

UNOFFICIAL EDGES

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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 [1]. By taking this Edge at the start, the player may designate a different Attribute as being Limited. For example, a 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.

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

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.

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!

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.

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 cannot be transferred to a replacement.

[1] Some races have Limited Attributes. This means they must expend extra effort in raising these Attributes. Such an Attribute costs 2 points to raise at character creation, and requires two "level ups" to raise during game play. This idea was adapted from 50 Fathoms.

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.

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 its 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.

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.

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 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.

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.

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.

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.

Freerunner

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

Freerunners don't move through objects, they are just so quick and agile it's 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).

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.

Improved Frenzied Archer

Requirements: Veteran, Frenzied Archer

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

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.

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.

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.

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.

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.

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.

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.

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.

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.

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]

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]

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.

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.

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).

Improved Trademark Vehicle

Requirements: Veteran, Trademark Vehicle

As above except the penalty is at -2.

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.

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 hero's 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.

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.

[1] It is assumed in Shaintar: Immortal Legends that a "Shield Bash" maneuver is like any two-weapon attack, but the Shield no longer adds to the user's Parry until his next action normally.)

[2] Using Deadlands' "Way of the Brave" damage rules, a Medium or lesser Shield would be a d4 weapon, while larger Shields count as d6 weapons.)

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.

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.

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.

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.

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.

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.

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).

Greater Weave Power

Requirements: Veteran, Weave Power

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

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.

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.

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.

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.

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.

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).

Doctor

Requirements: Seasoned, Smarts d8+, Healing d8+, Knowledge (Anatomy) d6+

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

Surgeon

Requirements: Veteran, Doctor

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

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.

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.

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%.

Experienced Haggler

Requirements: Seasoned, Haggler

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

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]

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]

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.

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).

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]

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.

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.

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.

Tracer

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.

[1] Kor-In is a martial art form in Shaintar; references to this could be include any formalized martial arts training in your campaign

[2] This Edge effectively replaces the Ace Edge in the Core Book, being more appropriate to the setting.

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.

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.

Sweeten the Deal

Requirements: Novice, Persuasion d6+

"There's no way I'm 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 receives a +2 to his persuasion roll when attempting to purchase an item. With a success, the price is reduced 25%, 50 with a raise.

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.

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.

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.

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!).

Strong Back

Requirements: Novice, Strength 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.

WILD CARD EDGES

I Am the Wind

Requirements: Wild Card, Seasoned, Agility d10

This character is a master of mobility and a demon at defense. On any round in which he is dealt a Joker, he adds +2 to his Parry, his Pace, and any Agility rolls made to evade area effect attacks. Enemies suffer a -2 penalty on their Shooting or Throwing rolls when targeting the hero.

Man of Iron

Requirements: Wild Card, Seasoned, Vigor d10

This hero absorbs blows that would fell an ox and laughs. On any round in which he is dealt a Joker, he adds +2 to his Toughness, any Vigor rolls made to soak wounds, and any Spirit rolls made to recover from being Shaken.

Multitasker

Requirements: Wild Card, Seasoned, Agility d10, Smarts d8

Your character is fast. On any round in which she is dealt a Joker, she gains +2 to her Pace, her running die is one size larger (d8 normally, d12 with the Fleet-Footed edge), and she may take two actions without the normal multi-action penalty. Actions beyond this impose the usual -2 penalty per additional action.

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.

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.

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.

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.

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.