

## General Feats

- **Tough:** Gain 3+level/2 *hit points*
- **Enduring:** Gain 3 Recoveries
- **Skilled:** Gain training in 2 *Skills*
- **Specialised:** Add +3 to 2 *Skills*
- **Lucky:** Gain +2 to all saving throws
- **Unstoppable:** Gain a saving throw against any effect that removes actions at the start of your turn
- **Resilient:** Gain *Resist 3*/tier against ongoing damage, doubled if set by you or an ally
- **Resistant:** Gain *Resist 5*/tier against one non-weapon damage type you choose
- **Slippery (At Will, Bonus):** Roll to escape a *grab*
- **Multiclass Madness:** Gain a feat from the class you have multiclassed into
- **Agile:** Standing up costs 1 hex. Pulling yourself up onto something from fingertips costs 2 (and is automatic). Roll twice to grab on a failed *jump*
- **Familiar:** Gain a *Familiar* - a *tiny* 1 hit points ally that can be summoned or banished as a *Standard Action*. It can talk and either *fly 6* or carry 1lb. It has your defences and *stealth*, and if destroyed returns after your next *Extended Rest*.
- **Psych Up (Scene, Bonus):** Cross off a *Recovery*. Gain Temp Hit Points equal to your *Recovery Value*
- **Feel the Air:** *Invisible* foes in melee range of you only count as *Concealed*
- **"Laws" of Magic? (Scene):** If you would make an *Occult* check make a *Manipulation* check instead
- **Spell Training:** Gain 2 non-damaging *Archivist Wizard Cantrips*
- **Secrets of the City:** If you need to a *Knowledge* check research for an hour in a town you may make a *Streetwise* check at the same DC to find someone who knows and what their price will be.

## Race/Culture

The people you are identified with are:

- Family or Extended Family
- Tribe
- Guild or Association
- Location - city, town, or village
- Yourself, or your party

They reside

- Locally - A major faction
- Locally - A minor faction or uninfluential
- Neighboring - A nearby town
- Across the border
- Far Away
- Travelling, no fixed abode

They are known as or for (pick two)

- Stout friends, implacable enemies
- Fearsome Warriors
- Numbers (normally and breeding rate)
- Tactics and Preparation
- Great Artisans or Artists
- Hospitality and Generosity
- Powerful allies or protectors
- Subtle and Tricky
- Outcast or Evil
- A dying or fading people/faction
- Brash upstarts, gaining power fast

Special Feature (Pick 1)

- **Big:** Large sized (otherwise choose Medium or Small), *Advantage* on brute force checks
- **Tough:** (Scene, Bonus): Use your Second Wind
- **Determined:** (Scene, Reaction): Reroll one dice
- **Lucky:** Double down all natural 2 and 3ss on a d20
- **Graceful:** Reroll all natural 2s on a d20
- **Breath:** (Scene, Bonus): Cone 3, Level +4 vs Fort, d6/tier damage of \_\_\_\_\_ elemental type

## General Backgrounds

For all backgrounds 1/scene gain *Advantage* on a non-initiative skill check if you explain how it fits your background.

- **Amnesiac:** 1/episode the GM will give you a memory tied into your past
- **Bard:** Any satire or slander as part of an official performance may not *legally* face retaliation
- **Entertainer:** 1/Session you can draw a large crowd in only a few minutes.
- **Explorer:** You always know which way North is, any slope you are standing on, and how far you fell
- **Guild Member:** 1/Session create a contact in your guild or organisation. Describe the Guild
- **Hunter:** No need to roll for feeding yourself and the party except in the desert unless you hustle
- **Initiate:** You may carry out certain rituals both on behalf of your god and all the gods.
- **Noble Scion:** You have a claim to hospitality from other nobles - but for a week at most.
- **Peasant/Servant:** Gain *Advantage* to make yourself non-threatening or overlooked
- **Sailor:** You climb with one hand as easily as others with two. You know how to sail or use a boat.
- **Street Rat:** Gain *Advantage* to run away or hide in a crowd
- **Trader:** 25% off all prices if you haggle
- **Veteran:** Gain *Advantage* on *Monster Knowledge* checks. 1/Scene you can pass initiative without acting
- **Wizard's Apprentice:** Gain one non-damaging *Cantrip* from the Archivist Mage

## Death Feats and Classes

The classes that are considered Death Classes are currently *Vampire* and *Vessel* and their Multiclass Feats counts as a Death Feat

You may only ever have one Death Feat, and retraining out takes a quest.

● **Animated by Will:** Your body or whatever your soul inhabits (e.g. a suit of armour) gains DR (2+level)/- and no longer has a heartbeat or needs to eat or breathe and has Advantage on death saves. But recoveries spent outside a rest are only worth 1hp.

● **Ghosted:** You're a ghost although not quite completely incorporeal; you can't go through walls but can narrow gaps. *Resist* physical damage but halve your *Recovery value*. Gain Advantage on Death Saves

● **Inevitable Return:** *When Life Becomes Untenable* you remain on 0hp turn into a ghost/mist and can't directly influence the world. You give actions as normal in combat and reform on a chosen Anchor at the end of the next Long Rest.

● **Savaged:** You weren't quite killed, but you'll bear the scars and probably prosthetics until your actual dying day. Gain +2 Fort and +2 Presence.

● **Three Strikes:** You still have more to do and made a bargain with something (discuss with the GM; they may just laugh or they may RP a scene). You have two more chances before you die permanently. ● ○ ○

## Weapons and Ranges

*The default Move is 6*

Weapon damage is dependent on the class; a fighter is assumed to hit harder with a two handed sword than a wizard would. The default range at Heroic Tier is 10 hexes (5 for melee weapons you can throw as opposed to specialist throwing weapons; specialist throwing weapons count as improvised in melee, 20 for bows). Further away than this it is simply assumed that the enemy can see the arrow, weapon, or spell coming and step out of the way.

Maximum ranges for ranged attacks with a to hit roll may be exceeded by a factor of ten; gain *Disadvantage* against targets which effectively can't move much (buildings, unconscious people, mobs or formations) and *Major Disadvantage* against those merely unaware. Anyone who makes a *ranged* attack while in an opposing *Zone of Control* suffers *Major Disadvantage*.

## Equipment

First level PCs get their weapons and armour of choice (non-magical), and a spellbook, holy symbol, and components where relevant and 2d6 GP.

- Adventurer's Kit: 5GP (Backpack, 1 week's trail rations, Bedroll, Storm Cloak, Soap, Waterskin, Lamp + 3 pints oil, Flint + Steel, Belt Pouch, waterskin 50' hemp rope) - any part is 1GP
- 10' Ladder: 1gp
- 20 4 hour candles: 1GP
- Cheap Instrument: 3GP
- 5 day's terrible or 1 day's cheap room + board: 1GP
- Mule: 25 GP
- Wagon: 10GP
- Riding horse: 50GP
- 1 outfit respectable second hand clothes: 1GP
- Bandages/salves (5), each adds 1 to *hit points* recovered in a short rest - max 1/recovery: 1GP
- Ink + Pen + 10 sheets paper: 1GP

For luxury prices look at the world; the sky is the limit - or for notable PCs their money is frequently no good for mundane services, depending on the setting.

## Rest Actions

In a long rest you recover to half your recoveries and recover all your episode abilities, and get to take two different Rest Actions. You may also once between Long Rests take a rest action, using no less than an hour. Describe how you do them. Rest Actions include:

● **Group Care:** Up to 6 allies regain one Recovery

● **Self Care:** Regain two recoveries

● **TLC:** One ally regains three recoveries

● **Research/Augury:** Roll 1d20 to see what you discover; 1-5: A Problem, 6-10: something, 11-15: something relevant, 16-20: Something useful. Doubling down gets both

● **Check Plans:** Before the next long rest you may have or have done something you could have if you'd thought of

● **Secure:** Major advantage to anyone keeping watch in rest

● **Ritual:** Use a magic ritual from the list (list TBD)

● **Indulge:** Regain d6-3 Recoveries. Three times before the next long rest you may double down on *any* fail

## Popcorn Initiative

Using *Popcorn Initiative* each character has acted, they can decide the next person to take a turn (with mooks taking turns in groups of 4) - but unless an effect says otherwise someone can only act once/turn. At the end of turn you evaluate the clear up all the effects that expire at the end of that round, and the person who acted last decides who goes next.

When one group gets a complete drop on the other they get a *Surprise Round* in which they can all take a standard action - the last actor keeps initiative.

If both groups are alert and expecting danger, whoever declares they are starting the combat makes a skill check based on how they are leading the attack - sheer speed is represented by *Thievery*, with *Manipulation* and even *Presence* being possible.

## Notes on Races and Feats

Resilient does, of course, mean that you can set yourself on fire (Ongoing 5) and take no damage. This is a feature not a bug. Especially if you combine it with the Storm Cloak.

Guild member includes e.g. the Thieves Guild

Bards may not legally be retaliated against for satires. This does not mean that if they are too obnoxious people don't hire assassins (or even audience members to throw rotten fruit). It merely means they can't be seen to be doing so. Of course if you try mocking the Dread Lich Overlord they might not care about the law - but it's enough to hold off even ordinary kings (especially as if you are known to break it every Bard is going to work to turn you into a mockery).

In some settings the DM will predetermine the different species you can play - but as it stands it's deliberately pretty open, and what's more important is how they are seen in the world.

## Notes on Rest Actions

Group Care can include just about anything including making sure the group has a nice cooked meal rather than trail rations, a performance to keep group spirits up, the party quartermaster making sure that everyone's kit is in working order, and more. You yourself don't regain a recovery from it.

And yes two people giving each other TLC is strictly better than giving themselves self-care; this is to encourage PC with PC interaction. And you can fade to black TLC.

Indulgence can include drinking, drugs, partying, or many other things. Yes you can lose recoveries to a hangover or equivalent.

Divination rituals come under the heading of Augury/Research. As does listening to the word on the streets, etc.