infernal Device with 1d6 days of study. Then the character must purchase parts costing half the item's normal price. Ghost rock is a necessary element, so it must represent at least part of the cost (Marshal's call).

Building the device takes 2d6 days plus one day per \$500 of the cost of the item (round up). The character makes a Weird Science roll and on a failure, the time is wasted but not the parts. With success, the device is built and on a raise, it's built in half the time. On a critical failure, the device explodes doing 3d6 damage in a Large Burst Template, destroying the parts.

A character with the Alchemy Edge can make elixirs, tonics, and other alchemical items as well. Formulas replace blueprints but otherwise use the same rules, except the time to create is 2d6 hours plus one hour per \$50 of the cost of the item (round up).

Nose for the Rock

Requirements: Novice, Spirit d8, Notice d6

Whether it's a sixth sense, deductive reasoning, or just dumb luck, your hero has a nose for ghost rock and other fundamentals (gold, silver, etc.). He's not much of a prospector, but he can almost smell it once it has been excavated. He has little trouble tracking down sellers of ghost rock in a new burg. On the minus side, those who are "in tune" with ghost rock often seem a bit odd to right-thinking folks.

Any Investigation, Notice, or Streetwise rolls used to locate ghost rock are made with a +4 bonus. Characters with this Edge also receive

+2 on rolls to avoid contracting "rock fever," and to shake it if they do.

Patron Spirit

Requirements: Novice, Arcane Background (Miracles), Spirit d8+

A Patron Spirit might be a guardian angel, a patron saint, a helpful loa, or some other entity that fits the blessed's beliefs. By spending a Fate chip, the blessed with a Patron Spirit may call upon it at any time to aid her in maintaining miracles. A white chip extends the duration by the base amount (i.e., a power normally active for 3 rounds lasts 3 more rounds). A red chip extends the duration by twice the base amount, and a blue chip extends the duration by three times the base amount. A Legend chip extends the duration of a power by five times the base amount.

A character may never have more than one patron spirit at a time; if a hero has both Knack (Spirit Touched) and Patron Spirit, both Edges apply to the same spirit.

Scavenger

Requirements: Novice, Luck

Once per session the hero may "suddenly remember" that he has a much-needed piece of equipment on his person. The item must be capable of being stored in the hero's pocket or bag (assuming he has one), and the Game Master has the final word on what can be found.

Seen the Elephant

Requirements: Veteran, True Grit, Guts d8+ Soldiers are routinely exposed to carnage that's inconceivable to civilians. The rumble of cannon fire is like the chirping of crickets at night to a soldier who's seen the elephant. The memories haunt them long after a battle ends, but as compensation they no longer have quite the same reaction to terrifying events. When a hero with this Edge has to roll on the Fear Effects Table, he subtracts -4 from the roll — being numbed by trauma has its benefits.

Totem Spirit

Requirements: Novice, Arcane Background (Shamanism), Spirit d8+

The shaman with this Edge may choose one favored power linked to his totem (see sidebar

for ideas). The favored power must be one that is available to shamans. If the shaman gets a raise when activating that power, the totem provides the energy and the base power point cost is halved (round down). The shaman must have the points to use the power in the first place. Should the shaman ever suffer a penalty to Tribal Medicine skill for failure to perform ritual offerings (as described in the Deadlands Player's Guide), he loses access to his totem spirit for 1d6 days.

A character may never have more than one totem spirit at a time; if a hero has both Knack (Spirit Touched) and Totem Spirit, both Edges apply to the same spirit.

Wild Card Edges

The following Edges work only when the character is dealt a Joker during combat. The Edge's effects are in addition to the usual effects of being dealt a Joker.

Dead Shot

Requirements: Wild Card, Seasoned, Shooting/
Throwing d10+

The character doubles his total damage when making a successful Shooting or Throwing attack this round.

Mighty Blow

Requirements: Wild Card, Seasoned, Fighting d10+

The character doubles his total damage when making a successful Fighting attack this round.

Power Surge

Requirements: Wild Card, Seasoned, arcane skill d10+

This Edge is for those characters with Arcane Backgrounds. When dealt a Joker, the character recovers 2d6 Power Points. He may not exceed his usual limit.

Legendary Edges

Most Legendary Edges are very specific to their campaign world—such as gaining a stronghold or divine favor—but a few fit most anywhere, as shown below.

Behold A Pale Horse...

Requirements: Legendary

The Lone Ranger had Silver, Zorro had Toronado, and your steed is no less impressive. Whether it is a new stallion you've just broken in, or the same faithful pony you've had since you were young, there is something special about your horse. It has character.

Your faithful beast uses the statistics for a war horse (see the Savage Worlds rules) but gains the Fearless special ability and the Danger Sense Edge. What's more, the horse is a Wild Card. That's right, muchacho, your horse has its own Fate Chips and can do all the things a Wild Card can do. If the trusty steed dies, however, you have to choose this Edge again, or lose the benefit.

Followers

Requirements: Wild Card, Legendary

Heroes often acquire dedicated warbands, "merry men," or others who voluntarily follow the hero on his adventures.

Each time this Edge is chosen, five followers join the hero's band. Casualties are not automatically replaced, so a hero may need to choose this Edge again on occasion to replenish his losses. The followers must have some way to eat and earn income, and generally want a piece of whatever loot, treasure, or other rewards the hero acquires. Otherwise, they are completely dedicated to their idol and risk their lives for him under any normal conditions. They won't knowingly throw their lives away except under very special circumstances.

The GM determines the followers' statistics, but in general, use the Soldier statistics presented on page 81. Followers generally come with only basic equipment depending on their particular setting (warriors in fantasy come with at least leather armor and short swords, for example). The hero must purchase any additional equipment for his Followers himself.

Damned

Requirements: Legendary, Reputation

Old gunslingers don't die, they just... Okay, they do die. Usually in messy and embarrassing ways. But if your grizzled veteran of the Weird West goes down, he's definitely coming back. Taking this Edge is something of an in-

insurance policy against having your plans for this old hand ended prematurely.

If your hero is killed, he automatically returns from the grave, a Harrowed (and we're not talking suicide here). Just how long that takes relies on the Marshal's whim and the story. It could be near-instant, or it could be after your partners put you in a pine box and read the 23rd psalm.

The Marshal's Handbook has more information on this weird state of affairs. Death is just the beginning, amigo!

Fast As Lightning

Requirements: Legendary, Quick, Agility d10+

When your hero reaches for his shootin' irons, folks rarely have time to blink, much less draw him down. Some say he's the fastest gun in the West.

Whether that's true or not, he's quick, real quick. Any time your hero is dealt lower than a ten for initiative, treat his card as a ten of the same suit.

Professional

Requirements: Legendary, d12 in affected Trait

The character is an expert at a particular skill or attribute (his choice). That Trait becomes d12+1. This Edge may be selected more than once, but it may never be applied to the same skill or attribute twice.

Expert

Requirements: Legendary, Professional in affected Trait

As above, but the Trait increases to d12+2.

Master

Requirements: Wild Card, Legendary, Expert in affected Trait

The character's Wild Die increases to a d10 when rolling a particular Trait of his choice. This Edge may be chosen multiple times, though it only affects a particular Trait once.

Right Hand of the Devil

Requirements: Legendary, Shooting, Fighting,

or Throwing d10+

Your hero is fast on the trigger and renowned far and wide as one mean hombre in a fight. Folks have taken to calling him the right hand of the devil (or left hand of the devil if your cowpoke is of the sinister rather than dexter persuasion).

Whichever weapon your hero uses in his favored hand has been infused with some of the mythic status he is accorded, turning that weapon into a powerful relic. A relic weapon does an extra damage die of the same type as that weapon's highest damage die. So a relic Colt revolving rifle would do a fearsome 3d8 damage.

Of course, the Edge remains with the weapon, so if you lose your gun, you lose the Edge and whoever takes the weapon gains the benefit of the relic.

Sidekick

Requirements: Wild Card, Legendary

A character who triumphs over evil time and time again becomes an inspiration to others. Eventually, one of these young crusaders may attempt to join the hero in his epic quests.

The hero gains a Novice Rank sidekick. The sidekick is a Wild Card, gains experience as usual, and has abilities that complement or mimic his hero's.

The player character should control his sidekick just like any other ally. Of course, the sidekick may occasionally cause trouble (by getting captured, running into danger when he's not supposed to, etc.). The player should be prepared for his "Edge" to occasionally become a "Hindrance."

If the sidekick dies, he isn't replaced unless the hero chooses this Edge again.

Tough as Nails

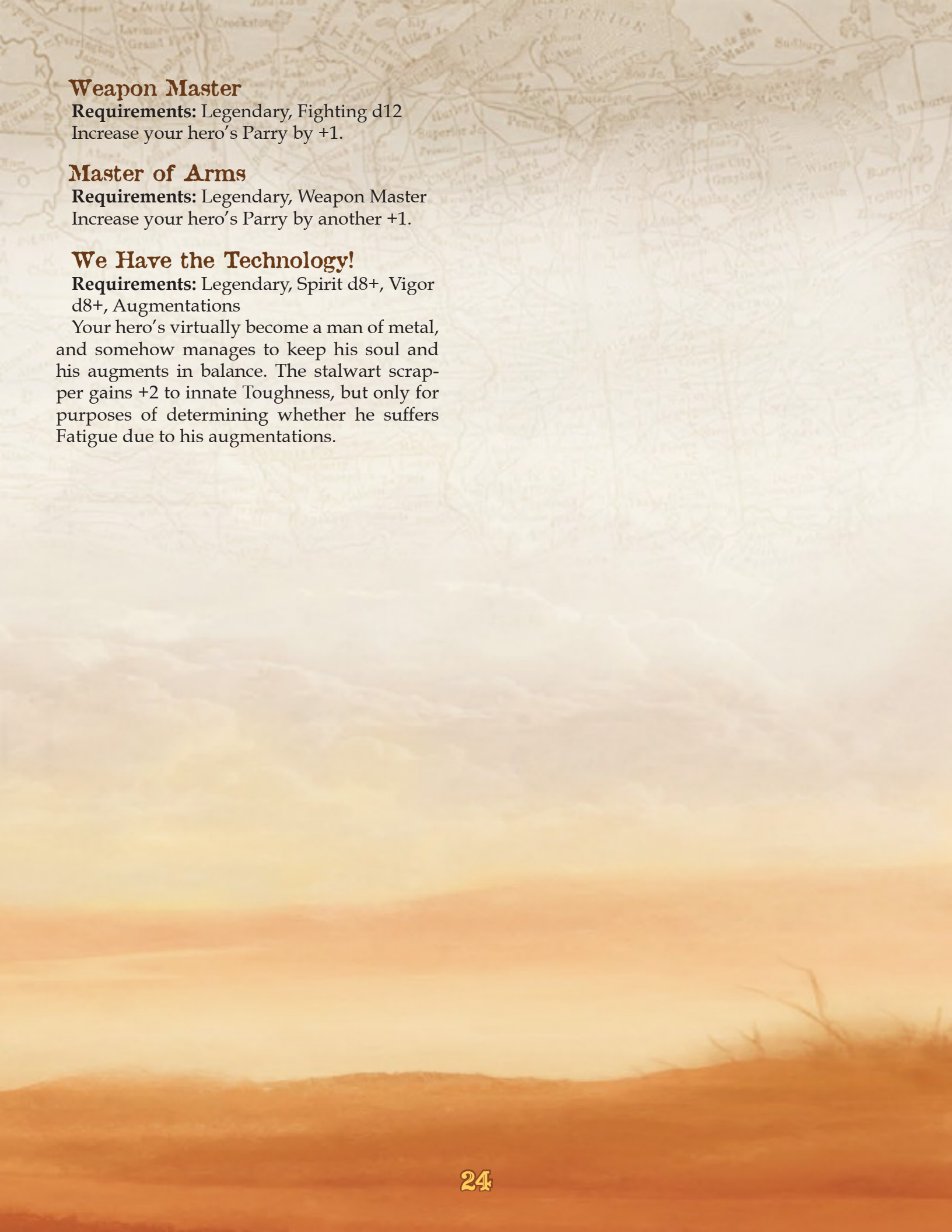
Requirements: Legendary

Your hero is a grizzled veteran. Increase his Toughness by +1.

Improved Tough as Nails

Requirements: Legendary, Tough as Nails

Increase your hero's Toughness by another +1.



Weapon Master

Requirements: Legendary, Fighting d12
Increase your hero's Parry by +1.

Master of Arms

Requirements: Legendary, Weapon Master
Increase your hero's Parry by another +1.

We Have the Technology!

Requirements: Legendary, Spirit d8+, Vigor d8+, Augmentations

Your hero's virtually become a man of metal, and somehow manages to keep his soul and his augments in balance. The stalwart scrapper gains +2 to innate Toughness, but only for purposes of determining whether he suffers Fatigue due to his augmentations.

Unofficial Community Edges

The edges that follow are taken from SavagePedia's "Community Created" section. These edges may or may not have been play tested and may not be balanced. Use at your own risk, partner.

Background Edges

Atypical

Requirements: Novice (WC), Special

For every race, there are exceptions to the norm. These individuals are born with variances in their blood that make them truly different from those around them. They are, essentially, the exceptions that prove the rule.

This Edge only has value to someone playing a Race that has one or more Limited Attributes. By taking this Edge at the start, the player may designate a different Attribute as being Limited. For example, a the player of a Brinchie could determine that his character's Strength falls under the Limited restrictions, instead of Spirit, as is normal for most Brinchie.

One restriction is that the player may not select an Attribute that starts with any bonuses. The player of an Ogre, for example, could determine that his Agility is Limited, instead of his Spirit. He could not, however, select his Strength or Vigor, since both of those start out enhanced for that Race.

Note that this Edge only allows one such trade-off. The player of the above-mentioned Ogre could only choose to trade-off for Spirit or Smarts, but not both. This Edge may only be taken once.

Eidetic Memory

Requirements: Smarts d8

Your character may not be particularly brilliant, but she has a mind like a camera. She gains a +2 bonus on Common Knowledge rolls, and on Smarts rolls made to remember something.

Talisman

Horseman

Requirements: Agility d6

"Born in the saddle" is more than a turn of phrase for this hero. His people learn to ride at least as soon as they learn to walk. Heroes with the Horseman Edge gain +2 to all Riding checks (but not when using Riding in place of Fighting for melee). Additionally, a Horse-

man can mount or dismount as a Free Action (though not both in the same Round).

Shaintar: Immortal Legends web extra

Intuition

Requirements: Spirit d8

Your hero is prone to sudden flashes of insight. You may spend a benny and make a Spirit roll; if successful, you may ask the GM a single, simple question which your character might theoretically know the answer to. The GM must either give you a simple (no more than one sentence) answer or return your benny.

Talisman

Our Gang

Requirements: Novice, Young

When you're a kid Courage comes easier with numbers. As long as you are with your gang you get a +1 bonus to guts checks for every adjacent ally with this edge (for a max of +4). However, if one ally fails the check you all fail and run!

~Lord Skudley

Resilient

Requirements: Novice, Vigor d8+

Thick as a brick or the heart of a lion either way your hero is unaffected by attacks that would leave others crying for their momma. When any damaging attack creates a Shaken condition with no accompanying wounds your hero may make a free Soak roll. On a Raise the Shaken condition is removed. If unsuccessful a benny may still be paid to immediately eliminate the Shaken penalty.

Perplext

Wild Car

Requirements: Novice, must own a vehicle.

You and your vehicle have gone through a lot together, and she's almost as much of a hero as you are.

You must choose a specific vehicle in your possession when you take this Edge. This vehicle can survive an unlimited amount of wounds. Each wound still causes a -1 driving penalty and inflicts a critical hit, but the vehicle is not automatically wrecked by the fourth

wound.

The vehicle can still be wrecked by rolling a 12 on the Critical Hit Table, or if she suffers a hit that would obviously obliterate her (like an artillery shell on a muscle car). If the vehicle is ever completely destroyed, the bonus is lost and can not be transferred to a replacement.

JackAce

Combat Edges

Advanced Two fisted

Requirements: Two fisted, Seasoned

Like Two fisted, but you can take any two actions as long as each is "one-handed", such as casting a spell and fighting, driving and shooting a pistol, an Agility Trick and an attack, etc.

OgBenDog

Avoidance

Requirements: Seasoned, Agility d8, Notice d8

This character is trained or instinctively aware of incoming Area Effect attacks. If an Area Effect attack does not allow an Agility roll to avoid, he gets an Agility roll at -2 to avoid it. If an attack does allow an Agility roll to avoid it's effects, each raise on his roll allows him to push or otherwise move an ally out of the area as well as himself.

If an Area Effect attack is not avoided with Agility but another Trait instead, the character may make his Agility roll first at -2, and if failed, he still gets the other Trait roll as normal.

Artful Dodger

Requirements: Agility d10+

The 'Artful Dodger' may not know how to hit someone but certainly does know how to make them miss! The character with this may use $1/2 \text{ Agility} + 2$ as their base parry score in place of fighting. The character also does not provoke the 'unarmed defender' bonus unless their last action was an attack.

Mylon, UmbraLux

Charge

Requirements: Seasoned, Fighting d10+

The warrior is experienced at moving across a large distance and getting the most effect out of

rushing his foe. He may ignore the standard penalty for Running when making a Fighting attack.

Shaintar

Counterstrike

Requirements: Seasoned, First Strike, Fighting d8+

Fighters trained in this aggressive technique know how to deflect an attack and turn their defense into an attack of their own. The counterstrike is not without risk, as fighter can still be struck by his opponent even if his own attack hits.

A fighter may announce his intent to use counterstrike when an attack is declared upon him, but before the fighting roll against him is made. After announcing the counterstrike his Parry is lowered by 2 until his next action. The fighter then makes a counterstrike (fighting roll) and compares the result against his attacker's fighting roll and Parry value. If the counterstrike exceeds the attacker's fighting roll then he has parried the blow. If the counterstrike meets or exceeds the attacker's Parry value, then the attacker has been struck by the counterstrike and damage is rolled. With this technique it is possible to not exceed the attacker's fighting roll but still land a hit on him, resulting in damage being rolled by both combatants.

Only one counterstrike attempt may be made per round. Counterstrike cannot be used in the same round as First Strike, and vice versa. Counterstrike may be combined with a wild attack.

Armoury Games

Distracting Attack

Requirements: Smarts d6, Fighting d6

You can distract an enemy to allow your ally a better shot. Make a normal attack roll; if you hit, you deal no damage but the next ally to attack that enemy gains a +2 bonus on their Fighting roll. The bonus disappears once someone attacks the enemy (successful or not), the enemy acts, or the round ends.

Talisman

Freerunner

Requirements: Novice, Fleet-Footed, Agility d8+, Strength d6+, Climbing d8+

Freerunners don't move through objects, they are just so quick and agile its almost as if they do. Freerunners study the art of getting from point A to point B in the most effective manner through climbing, jumping, rolling, and most importantly... running!

With a successful Agility roll per round of freerunning, the hero may pass over any obstacle and continue on as if it wasn't there, while taking a running action and while not encumbered. The only exception is large, tall, solid objects which must be climbed. As a general rule, any object up to 1 cubic game inch is easily passable. In addition, Freerunners receive a +2 bonus on all climbing rolls and climb half strength +2 " per round instead of half strength. (This edge works best in urban/modern settings)

-1337pwnr

Frenzied Archer

Requirements: Seasoned, Shooting d10+

Frenzied archers sacrifice accuracy for a higher rate of fire. Heroes with this edge can make 2 shooting attacks in a single round. However, all shooting rolls suffer a -2 penalty. The additional attack must be used with another shooting roll, and only one wild die may be used with both rolls for Wild Cards. If wanted, up to two different targets may be selected. This ability may not be used in conjunction with the aim maneuver.

-1337pwnr

Improved Frenzied Archer

Requirements: Veteran, Frenzied Archer

Same as above, however the archer may ignore the -2 penalty.

-1337pwnr

Hold Off

Requirements: Seasoned, Strength d8+, Fighting d10+

The character is skilled at using the reach and size of a larger weapon to enhance their defensive posture. The hero adds +1 to his Parry if using a weapon with a Reach of 1 or more. This is in addition to any bonus already granted by such a weapon.

Shaintar: Immortal Legends with permission

Improved Avoidance

Requirements: Veteran, Avoidance

Even if the character fails to escape an Area Effect attack, he is still able to find some level of protection for himself. If the character fails to avoid an Area Effect attack, he is considered to have at least Medium Cover against the damage (+2 Armor). If the character already has Medium or better cover, its effect is increased one level up to a maximum of near total cover (-6 or +6 Armor). If the Area Effect attack is not damaging (like an entangle or stun spell), the character gains a +2 bonus to escape or avoid its effect.

Improved Defend

Requirements: Heroic or Kor-In Student, Agility d8+, Fighting d10+

The character masters his defensive techniques. A character with this Edge who performs the Defend action gains a +4 to his Parry (instead of just +2). He also subtracts 2 from any ranged attacks against him this round, as well as adding +2 to any attempts to evade area effect attacks.

Shaintar: Immortal Legends with permission [3]

Improved Rapid Fire

Requirements: Veteran, Rapid Fire

You can use a non-fully automatic weapon to perform Suppressive Fire. Such use requires firing 5 shots from the weapon and only affects a Small Burst Template instead of a Medium one, but otherwise works as listed for Suppressive Fire.

(by Clint Black on the Savage Worlds Forums)

Knockback

Requirements: Novice, Unarmed Warrior

Sometimes you just get the right angle when you hit an opponent, and you send him flying. Characters with this edge can choose to forgo the additional d6 damage from a raise on their Fighting roll in favor of sending their opponent flying 1d4" directly away from them. If the opponent strikes a solid object, such as a wall, they are automatically Shaken. If already Shaken, the opponent takes a wound.

Ronism

Mighty Grip

Requirements: Seasoned, Strength d10+, Fighting d8+

Fighters with this edge have developed a stone grip, allowing him to wield 2 handed swords, axes, and maces in his main hand. While wielding a 2-handed weapon the hero receives a -1 parry in addition to any negatives applied by the weapon itself.

-1337pwnr

Improved Mighty Grip

Requirements: Veteran, Mighty Grip, Fighting d10+

Same as above, however the hero does not receive the additional -1 parry for wielding a 2-handed weapon.

-1337pwnr

Phalanx Fighter

Requirements: Novice, Fighting d8+

You are part of a highly trained fighting unit that knows how to work together to defend each other. You receive a +1 Parry bonus for each adjacent ally who also possesses this Edge, up to a maximum bonus of +4.

d4

Rapid Fire

Requirements: Seasoned, Shooting d8

This character is capable of pulling a trigger faster and retaining accuracy. He can use Double Tap with a weapon not normally capable of it (as long as the weapon does not need to be reloaded between shots), and he can use Three Round Burst with a weapon capable of Double Tap.

(by Clint Black on the Savage Worlds Forums)

Steadfast

Requirements: Seasoned

The trials of battle have left your hero resistant to less debilitating wounds. Add +2 to his Vigor rolls when trying to Soak.

Perplext

Shield Expertise

Requirements: Seasoned, Agility d6, Fighting d8

Many soldiers train in the use of weapon-and-shield combat, but the dedicated warrior

learns how to make a shield a very powerful tool in surviving combat. A character with Shield Expertise increases the Parry value of any Shield by +1 while worn. [1][2]

Shaintar: Immortal Legends web extra

Shield Mastery

Requirements: Veteran, Shield Expertise, Two-Fisted, Fighting d10+

A true master with weapon-and-shield combat learns how to use his shield offensively while maintain the defensive value of it. Shield Mastery allows the warrior to make an attack with his shield without losing the Parry bonus it confers. Medium Shields (or less) do STR+1 damage, while a Large (or greater) Shield does STR+2. [1][2]

Shaintar: Immortal Legends web extra

Shield Guardian

Requirements: Heroic, Shield Expertise

For some warriors, the shield becomes a powerful symbol of not only self-defense, but the defense of others they are sworn to protect. The Shield Guardian has learned how to use his Shield to effectively protect another as well as himself. Before taking an Action, a character with this Edge can declare an adjacent character as receiving all of the same defensive bonuses he receives from the Shield (Parry bonuses, Shield bonuses to Armor against ranged damage); these bonuses are shared, not lost. If the declared target moves away from the Guardian, the bonuses are lost to the target (though not to the Guardian). The shared defenses remain applied until the Shield Guardian acts again.

Shaintar: Immortal Legends web extra

Stand and fight

Requirements: Rock and Roll, Shooting d10+

Using this edge the character may give up his movement to double the rate of fire of his weapon. with a -2 to all actions. This always results in an empty clip.

HANZO

Sneak Attack

Requirements: Novice+, Thief, Stealth d8+ Honor? Rules of Combat? No no no, you my

friend fight dirty and always seize the opportunity when it arises. During combat you may use a Stealth roll against your opponent. A success gives you +2 to your attack and damage rolls against that opponent on your next action or you may attack immediately with the normal multi-action penalty (effectively no penalty) with +2 damage. A raise will grant you the Drop (+4 to attack and damage on your next action or you may attack immediately with a +2 to attack and +4 to damage)

Trademark Vehicle

Requirements: Seasoned, Ace, relevant vehicle skill d8+

You have a feel for your vehicle which borders on the supernatural. The maneuverability you can squeeze out of it makes it difficult for anyone to get a decent shot at it. While driving a specific vehicle, all Shooting rolls to hit it are at -1. This Edge should be restricted to personal vehicles (so no dreadnaughts).

Sitting Duck

Improved Trademark Vehicle

Requirements: Veteran, Trademark Vehicle
As above except the penalty is at -2.

Sitting Duck

Tricky Fighter

Requirements: Seasoned, Fighting d8+, Agility or Smarts d8+

You suffer no MAP when using a Trick in the same round as a Fighting attack. You must choose which type of Trick this Edge applies to (Agility or Smarts) and must have a d8 in that Attribute. You may take this Edge twice to apply it to both kinds of Tricks.

Clint

Weapon Specialization

Requirements: Novice, Fighting/ Shooting/ Throwing d8+, Sufficient training

Your character has spent much time and effort mastering the most efficient way to wield his weapon. The heroes weapon now deals an extra d10 of damage instead of a d6 when attacking with a raise. This edge may be applied to any one weapon type (e.g. one handed swords, two handed maces, pistols etc.). The hero must be proficient with the desired

weapon (See house Rules 1.7.3).

You Bastard!

Requirements: Seasoned, Spirit d10+, Common Bond

You take great umbrage whenever one of your friends gets hurt badly. Whenever a Wild Card ally (includes fellow PCs) is Incapacitated, your attacks against the opponent who struck the blow inflict an additional 1d6 damage.

Sitting Duck

Trick Shot

Requirements: Novice, Shooting d10+

There is a lot of down time in between your adventures and during the off days your character practices calling their shot on small targets. Your hero now gains a +2 to called shots while stationary and a +1 to called shots when a movement action is taken that is not running.

TheDizmaster

Power Edges

Curse

Requirements: Veteran, Spirit d10+, Arcane Skill d8+

To make use of this Edge, the magician must spend double the normal amount of Power Points when using a power which has a detrimental effect on the target. What it does is make the power last until the victim fulfills certain conditions chosen by the magician. The GM must approve the conditions and they should be possible (though not necessarily easy) to accomplish. When inflicting the Curse, the caster must make a pronouncement to the victim that he's been Cursed as well as what needs to be done to break it (though the latter may be stated as a riddle of some sort). As long as the Curse is in effect, the caster cannot regain half of the Power Points spent (i.e., the normal cost of the power). While a magician can place multiple curses on a target, the same curse cannot be used again while the first is still in effect.

Note: Best suited for dark fantasy and horror settings.

Sitting Duck

Ultimate Technique

Requirements: Seasoned, Spirit d8+, Attack, Melee or Attack, Ranged

By spending a benny, you apply a special technique to your attack, adding 8 Power Points worth of modifiers to the Attack power for one action. These modifiers are selected when the Edge is taken and may not be changed. Shouting the name of the technique as you use it is encouraged. If the Fighting/Shooting roll comes up snake eyes, the attack goes careening off wildly and hits whatever the GM would consider hilarious.

If both Attack, Melee and Attack, Ranged are possessed, this Edge only covers one and must be purchased a second time to be used with the other.

Note: For use with Necessary Evil and the Super Powers Companion.

Sitting Duck

Versatile Caster

Requirements: Seasoned, Spellcasting d8, Knowledge Arcana d8, Arcane Background: Magic

Spend a Benny to gain a one-time use of any Power that would normally be available to your character through the New Power Edge. Treat that Power exactly as if you'd bought it with New Power - all costs, etc must still be paid.

Tuesday

Weave Power

Requirements: Seasoned, Arcane Background, arcane skill d8+

The spellcaster is adept at maintaining multiple magical effects simultaneously. The arcane skill roll penalty for maintaining multiple powers is reduced by 1 (minimum 0).

Talisman

Greater Weave Power

Requirements: Veteran, Weave Power

As Weave Power, but the penalty is reduced by 2 (minimum 0).

Talisman

Professional Edges

Archer

Requirements: Veteran, Agility d6+, Shooting d8+, Marksman; only works with bows.

Archers are among the most prized soldiers in any military. Those who train in advanced techniques learn how to master the bow in all conditions, and they can compensate for any difficulties. Archers reduce all Called Shot, Range, and Cover penalties by 1.

Shaintar: Immortal Legends with permission

Assassin

Requirements: Novice, Agility d8+, stealth d8+

Both modern or medieval, assassins are skilled killers who know a thousand ways to kill an enemy efficiently. Assassins gain a +6 to the attack and resulting damage roll when he gains the drop on his target. Assassins may only receive the bonus if his target has vital areas. In addition, Assassins may ignore 1 point of called shot penalties during combat.

- 1337pwnr

Bard

Requirements: Novice, Spirit d6+, Smarts d6+, Persuasion d8+, At least 2 appropriate Knowledge Skills (such as History, Legend Lore, or Politics)

The bringers of news and entertainment around the world, Bards are a respected (though sometimes mistrusted) lot. They are well-educated and well-traveled, taking every opportunity to learn a new tale or a new piece of news. Bards are skilled orators, jugglers, singers, and musicians. They are also capable negotiators, and in many smaller towns they are called upon to arbitrate disputes. Bards may expect hospitality almost anywhere they go. They also gain a +2 on any Knowledge checks that have to do with the stories and lore of Shaintar. Bards all know how to play multiple instruments, sing, juggle, and tell good stories. They use their Persuasion skill in performing such feats.

Shaintar: Immortal Legends with permission

Cavalryman

Requirements: Seasoned, Riding d8, Fighting d8, Mount must be trained for combat

This hero knows how to make the most of mounted combat. When performing a Mounted Charge, the Cavalryman gets a +2 on his Fighting roll as long as he moves at least 6" in a straight line before attacking. This is in addition to the +4 Damage. This Mounted Charge can be done at the end of the mount doing a Run with no Multiple Action Penalties.

Shaintar: Immortal Legends web extra

Master of the Horse

Requirements: Heroic, Cavalryman, Mount must be trained for combat.

Masters of Horse are experts of mounted combat, able to urge their horses to great deeds and protect them in the chaos of combat. The term is usually used with great respect for such mounted warriors as the "Riders of Vale" in Galea, the "Desert Riders" in the Eternal Desert, and the "Horsemasters of Fortune" in the Freelands. A Rider's mount enjoys the benefit of his Parry, including the use of Edges and Shields. As well, the Rider's mount gains a +2 to its Pace and a Running die of d10 instead of a d8.

Shaintar: Immortal Legends web extra

Combat Archer

Requirements: Heroic, Archer, Agility d8+, Fighting d8+, Shooting d10+, Trademark Weapon (bow)

The Azure Feathers. The Silver Arrows. The 3rd Freelord Archery Company. These are some of the distinguished units whose members specialize in Combat Archery techniques. Their members train with heavy-duty bows, made from either ironwood or everwood, and they are capable of firing in the midst of a melee. They can also use their bows in hand-to-hand combat very effectively. Combat Archers may fire their bows in Close Combat, using the target's Parry as the Target Number. They may also strike opponents with their stout bows in melee (doing STR+1 damage).

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Doctor

Requirements: Seasoned, Smarts d8+, Heal-

ing d8+, Knowledge (Anatomy) d6+

A character with this Edge may ignore one point of his patient's wound penalties when healing an injured person.

Boulder

Surgeon

Requirements: Veteran, Doctor

Just as Doctor, but the Surgeon may ignore two wound levels, instead of one.

Boulder

Fencer

Requirements: Novice, Agility d6+, Fighting d8+

In the Prelacy of Camon, they've developed the art of fencing to a fine, disciplined martial form. In the Freelands and the Pirate Archipelagoes, the forms are much less structured and far more brazen. The essence is the same, though; masters of the rapier become exceptionally skilled at defending themselves, as well as exploiting opportunities to place a well-aimed thrust. Fencers gain a +1 Parry while unencumbered, and they gain a +1 to offset any Called Shot penalties. Both of these bonuses require them to be armed with a rapier, saber, or (GM's option) similar light weapon.

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Hacker

Requirements: Novice, Smarts d8+, Lockpicking d8+, Investigation d6+, Tracking d6+

You are a whiz at ferreting information out of computers no matter how well protected a file may be. You also have the knack of spotting the signs that someone else may have done the same. Add a +2 to all Investigation, Lockpicking, and Tracking rolls involving computers.

Sitting Duck

Haggler

Requirements: Novice, Persuasion d8+

The edge allows a character to talk a buyer or seller to the best possible price for the character. A successful Persuasion test against the opponent's Smarts changes the price by 10%. Every raise changes the price an additional 10% to a max of 50%.

Boulder

Experienced Haggler

Requirements: Seasoned, Haggler

Same as above, but the character receives a +1 to the Persuasion roll.

Boulder

Kor-In Student

Requirements: Novice, Agility d8+, Spirit d6+, Fighting d8+

The character, either a Korindian or being trained by someone who knows the art, has begun the path of mastering Kor-In. He automatically gains the benefit of being considered "Armed" for purposes of avoiding penalties when fighting unarmed against armed opponents. Kor-In Students also learn how to roll with attacks and stand quickly from being knocked down. If ever a Kor-In Student is knocked back or down, he may make an Agility check to immediately regain his feet, even if he is Shaken. [1]

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Kor-In Practitioner

Requirements: Veteran, Kor-In Student, Spirit d8, Fighting d10+

The advanced Kor-In Student learns how to throw opponents to the ground. By making an attack at -2, he may throw an opponent Prone with a successful strike. He still does damage as normal, and the opponent is unable to rise until his next Action. Additionally, the Kor-In Practitioner may do Lethal Damage with their bare hands at will. Note - Kor-In is a martial art form very similar to Eastern forms of our world. These Edges could be used with a different name for any martial art form, or the base combat abilities of "Monks" in D&D-style games. [1]

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Martial Artist

Requirements: Novice, Agility d8+, Fighting d8+

Martial Artists are highly trained hand to hand combat specialists. The Martial artist is considered armed, even without a weapon equipped, and deals an additional d6 of damage. Also, he receives a +1 bonus to parry. Bonuses only apply while the martial artist is using his fists in combat.

-1337pwnr

Natural Athlete

Requirements: Novice, Agility d10+, Strength d6+, Vigor d6+

Your character had always been a talented sportsman, natural athlete, physically gifted. Performing feats of dexterity, agility, balance, mobility, coordination come easy to your hero.

And you have the talent for picking up physical skills on the fly. There are few moves, jumps and similar feats, that he can't figure out given a little time and some practice.

Any time he makes an unskilled roll for an Agility-based skill, he may do so at d4 instead of the usual d4-2.

(Note: This is the physical equivalent of the SW:EX rules Professional Edge Jack-of-all-Trades.)

Naturalist

Requirements: Novice, Survival d8+, Repair d6+, Healing d6+

Your character can make useful items from natural materials. He suffers no penalty to Healing for not having proper materials as he can scrounge some natural replacement. In addition, he can make gear and products from natural materials (such as leather armor). This requires a Repair roll and takes 1 day/lbs. of the items weight (in addition to the needed materials of course). A raise on the Repair roll halves the time to make the item. If the character doesn't have or can't find the needed materials, he can purchase them for half the price of the final product.

Naturalists can also make poisons from natural ingredients. Finding the proper ingredients takes 1d6 hours and a Notice roll. The Naturalist may choose to take a -2 penalty on the roll to find a more potent poison (-2 to Vigor rolls). A raise on the roll halves the time to find the poison. The naturalist also must decide whether the poison being sought is lethal or non-lethal before searching for it.

Brewing the poison takes 1d20 minutes and a Survival roll. On a success, the naturalist gains 1d6 doses of poison and 2d6 on a raise.

Victims of the poison must make a Vigor roll or be Shaken as per a damaging attack. If the result of the roll is a 1 or less, they suffer a

wound as well. Weapons with poison on them need to inflict a Shaken result for the poison to affect the target. With each successful attack (regardless of the amount of damage), there is a 1 in 6 chance of the poison coming off (the GM may increase this in rain or other conditions).

Posted on the Pinnacle Forum by Clint (example of an Edge to convert a character's abilities from another system)

Seafarer

Requirements: Novice, Agility d6+, Boating d8+, Climbing d6+

The seas around Shaintar are treacherous indeed, and it takes a special kind of person to thrive on them. Those that do, however, are worth twice their weight in gold aboard a ship that plies those waters. Seafarers enjoy a +2 to Boating, as well as any Climbing, Survival, or Knowledge checks made in relation to a ship. In addition, they get to use a d8 as their Wild Die for physical actions only when aboard a ship. [2]

Shaintar: Immortal Legends with permission

Sniper

Requirements: Seasoned, Smarts d8, Agility d10, Strength d8, Shooting d10

Snipers end battles before enemies are even close to melee range, and your hero is one of the best. Gunslingers and archers alike know that it is quality over quantity especially when under ammunition constraints. Snipers gain a +1 to called shots and gain an extra d4 damage when a called shot lands, and your hero can make a notice check at a -3 to find a weak point on the enemy to eliminate armor bonuses one per battle.

TheDizmaster

Stage Magician

Requirements: Novice, Agility d6, Smarts d6, Persuasion d8

Your character is skilled at the arts of legerdemain, prestidigitation, flim-flammy and fast-talking (but not necessarily true magic). He gains a +2 bonus on Persuasion rolls made to misdirect. He may also use Agility rolls to perform sleight of hand maneuvers, and gains a +2 on such rolls.

Talisman

Super Duper

Requirements: Novice, Arcane Background (Super Powers), Spirit d10+, Arcane Skill d8+

When using a power that gains an additional effect on a raise, a second raise on the skill roll provides that effect again. For example, if applied to the Boost Trait power, a second raise on Boost trait would increase the affected trait another step for a total increase of three steps.

Sitting Duck

Traceur

Requirements: Novice, Agility d8+, Strength d8+, Climbing d6+

Traceurs are practitioners of the art of Parkour, an activity with the aim of moving from one point to another as efficiently and quickly as possible, using principally all the abilities of the human body. Traceurs are trained to overcome obstacles while moving. This can be any obstacle, any architectural or natural feature in the surrounding environment—from branches and rocks to rails and concrete walls. Traceurs are equally comfortable in natural surroundings as in urban areas.

Traceurs are not hindered by Difficult Ground. They are always able to move up to their full Pace, even over rough ground, ice or swamp. Traceurs get a +2 bonus on any Strength rolls for Jumping at heights or for distance. They further get a +2 Bonus on any Agility rolls concerning artistic and fast movement and making use of the surroundings (jumping through a window opening, jumping from one narrow ledge to another, etc.). As experienced and fast climbers they also get +2 to Climbing rolls.

Social Edges

Sincerity

Requirements: Novice, Persuasion d8

Some call your character a wide-eyed idealist, but there is no mistaking the fact that he believes what he says. Anytime your character is telling the literal truth (as he knows it), he gains a +2 bonus on Persuasion rolls. He loses this bonus if he exaggerates even slightly.

~Talisman

Smooth Recovery

Requirements: Seasoned, Persuasion d10

No matter how diplomatic they are, everyone makes social gaffes now and then. Your character has learned how to swiftly recover from these blunders. When your character fails on a Persuasion roll, you may immediately make a Persuasion roll at -2; if you succeed, your initial blunder is laughed off and forgotten. You can only use this Edge once per situation, and you cannot use this Edge on a critical failure.

~Talisman

Sweeten the Deal

Requirements: Novice, Persuasion d6+

"There's no way im paying full price for that mace! Lower the price 80 gold and i might think about it." You get the picture, your hero can't stand paying full retail price for anything. He recieves a +2 to his persuasion roll when attempting to purchase an item. With a success, the price is reduced 25%, 50 with a raise.

-1337pwnr

Ways Of My People

Requirements: Seasoned, Vigor d8, Survival d10, must belong to a "savage" culture.

Others may perceive your character as a savage, but you can sometimes make that work to your advantage. Anytime you would normally make a Persuasion roll, you may spend a benny and roll Survival instead of Persuasion. If you are successful, your "savage nature" will be seen as charming or interesting rather than repulsive or boorish.

~Talisman

Weird Edges

Mystic Talent

Requirements: Wild Card, Novice, Smarts d10 or Spirit d10; must not have any Arcane Background edge

Your character has no formal arcane schooling, but there's this one special trick she knows... Choose a single Novice-rank power. Your character can spend a benny to activate that power, as though he had the Arcane Talent edge and had paid the required number of

power points. Use a Smarts or Spirit roll (player's choice; cannot be changed once chosen) in place of an arcane spellcasting skill whenever one is required. Your character can never improve a power or maintain it longer than its basic duration.

Special: You may take this Edge more than once, but no more than once per Rank. A new Novice-rank power must be selected each time.

Weapon of Mass Distraction

Requirements: Novice, Attractive, Spirit d8+

You've got some impressive "assets" and you sure know how to make the best use of them to make sure that your opponent's attention is where you want it to be.

When wearing any outfit that leaves at least 90% of your skin exposed, any attack roll made against you suffers a -2 penalty, in addition to any other modifiers that apply. This penalty rises to -4 if you are Very Attractive.

JackAce

Hardbody

Requirements: Novice, Weapon of Mass Distraction, Brawny

Not only do you have the looks and the guts to run around in a chainmail bikini, you actually have the fortitude to get away with it, too!

When wearing any outfit that leaves at least 90% of your skin exposed, you gain the Hardy monstrous ability.

JackAce

Tuff Enuff

Requirements: Novice, Weapon of Mass Distraction, Vigor d8+, Spirit d8+

Clothes are for weaklings! And as far as you are concerned, you won't let such minor inconveniences like cold weather stop you from showing off your physique.

When wearing any outfit that leaves at least 90% of your skin exposed, you gain a +2 bonus (+4 with Very Attractive) to any rolls to resist fatigue due to environmental influences (cold, heat, radiation, even bumps & bruises!).

JackAce

Strong Back

Requirements: Novice, Srength d6+

Don't leave anything behind! With the Strong

back edge your hero can carry weight as if his Strength was one step higher than it actually is. For example, a hero with a d8 Strength would be able to carry 50lbs. instead of the normal 40lbs. If however, your hero also has the brawny edge, his load limit would be increased from 64lbs. to 80lbs.

Leadership Edges

Inspire Courage

Requirements: Seasoned, Command, Spirit d8+

Your presence heartens and inspires those around you. Your Command edge affects Wild Cards as well as Extras.

Talisman

Range Master

Requirements: Veteran, Command, Shooting d8+

You are a skilled shooting range master and know how to make most of the ranged troops under your control.

Those in the command radius add +1 to their Shooting rolls.

CaptainZoido

Through the Gates of Hell

Requirements: Veteran, Hold The Line!

The character is beloved and trusted by his troops, so that they would literally follow him to the Gates of Hell and beyond.

Whenever the fighters need to make Fear checks, as long as this character succeeds on his Guts roll, all troops under his command automatically succeed as well.

JackAce

Legendary Edges

Bullet-Time

Requirements: Legendary, Agility d12+, Danger Sense, Improved Dodge

Your character has the uncanny ability to be where the bullets ain't. Ranged attacks against him suffer a further -1 penalty (to a total of -3 with Improved Dodge) and he adds +3 to his roll to evade area effect weapons when allowed.

Noshrok Grimskull

Improved Bullet-Time

Requirements: Legendary, Bullet-Time

Same as above, but the penalty to hit your character is now -4 (total) and he adds +4 to his rolls to evade area effect weapons when allowed.

Noshrok Grimskull

Epic

Requirements: Legendary, Expert

An Epic character has surpassed the legendary and has transcended to a whole new tier. Epic characters may advance traits beyond d12, gaining +1, then +1d4, then advancing die types normally, as opposed to being limited to advancing through edges. To obtain a raise versus an epic character requires getting 6 over the target number instead of the normal 4. Example, an epic character with 12 parry would require a fighting roll of 18 to be hit with a raise. Monsters and creatures may have this trait as well. Certain encounters or challenges may also be considered epic.

Mylon

Wild Epic

Requirements: Epic

A character with this edge improves their wild die to a d8. If the character has the Master edge, the wild die becomes a d12 for that trait.

Mylon

Universal Knowledge

Requirements: Wild Card, Legendary, Master (Smarts)

The Character has studied virtually every aspect of life, culture, arts and sciences.

His Common Knowledge encompasses every type of information that could under any circumstances conceivably be classified as a Knowledge Skill.

JackAce