



# A Realm Forgotten



High Fantasy  
Setting for Genesys

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# CHARACTER CREATION

This section introduces the character creation and advancement options specific to this setting. Character creation follows the standard process described in the Genesys Core Rulebook, with the addition of Signature Ability creation (which is performed during Step 4: Invest Experience Points), and specializations (which are chosen during Step 3: Select a Career and Specialization).

## 1. DETERMINE CHARACTER CONCEPT AND BACKGROUND

Every character starts as an idea. Does you want to play a dashing ranger or a swashbuckling pirate? A brawny Druid? Perhaps you want to play a noble or aspiring member of the Royal Knights. Before starting, you should consider the character you want to build and what you want your character's background to be. Where did they come from, and what happened to make him into the person they is today? No one springs into being fully formed. Individuals are influenced by a lifetime of decisions and circumstances, starting from birth.

## 2. SELECT A CHARACTER ARCHETYPE

Your character's archetype determines their starting Characteristic ratings for Brawn, Agility, Intellect, Cunning, Presence, and Willpower. It also provides default wound threshold and strain threshold values as well as innate abilities, bonuses, and starting XP.

## 3. SELECT A CAREER AND SPECIALIZATION

Choosing a career sets the character along a certain path or way of life, establishing the central focus of a character's training, education, and professional experience. A career is a broad template of related skills and talents. Each career highlights specializations representing the unique ways in which these abilities are utilized.

Career don't rigidly define what your character does, however. They simply make it easier to advance into some skills and talents, and harder to advance into others. They also help provide narrative depth to characters when they start out, making starting characters more interesting to roleplay.

## 4. INVEST EXPERIENCE POINTS

The archetype a player selects for their character also establishes an initial pool of experience points (XP). These points can be spent to improve certain aspects of the character: to increase characteristics, purchase additional ranks in skills, acquire talents, or acquire new specializations.

Players may spend their points in any combination of these areas, meaning that two PCs with the same archetype, career, and specialization may end up very different from one another. During gameplay, characters will earn additional XP based on their achievements and successes, with bonuses for roleplaying. Those points can be spent to purchase new skill ranks and talents.

## 5. DETERMINE DERIVED ATTRIBUTES

This step should be taken only after the player completes the previous steps, since Characteristics can be changed during creation. Several attributes can only be determined after a player fully establishes a character's starting Characteristics and talents. The derived attributes are wound threshold, strain threshold, defense, and soak value.

## 6. DETERMINE MOTIVATION

Your character's Motivation should derive directly from the background you crafted for your PC. In fact, though it is possible to roll randomly on the charts in the Motivation section, you should seriously consider the specific relationship between your background, and your Motivation. You might find it more internally consistent to select (or invent) Motivations that best fit the story you've already begun to tell.

A character's Motivation has four aspects: Desire, Fear, Strength, and Flaw. Each of these Motivations has a list of specific manifestations. Of course, you can always make up a unique Motivation for your character; the list provided is merely a guide.

Motivations provide additional story elements for both the player and GM to draw from. Characters should gain additional XP bonuses if the GM determines that a player kept true to their character's Motivation throughout the course of the adventure. This is an incentive for the player to choose a Motivation that will be comfortable to roleplay on a regular basis. Motivations are also very important to social encounters..

## 7. CHOOSE EQUIPMENT AND APPEARANCE

Once all other characteristics are determined, the player can then flesh out the rest of their character, such as height, weight, build, appearance, and other cosmetic details. Naturally, these aspects could relate in some way to the character's Motivation, background, and other key choices the player makes for the PC. Every Player Character gets 1000 gold to purchase initial weapons, armor, and gear, alongside the following items.

- Traveling gear consisting of a backpack, a bedroll, a rope, flint and steel, 3 torches, and a waterskin

TABLE: SPENDING XP

OPTIONS	COST	CREATION LIMITS
Increase Characteristics (only available during character creation)	10X the level to which the Characteristic is being raised.	May not raise any characteristic above rank 4 at character creation.
Purchase ranks in skills	5X the ranks to which the Skill is being raised. Must be raised sequentially. Non-career skills cost an additional 5 XP per rank.	Max starting rank is 2.
Purchase Talents	Talent Tier multiplied by 5.	Limited only by available XP.
Purchase new Specializations	10X the number of specializations the character will have after gaining the new one. Noncareer specializations cost 10 additional XP.	Limited only by available XP.

## TIERS OF PLAY

This page offers a few suggestions on how to provide players with the appropriate experience, gear and fame/infamy to play as a more capable and advanced group of Adventurers.

### ROOKIE

The standard level of play, the tier assumes the group are still green - likely very early in their careers, possibly embarking on their first real mission. These are still skilled, exceptional individuals; set apart from the common people by natural characteristics, learned skills, and the hint of a greater destiny that lies before them.

- Bonus Experience Points: 0.
- Starting Gold: 1,500 gold worth, all of which must be rarity 6 or lower.
- Recommended Starting Fame or Infamy: 0

### ADVENTURER

Still early in their careers, but having completed a quest or two. Now you have truly become an adventurer and people may start taking you a bit more serious now.

- Bonus Experience Points: 50. These experience points cannot be spent on characteristics, as they are intended to reflect the character's training and worldly experiences rather than inherent abilities. Characters also may not train any skills ASIDE FROM ONE above rank 2 while building their Adventurer-level PC.
- Starting Gold: 3,000 gold worth, all of which must be rarity 6 or lower. In addition, pick any single item of rarity 7 or lower to acquire for free.
- Recommended Starting Fame or Infamy: 1

### LOCAL HEROES

These individuals have established themselves as reliable adventurers of the realm, having proven themselves on several occasions. These characters navigate dangerous terrain and explore haunted crypts, where they can expect to fight savage orcs, ferocious wolves, giant spiders, evil cultists, bloodthirsty ghouls, and hired thugs.

- Bonus Experience Points: 150. These experience points cannot be spent on characteristics, as they are intended to reflect the character's training and worldly experiences rather than inherent abilities. Characters also may not train any skills ASIDE FROM ONE above rank 3 while building their Local-level PC.
- Starting Gold: 9,000 gold worth, all of which must be rarity 7 or lower. In addition, pick any two items of rarity 9 or lower to acquire for free.
- Recommended Starting Fame or Infamy: 3

## HEROES OF THE REALM

The fate of a region might depend on the adventures that these characters undertake. These adventurers venture into fearsome wilds and ancient ruins, where they confront savage giants, ferocious hydras, fearless golems, evil yuan-ti, scheming devils, bloodthirsty demons, crafty mind flayers, and drow assassins. They might have a chance of defeating a young dragon that has established a lair but not yet extended its reach far into the surrounding territory.

- Bonus Experience Points: 300. These experience points cannot be spent on characteristics, as they are intended to reflect the character's training and worldly experiences rather than inherent abilities. Characters also may not train any skills ASIDE FROM ONE above rank 4 while building their Heroes-level PC.

- Starting Gold: 15,000 gold worth, all of which must be rarity 9 or lower. In addition, select two items with a rarity of 11 or lower to acquire for free.

- Recommended Starting Fame or Infamy: 5

### MASTERS OF THE REALM

This tier of adventurer is ready to take on some of the deadlier threats in the Realm. The fate of a nation or even the world depends on momentous quests that such characters undertake. At this tier, adventurers make their mark on the world in a variety of ways, from the consequences of their adventures to the manner in which they spend their hard-won treasure and exploit their well-deserved reputations. They take on apprentices or students of their own. They broker peace between nations or lead them into war. And their formidable reputations attract the attention of very powerful foes.

- Bonus Experience Points: 500. These experience points cannot be spent on characteristics, as they are intended to reflect the character's training and worldly experiences rather than inherent abilities.

- Starting Gold: 25,000 gold worth, all of which must be rarity 10 or lower. In addition, select three items with a rarity of 12 or lower to acquire for free.

- Recommended Starting Fame or Infamy: 8

## EPIC HEROES

Alternatively, consider an advanced start in which the players receive up to 100 xp, in addition to the xp budget granted by their archetype, which can only be spent on characteristics. This encourages players to focus on increasing characteristics to further define what their character is good (or bad) at doing. As a result, they have that much more xp to then spend on skills and talents.

# CHARACTER ARCHETYPES

The following pages present the archetype options available when creating a player character for the Forgotten Realms setting. Players should choose from these options instead of those in the Genesys Core Rulebook.


## HUMAN

In the reckonings of most worlds, humans are the youngest of the common races, late to arrive on the world scene and short-lived in comparison to dwarves, elves, and dragons. Perhaps it is because of their shorter lives that they strive to achieve as much as they can in the years they are given. Or maybe they feel they have something to prove to the elder races, and that's why they build their mighty empires on the foundation of conquest and trade. Whatever drives them, humans are the innovators, the achievers, and the pioneers of the worlds.



- Wound Threshold: 10+Brawn
- Strain Threshold: 10+Willpower
- Starting Experience: 110 XP
- Starting Skills: A human starts with one rank in each of two different non-career skills at character creation. They obtain this rank before spending experience points, and these skills may not be increased higher than rank 2 during character creation.
- Human Variance: Choose one of the following abilities to represent the type of Human you represent:
  - Brilliant!: Once per session, your character may spend a Story Point as an incidental. If they do so, during the next check they make during that turn, you count their ranks in the skill being used as equal to their Intellect.
  - Deft Evasion: Once per encounter, your character may spend a Story Point as an out-of-turn incidental when they are the target of a Combat check. If they do so, the combat check becomes an opposed check against their Coordination skill instead of the normal difficulty. Other modifiers, such as cover and defense still apply.
  - Focus: Once per session, your character may spend a Story Point as an incidental. If they do so, they heal a number of strain equal to their Willpower.
  - Forceful Personality: Once per session, your character may spend a Story Point as an incidental. If they do so, during the next skill check they make during that turn, your character doubles the strain they inflict or the strain they heal (you choose before making the check).
  - Insight: Once per session, your character may spend a Story Point as an incidental. If they do so, they learn the Fear, Strength, Flaw, or Desire (GM choice) from a target within Short range.

- Intuitive Solution. Once per session when making a check for which you character has no skill ranks, she may spend a Story Point to use another characteristic in place of the skill's absent ranks. The second characteristic chosen for the check should affect how the players and GM describe the resolution.

- Lucky Break. Once per session, your character may spend a Story Point after failing any check to re-roll that check once, adding  to the re-roll.

- Natural Instincts: Once per session, your character may spend a Story Point as an incidental after making a skill check. If they do so, they may reroll any number of dice not showing a triumph or despair, up to a number of dice equal to their Cunning score.

- Ready for Anything : Once per session as an out-of-turn incidental, you may move one Story Point from the Game Master's pool to the players' pool.





- Tough as Nails: Once per session, your character may spend a Story Point as an out-of-turn incidental immediately after suffering a Critical Injury and determining the result. If they do so, they count the result rolled as "01."

## ELVES

Elves are a magical people of otherworldly grace, living in the world but not entirely part of it. They live in places of ethereal beauty, in the midst of ancient forests or in silvery spires glittering with faerie light, where soft music drifts through the air and gentle fragrances waft on the breeze. Elves love nature and magic, art and artistry, music and poetry, and the good things of the world.

### HIGH ELF



- Wound Threshold: 8 + Brawn
- Strain Threshold: 11 + Willpower
- Starting Experience: 100 XP
- Starting Skills: High Elves begin with one rank in Arcane, Knowledge (Lore), or Melee (Light). They obtain this rank before spending experience points, and may not increase the skill above rank 2 during character creation
  - Fey Ancestry: Elves cannot be put to sleep by magical means and add   to checks to avoid being charmed. Elves do not need sleep. Instead, they meditate deeply, remaining semiconscious, needing only need 4 hours to heal all strain.
  - Elvish Knowledge: High Elves gain Knowledge (Lore) and Knowledge (Forbidden) as career skills at character creation.
  - Darkvision: When making skill checks, Elves remove up to   imposed due to darkness.

As a high elf, you have a keen mind and a mastery of at least the basics of magic. There are two kinds of high elves. One type, the Sun Elf, is haughty and reclusive, believing themselves to be superior to non-elves and even other elves. The other type, the Moon Elf, are more common and more friendly, and often encountered among humans and other races.

The sun elves of Faerûn (also called gold elves or sunrise elves) have bronze skin and hair of copper, black, or golden blond. Their eyes are golden, silver, or black. Moon elves (also called silver elves or gray elves) are much paler, with alabaster skin sometimes tinged with blue. They often have hair of silver-white, black, or blue, but various shades of blond, brown, and red are not uncommon. Their eyes are blue or green and flecked with gold.

## WOOD ELF



- Wound Threshold: 10 + Brawn
- Strain Threshold: 10 + Willpower
- Starting Experience: 100 XP
- Starting Skills: Wood Elves begin with one rank in Melee (Light), Stealth, or Primal. They obtain this rank before spending experience points, and may not increase the skill above rank 2 during character creation.
- Fey Ancestry: Elves cannot be put to sleep by magical means and add to checks to avoid being charmed. Elves do not need sleep. Instead, they meditate deeply, remaining semiconscious, needing only need 4 hours to heal all strain.
- Mask of the Wilds: Wood Elves gain a minimum bonus of +2 from concealment.
- Darkvision: When making skill checks, Elves remove up to imposed due to darkness.

As a wood elf, you have keen senses and intuition, and your fleet feet carry you quickly and stealthily through your native forests. In Faerûn, wood elves (also called wild elves, green elves, or forest elves) are reclusive and distrusting of non-elves.

Wood elves' skin tends to be copperish in hue, sometimes with traces of green. Their hair tends toward browns and blacks, but it is occasionally blond or copper-colored. Their eyes are green, brown, or hazel.

## DWARF

Kingdoms rich in ancient grandeur, halls carved into the roots of mountains, the echoing of picks and hammers in deep mines and blazing forges, a commitment to clan and tradition, and a burning hatred of goblins and orcs — these common threads unite all dwarves.



- Starting Wound Threshold: 11 + Brawn
- Starting Strain Threshold: 10 + Willpower
- Starting Experience: 100 xp
- Starting Skills: Dwarves begin with one rank in Resilience or Mechanics. They obtain this rank before spending experience points, and may not increase the skill above rank 2 during character creation.
- Born Crafter: Dwarves gain Mechanics as a career skill at character creation.
- Dark Vision: When making skill checks, Dwarves remove up to imposed due to darkness within medium range.
- Dwarven Resilience: Add to all checks to resist or recover from poisons, venoms, or toxins. Also Dwarves reduce the damage suffered from sources of poison by 3 before soak, and suffer one less strain and wounds from Resilience checks against poisons.

## GNOME

A constant hum of busy activity pervades the warrens and neighborhoods where gnomes form their close-knit communities. Louder sounds punctuate the hum: a crunch of grinding gears here, a minor explosion there, a yelp of surprise or triumph, and especially bursts of laughter. Gnomes take delight in life, enjoying every moment of invention, exploration, investigation, creation, and play.



- Starting Wound Threshold: 8 + Brawn
- Starting Strain Threshold: 12 + Willpower
- Starting Experience: 90 xp
- Starting Skills: A Gnome starts with one rank in either Mechanics or Alchemy and one rank in Knowledge (Lore) during character creation. They obtain these ranks before spending experience points, and may not increase the skills above rank 2 during character creation.
- Small: Gnomes have a Silhouette of 0.
- Magic Resistance: Whenever a Gnome is being targeted by a harmful magic effect, the caster adds to the check. When a Gnome makes a check to resist a magical effect, add to the check.
- Gnomish Arcane: Gnomes gain Arcane as a career skill at character creation.

## HALFLING

The comforts of home are the goals of most halflings' lives: a place to settle in peace and quiet, far from marauding monsters and clashing armies; a blazing fire and a generous meal; fine drink and fine conversation. Though some halflings live out their days in remote agricultural communities, others form nomadic bands that travel constantly, lured by the open road and the wide horizon to discover the wonders of new lands and peoples. But even these wanderers love peace, food, hearth, and home, though home might be a wagon jostling along an dirt road or a raft floating downriver.



- Starting Wound Threshold: 8 + Brawn
- Starting Strain Threshold: 10 + Willpower
- Starting Experience: 105 xp
- Starting Skills: A Halfling starts with one rank in Stealth or Charm during character creation. They obtain this rank before spending experience points, and may not increase the skill above rank 2 during character creation.
  - Small: Halflings have a Silhouette of 0.
  - Lucky: Once per session, whenever a halfling rolls a  $\otimes$  on a check, they may reroll the die by spending a Story Point but must use the new result.

## DRAGONBORN

Born of dragons, as their name proclaims, the dragonborn walk proudly through a world that greets them with fearful incomprehension. Shaped by draconic gods or the dragons themselves, dragonborn originally hatched from dragon eggs as a unique race, combining the best attributes of dragons and humanoids. Some dragonborn are faithful servants to true dragons, others form the ranks of soldiers in great wars, and still others find themselves adrift, with no clear calling in life.



- Starting Wound Threshold: 12 + Brawn
- Starting Strain Threshold: 9 + Willpower
- Starting Experience: 100 xp
- Starting Skills: A Dragonborn starts with one rank in Coercion, Resilience, or Negotiation during character creation. They obtain this rank before spending experience points, and may not increase the skill above rank 2 during character creation.
  - Breath Weapon: Dragonborn have an innate weapon, their powerful breath. It has the following weapon profile (Resilience; Damage: +3; Critical 3; Range [Short]; Blast 6, Slow-Firing 2, Special).
  - Draconic Lineage: Depending on the draconic ancestry, Dragonborn have an innate resistance and quality to your breath weapon, as shown on Table: Dragon Ancestry. Dragonborns reduce the damage suffered from attacks of their element by half before soak.

## TABLE: DRAGON ANCESTRY

ANCESTRY	ELEMENTAL RESISTANCE	BREATH QUALITIES
Black	Acid	Burn 1, Elemental (Acid), Vicious 1
Blue	Lightning	Disorient 3, Elemental (Lightning)
Brass	Fire	Burn 1, Elemental (Fire)
Bronze	Lightning	Disorient 3, Elemental (Lightning)
Copper	Acid	Elemental (Acid), Vicious 1
Gold	Fire	Burn 1, Elemental (Fire)
Green	Poison	Elemental (Poison), Stun 3
Red	Fire	Burn 1, Elemental (Fire)
Silver	Cold	Elemental (Cold), Ensnare 1
White	Cold	Elemental (Cold), Ensnare 1

## TIEFLING

To be greeted with stares and whispers, to suffer violence and insult on the street, to see mistrust and fear in every eye: this is the lot of the tiefling. And to twist the knife, tieflings know that this is because a pact struck generations ago infused the essence of fiends into their bloodline. Their appearance and their nature are not their fault but the result of an ancient sin, for which they and their children and their children's children will always be held accountable.

Tieflings are derived from human bloodlines, and in the broadest possible sense, they still look human. However, their infernal heritage has left a clear imprint on their appearance. Tieflings have large horns that take any of a variety of shapes: some have curling horns like a ram, others have straight and tall horns like a gazelle's, and some spiral upward like an antelopes' horns. They have thick tails, four to five feet long, which lash or coil around their legs when they get upset or nervous. Their canine teeth are sharply pointed, and their eyes are solid colors — black, red, white, silver, or gold — with no visible sclera or pupil. Their skin tones cover the full range of human coloration, but also include various shades of red. Their hair, cascading down from behind their horns, is usually dark, from black or brown to dark red, blue, or purple.



- Starting Wound Threshold: 10 + Brawn
- Starting Strain Threshold: 10 + Willpower
- Starting Experience: 100 xp
- Starting Skills: A Tiefling starts with one rank in Coercion or Negotiation during character creation. They obtain this rank before spending experience points, and may not increase the skill above rank 2 during character creation.
  - Infernal Heritage: Tieflings gain Arcane as a career skill and begin with one rank in Arcane. You still cannot train their Arcane above rank 2 during character creation.
  - Infernal Resistance: Tieflings reduce the damage suffered from fire by half before soak.

## AASIMAR

Aasimar are mostly planetouched, native outsiders that had in their blood some good, otherworldly characteristics. They were often, but not always, descended from celestials and other creatures of pure good, but while predisposed to good, aasimar were by no means always good.

Aasimar bear within their souls the light of the heavens. They are descended from a touch of the power of Mount Celestia, the divine realm of many lawful good deities. Aasimar are born to serve as champions of the gods. They are a people of otherworldly visages, with luminous features that reveal their celestial heritage.



- Starting Wound Threshold: 10 + Brawn
- Starting Strain Threshold: 12 + Willpower
- Starting Experience: 90 xp
- Starting Skills: An Aasimar starts with one rank in Discipline, Leadership, or Vigilance during character creation. They obtain this rank before spending experience points, and may not increase the skill above rank 2 during character creation.
- Angelic Ancestry: Aasimar gain Divine as a career skill at character creation and begin with one rank in Divine. You still cannot train their Divine above rank 2 during character creation.
- Radiant Soul: Once per session, your character may spend a Story Point to gain golden, angelic wings. For the rest of the encounter your character gains the Flight ability (page 100 Genesys Core Rulebook).

## HALF ORC

Whether united under the leadership of a mighty warlock or having fought to a standstill after years of conflict, orc and human tribes sometimes form alliances, joining forces into a larger horde to the terror of civilized lands nearby. When these alliances are sealed by marriages, half-orcs are born. Some half-orcs rise to become proud chiefs of orc tribes, their human blood giving them an edge over their full-blooded orc rivals. Some venture into the world to prove their worth among humans and other more civilized races. Many of these become adventurers, achieving greatness for their mighty deeds and notoriety for their barbaric customs and savage fury.



- Starting Wound Threshold: 12 + Brawn
- Starting Strain Threshold: 9 + Willpower
- Starting Experience: 100 xp
- Starting Skills: A Half-Orc starts with one rank in Coercion or Resilience during character creation. They obtain this rank before spending experience points, and may not increase the skill above rank 2 during character creation.

- Hardy: Once per session, when a Half-Orc suffers wounds, they may suffer a number of strain no greater than their ranks in Resilience. If they do so, reduce the number of wounds suffered by twice the number of strain suffered.

- Natural Warriors: When making a Brawl or Melee check, Half-Orcs add the Vicious 1 quality to their weapon. If the weapon already has the Vicious quality, increase the listed value by 1.

## GOLIATHS

At the highest mountain peaks—far above the slopes where trees grow and where the air is thin and the frigid winds howl—dwell the reclusive goliaths. Few folk can claim to have seen a goliath, and fewer still can claim friendship with one. Goliaths wander a bleak realm of rock, wind, and cold. Their bodies look as if they are carved from mountain stone and give them great physical power. Their spirits take after the wandering wind, making them nomads who wander from peak to peak. Their hearts are infused with the cold regard of their frigid realm, leaving each goliath with the responsibility to earn a place in the tribe or die trying.





- Starting Wound Threshold: 13 + Brawn
- Starting Strain Threshold: 9 + Willpower
- Starting Experience: 100 xp
- Starting Skills: A Goliath starts with one rank in Resilience or Athletics during character creation. They obtain this rank before spending experience points, and may not increase the skill above rank 2 during character creation.
- Mountain Resistance: When making skill checks, Goliaths may remove ■■ imposed due to cold environmental conditions, or high altitudes.
- Tough as Stone: Once per session, your character may spend a Story Point as an out-of-turn incidental immediately after suffering a Critical Injury and determining the result. If they do so, they count the result rolled as “01.”
- Powerful Build: Goliaths increase their encumbrance threshold by five.



## TRITON

Tritons guard the ocean depths, building small settlements beside deep trenches, portals to the elemental planes, and other dangerous spots far from the eyes of land-bound folk. Long-established guardians of the deep ocean floor, in recent years the noble tritons have become increasingly active in the world above.



- Starting Wound Threshold: 11 + Brawn
- Starting Strain Threshold: 11 + Willpower
- Starting Experience: 100 xp
- Starting Skills: A Triton starts with one rank in Resilience or Negotiation during character creation. They obtain this rank before spending experience points, and may not increase the skill above rank 2 during character creation.
- Primal Power: Tritons gain Primal as a career skill and begin with one rank in Primal. You still cannot train their Primal above rank 2 during character creation.
- In a Foreign World: Tritons never truly understands society around them. When making an opposed social skill check add  to the roll.
- Deep Sea Dweller: Remove all  imposed due to darkness. Your character may breathe underwater. While underwater, your character may take a second maneuver each turn without spending strain. They are still limited to two maneuvers. Additionally, while they are underwater, the first move maneuver they perform does not count toward their two maneuvers.

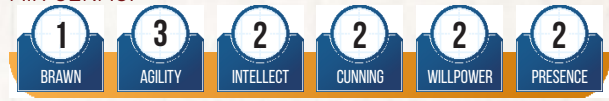
## GENASI

Genasi are planetouched humanoids, infused with the power of the elements. Technically speaking, the genasi are not a race but rather a general classification of humanoids who had a heritage (usually unknown) that included some planar being from one of the elemental planes, most often a genie, which is whence their name is derived.

Genasi inherit something from both sides of their dual nature. They resemble humans but have unusual skin color (red, green, blue, or gray), and there is something odd about them. The elemental blood flowing through their veins manifests differently in each genasi, often as magical power.

Seen in silhouette, a genasi can usually pass for human. Those of earth or water descent tend to be heavier, while those of air or fire tend to be lighter. A given genasi might have some features reminiscent of the mortal parent (pointed ears from an elf, a stockier frame and thick hair from a dwarf, small hands and feet from a halfling, exceedingly large eyes from a gnome, and so on).

## AIR GENASI



- Starting Wound Threshold: 10 + Brawn
  - Starting Strain Threshold: 9 + Willpower
  - Starting Experience: 100 xp
  - Starting Skills: An Air Genasi starts with one rank in Coordination or Negotiation and one rank of Primal during character creation. They obtain this rank before spending experience points, and may not increase the skill above rank 2 during character creation.
  - Gaseous: Air Genasi can never suffer from suffocation (see page 112 of the Genesys Core Rulebook). The species' silhouette is determined normally but its form is highly malleable and can squeeze through any gap that is not airtight. Air Genasi can hover, as per the Flying sidebar on page 100 of the Core Rulebook.
- Air genasi typically have light blue skin, hair, and eyes. A faint but constant breeze accompanies them, tousling the hair and stirring the clothing. Some air genasi speak with breathy voices, marked by a faint echo. A few display odd patterns in their flesh or grow crystals from their scalps.

## EARTH GENASI



- Starting Wound Threshold: 11 + Brawn
- Starting Strain Threshold: 10 + Willpower
- Starting Experience: 100 xp
- Starting Skills: An Earth Genasi starts with one rank in Resilience or Discipline and one rank of Primal during character creation. They obtain this rank before spending experience points, and may not increase the skill above rank 2 during character creation.
- Tough as Stone: When an Earth Genasi suffers a Critical Injury, they only add +5 to the results for each Critical injury they are currently suffering from, rather than +10. They also ignore the effects of the Vicious quality when hit by an attack.

Elemental earth manifests differently from one individual to the next. Some earth genasi always have bits of dust falling from their bodies and mud clinging to their clothes, never getting clean no matter how often they bathe. Others are as shiny and polished as gemstones, with skin tones of deep brown or black, eyes sparkling like agates. Earth genasi can also have smooth metallic flesh, dull iron skin spotted with rust, a pebbled and rough hide, or even a coating of tiny embedded crystals. The most arresting have fissures in their flesh, from which faint light shines.

## FIRE GENASI



- Starting Wound Threshold: 10 + Brawn
- Starting Strain Threshold: 9 + Willpower
- Starting Experience: 95 xp
- Starting Skills: A Fire Genasi starts with one rank in Resilience or Streetwise and one rank of Primal during character creation. They obtain this rank before spending experience points, and may not increase the skill above rank 2 during character creation.

• **Flame Incarnate:** Fire Genasi exudes fire. Fire Genasi reduce the damage suffered from fire by half before soak. As a maneuver you may ignite and become a fire source with rating 3 (see Fire, Acid, and Corrosive Atmospheres on page 111 of the Genesys Core Rulebook) that affects anyone or anything engaged with them.

Nearly all fire genasi are feverishly hot as if burning inside, an impression reinforced by flaming red, coal-black, or ash-gray skin tones. The more human-looking have fiery red hair that writhes under extreme emotion, while more exotic specimens sport actual flames dancing on their heads. Fire genasi voices might sound like crackling flames, and their eyes flare when angered. Some are accompanied by the faint scent of brimstone.

## WATER GENASI



- Starting Wound Threshold: 10 + Brawn
- Starting Strain Threshold: 11 + Willpower
- Starting Experience: 105 xp
- Starting Skills: A Water Genasi starts with one rank in Charm, Negotiation, or Vigilance and one rank of Primal during character creation. They obtain this rank before spending experience points, and may not increase the skill above rank 2 during character creation.

• **Deep Sea Dweller:** Remove all ■ imposed due to darkness. Your character may breathe underwater. While underwater, your character may take a second maneuver each turn without spending strain. They are still limited to two maneuvers. Additionally, while they are underwater, the first move maneuver they perform does not count toward their two maneuvers.

The lapping of waves, the spray of sea foam on the wind, the ocean depths—all of these things call to your heart. You wander freely and take pride in your independence, though others might consider you selfish. Most water genasi look as if they just finished bathing, with beads of moisture collecting on their skin and hair. They smell of fresh rain and clean water. Blue or green skin is common, and most have somewhat overlarge eyes, blue-black in color. A water genasi's hair might float freely, swaying and waving as if underwater. Some have voices with undertones reminiscent of whale song or trickling streams.

## CHANGELING

Changelings can shift their forms with a thought. Many changelings use this gift as a form of artistic and emotional expression. It's also an invaluable tool for grifters, spies, and others who wish to deceive. This leads many people to treat changelings with suspicion.

In their true form, changelings are pale, with colorless eyes and silver-white hair. It is rare to see a changeling in that form, for a typical changeling changes their shape the way others might change clothes. A casual shape one created on the spur of the moment, with no depth or history—is called a mask. A mask can be used to express a mood or to serve a specific purpose and then might never be used again. However, many changelings develop identities that have more depth. They build an identity over time, crafting a persona with a history and beliefs. This focused identity helps a changeling pinpoint a particular skill or emotion. A changeling adventurer might have personas for many situations, including negotiation, investigation, and combat.



- Starting Wound Threshold: 10+Brawn
- Starting Strain Threshold: 11+Willpower
- Starting Experience: 90 XP
- Starting Skills: Changelings begin with two ranks in Deception. They obtain these ranks before spending experience points, and may not increase the skill above rank 2 during character creation.

• **Change Appearance:** As a maneuver, a changeling can suffer 2 strain to alter their outward appearance to match that of a living creature of the same or smaller silhouette they have seen and studied before. The changeling remains looking like the target until they use this ability again or are incapacitated. An observing character must make opposed Perception vs Deception check to detect that something is amiss with the impersonated character's likeness, mannerisms, or behavior.

As always, the GM can add ■ or ■ for situational effects that might affect the check, such as ■ if the Changeling's garb does not match expectations or ■ if the Changeling has studied the impersonated individual's mannerisms closely.

## FORGED

The first Forged were mindless automatons, but artificers devoted vast resources to improving these steel soldiers. An unexpected breakthrough produced fully sentient soldiers, blending organic and inorganic materials. Forged are made from wood and metal, but they can feel pain and emotion. Built as weapons, they must now find a purpose beyond the war. A warforged can be a steadfast ally, a cold-hearted killing machine, or a visionary in search of purpose and meaning.



- Starting Wound Threshold: 10 + Brawn
- Starting Strain Threshold: 10 + Willpower
- Starting Experience: 205 xp
- Starting Skills: After selecting their career and specialization, your Forged character may train one rank in four of the six career skills, one rank in three of the four specialization skill from their first specialization, and one rank in one of the two additional skills chosen to be career skills during character creation instead of the usual three from the career and two from the first specialization (guidelines detailed on pages 13 and 14).
- Inorganic: Having life artificially given to a constructed body, your character gains the following benefits:
  - Forged do not need to eat, or breathe, and are unaffected by toxins and poisons.
  - Forged also increase their soak by one.
  - Forged do not reduce their strain threshold when they receive magical enhancements.
  - Forged do not gain the benefits of Medicine checks, they use the Mechanics skill instead of the Medicine skill, but otherwise following the guidelines detailed on page 116 of the GCRB.
- Tireless: The species does not sleep or require similar periods of downtime. This is largely narrative, but it also means that the species does not add ■ to checks or suffer other consequences of going for extended periods without rest and immune to sleep deprivation.

## CREATUREKIN

Whether born or cursed to the form, Creaturekin are humanoid races that each bear strong resemblance to a creature. Due to the dizzying variety of creatures in the world, and Creaturekin that take after them, as a whole Creaturekin have few common bonds.

They may form communities, particularly if they all resemble the same creature, but often times they live on the edges of civilization and only interact with those with the insight to see Creaturekin are at least as much human as they are creature. Some have formed large communities, such as the Tabaxi of the Maztica continent, the avian, Aarakocra, Lizardfolk, or swamp-dwelling Bullywugs.



- Starting Wound Threshold: 11 + Brawn
- Starting Strain Threshold: 9 + Willpower
- Starting Experience: 105 xp
- Starting Skills: A Creaturekin starts with one rank in Perception or Survival. They obtain these ranks before spending experience points, and these skills may not be increased higher than rank 2 during character creation.
- Natural Weapons: This species has sharp claws, talons, or teeth. When a member of the species makes an unarmed combat check, the attack increases its base damage by +2 and has a Critical rating of 3.
- Creature Breed: You may choose any number of the following traits, so long as those traits do not exceed a total of -15 xp, however try to keep in mind the image of your character's ancestry when picking traits.
  - Additional Sensory Organs: The species has more sensory organs than it really needs, which might take the form of numerous compound eyes or huge bat-like ears. Members of the species add ■ to Perception and Vigilance checks they make. If their senses are overloaded, they might instead add ■ to such checks or suffer other penalties, as decided by the GM (-5 xp).
  - Amphibious: This species can breathe underwater without penalty (or can hold its breath so long as to have the same result) and never suffers movement penalties for traveling through water (-5 xp).
  - Armored: Whether due to a naturally tough exoskeleton, bony plating, or a more esoteric cause, the species sports natural armor. The species gains +1 soak. (-15 xp)
  - Chameleon: This species is naturally capable of changing its exterior coloration or appearance to blend in with its surroundings. Other characters who rely on visual perception add ■■■ to checks they make to spot this species. (-10 xp)

- **Climber:** The species can climb trees, cliff faces, masonry walls, and other surfaces with plentiful holds without making an Athletics check. Generally, these surfaces count as difficult terrain. The species may need to make a check to scale sheer surfaces, at the GM's discretion. (-5 xp)
- **Digger:** The species can tunnel through soil and even stone or similar materials, treating these as difficult terrain. (-10 xp)
- **Environmentally Adapted:** Adapted for a certain environment, members of the species remove ■ added to any skill checks they make because of such conditions. (-5 xp)
- **Fleet of Paw:** This species can perform a second maneuver to move without suffering strain. They still cannot exceed the limitation of two maneuvers in a turn. (-5 xp)
- **Flight:** Members of this species can fly (see the Flying sidebar on page 100 of the Genesys Core Rulebook). Most species capable of flight are also capable of ambulation (moving following the normal rules). (-15 xp)
- **Hold Breath:** Members of this species can hold their breath for a number of rounds equal to 10 times their Brawn rating before they risk suffocating. (-5 xp)
- **Hypnotic:** The species has spiraling eyes, emits pheromones, or has some other enthralling ability. Its members adds ■ to all Charm, Deception, and Negotiation checks they make. (-5 xp)
- **Jumping:** The species jumps or hops around. As an action, members of the species may make an Average (◆◆) Athletics check to jump to any location within short range, leaping over obstacles and ignoring intervening terrain. As always, the GM may modify the difficulty of this check as appropriate (-5 xp).
- **Pack Instincts:** When performing the assist maneuver, members of the species adds ■■ instead of ■. (-5 xp)
- **Poisonous:** This species secretes poison, exudes toxic fumes, bleeds acid, or is otherwise dangerous to be around. While another character is engaged with a member of the species, ☠ can be spent from that other character's checks to make them suffer 1 wound. (-5 xp)
- **Primal Power:** Creaturekins gain Primal as a career skill at character creation and begin with one rank in Primal. You still cannot train their Primal above rank 2 during character creation. (-10 xp)
- **Quick Reflexes:** The species is quick to react to danger, both consciously and reflexively. Species members add ■ to checks they make to determine Initiative and to react to sudden dangers or unexpected events. (-5 xp)
- **Regeneration:** Whenever a member of this species heals wounds due to natural rest, they heal 1 additional wound. They do not heal 1 additional wound when receiving first aid or medical treatment, however. (-10 xp)
- **Secondary Manipulator:** This species has one or more tentacles, a prehensile tail, a trunk, or some similar flexible appendage. When making a check or performing an activity, a member of the species may rely on this appendage for manipulating objects. (-5 xp)
- **Shielded:** The species has an adaptation that helps to deflect attacks, such as a mirrored carapace. The species gains defense 1. (-10 xp)
- **Silhouette 0:** A silhouette 0 species is small, perhaps a meter tall (or long) at most. Members of this species decrease their wound threshold by 2. They also halve their encumbrance value. (+5 xp)
- **Silhouette 2:** Silhouette 2 species are large, possibly three to four meters in height or length, and include such examples as bears and trolls. Members of the species increase their wound threshold by 2 and they double their encumbrance value. Also, armor and clothes cost twice the standard price. (-5 xp)
- **Slippery:** The species is oily, slimy, or otherwise slick to the touch. Members of the species add ■ to Coordination checks they make to fit through small spaces or escape bindings. Enemies add ■ to their Brawl checks targeting this species, and members of the species add ■ to all Brawl checks they make and to checks they make to grip or restrain an object or creature. (-5 xp)
- **Slithering:** The species moves primarily by undulating its body, although it may have legs or other appendages. The species doesn't suffer the normal penalties for moving through difficult terrain (-5 xp).
- **Sneaky:** Members of the species make little or no noise when they move, or perhaps a corona of inexplicable shadow always obscures them. They add ■■ to Stealth checks they make. (They also have an annoying habit of surprising allies.) (-5 xp)
- **Spiny:** The species is covered with spines, spikes, bony growths, or otherwise dangerous protrusions. Its members may spend ☠☠ from melee combat checks targeting the character to have that enemy suffer 3 wounds (-10 xp).
- **Venomous:** The species is rightly feared for the hazardous chemicals it can extrude when biting or clawing an enemy. Unarmed attacks its members make gain the Stun 3 item quality. (-5 xp)

## ARBOREAN

Arboreans are plant-like humanoids, originally hailing from the Feywild, and rarely encountered on the Material Plane. They usually appear humanoid in figure, but have hard, wooden skin, like bark, usually coated in a layer of leaves, moss, vines, flowers, berries, or even mushrooms and may alter parts of their physiology at will. The exact origin of the arboreans is unknown, however, an old legend says that thousands of years ago, a powerful archfey used their magic to animate plants in the shape of a person, entirely on a whim, and that this creature's descendants became the arboreans that exist today. The arboreans' inherent magical connection to the natural world allows them to communicate with and magically manipulate plants to a certain degree.



- Starting Wound Threshold: 10 + Brawn
- Starting Strain Threshold: 10 + Willpower
- Starting Experience: 115 xp
- Starting Skills: An Arborean starts with one rank in Survival or Resilience. They obtain these ranks before spending experience points, and these skills may not be increased higher than rank 2 during character creation.
- Plant Speak: Your character may communicate with a plant they are engaged with. Though plants cannot see, they sense the world in different ways.
- Easily Flammable: The species has a distinct vulnerability to a particular substance, fire. Damage from fire is not reduced by the character's soak. While in the presence (as determined by the GM) of the source of their vulnerability, a member of the species upgrades the difficulty of all checks they make once. If the source is particularly large, concentrated, or encompassing, the GM may upgrade the difficulty additional times or apply additional effects.
- Plant Breed: You may choose any number of traits, so long as those traits do not exceed a total of -20 xp .
  - Armored: Due to a naturally tough exoskeleton, the species sports natural armor. The species gains +1 soak. (-15 xp)
  - Chameleon: This species is naturally capable of changing its exterior coloration or appearance to blend in with its surroundings. Other characters who rely on visual perception add ■■■■ to checks they make to spot this species. (-10 xp)
  - Climber: The species can climb trees, cliff faces, masonry walls, and other surfaces with plentiful holds without making an Athletics check. Generally, these surfaces count as difficult terrain. The species may need to make a check to scale sheer surfaces, at the GM's discretion. (-5 xp)
  - Elongated Limbs: The species' limbs are quite long compared to its overall size. Members of this species can make Brawl checks targeting enemies within short range; despite the extended distance, the difficulty of such checks remains Average (◆◆). They can also target objects at short range with other checks at the GM's discretion. (-5 xp)
- Natural Resource: The species is capable of creating a useful substance within its own body, much like a spider spins silk. This material could be nearly anything depending on the nature of the species, but the GM must approve the choice. As a maneuver, a member of the species may create a quantity of the substance useful for a single check or with an encumbrance value of 1, as applicable. Note that the GM may determine the resource is particularly useful or valuable, and thus decide a stronger XP adjustment is in order. (-5 xp)
- Plant Growth: As a maneuver your character can cause a plant native to the area sprout from the ground. It starts at silhouette 0. Additionally, your character can spend a maneuver to have any plant with which they are engaged to increase in size to one greater Silhouette. This costs two times the silhouette in strain of the new silhouette value. (-10 xp)
- Plant Tendrils: The species can extend temporary limbs from its body as needed. Although tendrils may lack the fine coordination of some other appendages, the being has no fear of permanently losing limbs. Once per round as an incidental, a member of the species may extend a tendril. A tendril functions as a hand or arm and so may hold an object, interact with the environment, make attacks, and so on. Once a character of this species has extended a number of tendrils equal to their Brawn, for each additional tendril they extend, they suffer 1 strain. Once per round as an incidental, the character may retract any number of tendrils. (-10 xp)
- Primal Power: Arboreans gain Primal as a career skill at character creation and begin with one rank in Primal. You still cannot train their Primal above rank 2 during character creation. (-10 xp)
- Redundant Organs: The species might lack certain organs entirely, as is often the case with mineral and floral species. Choose a single Critical Injury result of a severity no greater than Average (◆◆) from Table 1.6–10: Critical Injury Result on page 115 of the Core Rulebook corresponding to the nature of the species' redundant (or nonexistent) organs. When the species suffers this Critical Injury result, it is ignored. (-10 xp)
- Regeneration: Whenever a member of this species heals wounds due to natural rest, they heal 1 additional wound. They do not heal 1 additional wound when receiving first aid or medical treatment, however. This species can also regrow lost limbs; it takes roughly a month before a regrown limb is usable. (-15 xp)
- Shooting Bits: The species naturally defends itself by flinging or shooting projectiles of some kind. Members of the species can make a Ranged combat check that has a base damage equal to their Brawn +3 with a Critical rating of 4 and a range of short. (-10 xp)
- Spiny: The species is covered with spines, spikes, bony growths, or otherwise dangerous protrusions. Its members may spend ☠☠ from melee combat checks targeting the character to have that enemy suffer 3 wounds (-10 xp).

- **Tireless:** The species does not sleep or require similar periods of downtime. This is largely narrative, but it also means that the species does not add ■ to checks or suffer other consequences of going for extended periods without rest and immune to sleep deprivation. (-5 xp)

- **Tough as Weeds:** Decrease the difficulty to heal any Critical Injuries an Arborean is suffering from by one to a minimum of Easy. An Arborean doesn't suffer the normal penalties for making a Medicine check to heal their own wounds or Critical Injuries. (-10 xp)

- **Variable Form:** The species has no clear or consistent form. This might be due to a soft, malleable biology or constant transformations. The species' silhouette is Silhouette 1 by default, but is highly malleable. Choose Silhouette 0 or 2. Members of the species can change between silhouettes as a maneuver. (-5 xp)

## KOBOLD

Some of the smallest draconic creatures to walk the planes, kobolds display their draconic ancestry in the glint of their scales and in their roars. Kobold scales tend to be rust colored, although the occasional kobold sports scale color more akin to that of a chromatic or a metallic dragon. The roar of a kobold can express a range of emotion: anger, resolve, elation, fear, and more. Regardless of the emotion the kobold expresses, the roar resonates with draconic power.



- Starting Wound Threshold: 9 + Brawn
- Starting Strain Threshold: 10 + Willpower
- Starting Experience: 100 xp
- Starting Skills: A Kobold starts with one rank in Survival or Resilience. They obtain these ranks before spending experience points, and these skills may not be increased higher than rank 2 during character creation.
- Small: Kobolds have a Silhouette of 0.
- **Dragon's Roar:** Once per session as a action, your character may spend a Story Point to make an opposed Coercion versus Discipline check targeting one character within medium range or within earshot (this counts as a fear check). If successful, the target suffers strain equal to twice your character's Willpower.
- **Draconic Heritage:** You may choose one trait to represent your latent draconic power.
  - **Draconic Magic:** Kobolds gain Arcane as a career skill and begin with one rank in Arcane. You still cannot train their Arcane above rank 2 during character creation. (-5 xp)
  - **Evolved Arrogance:** Once per session, when a Kobold makes a successful opposed check, you may spend a Story Point to have the Kobold heal all strain they are currently suffering. (-10 xp)
  - **Flight:** Members of this species can fly (see the Flying sidebar on page 100 of the Genesys Core Rulebook). (-15 xp)

## GOBLINS

Goblins are small, green-skinned and very mischievous. They are usually looked down upon by their faerie brethren due to their small stature and lack of physical prowess. But what they lack in might they make up for in ingenuity. They are scavengers by nature, stealing what they need and avoid-ing the scrutiny of those who would wish them ill. Because of this, they have learned their way around the shadier parts of civilization.



- Starting Wound Threshold: 9 + Brawn
- Starting Strain Threshold: 10 + Willpower
- Starting Experience: 95 xp
- Starting Skills: Goblins begin with one rank in Skulduggery and Streetwise. You still can't train their Skulduggery or Streetwise above rank 2 during character creation.
- Small: Goblins have a Silhouette of 0.
- **Dropped This?:** As an action your character may spend a Story Point and "coincidentally" comes into possession of an item carried by another character in the current encounter. The item cannot be currently in-use by the character such as weapon or clothing.
- **Beware the Swarm:** When attacking someone an ally is engaged with, add ■ to the check..

## REANIMATE

Death comes for all things in a near infinite variety of ways. So, too, are there many reasons that the dead might return from the grave. Directly applied necromancy, cursed lands, and unfinished business are but a few, and all leave the newly undead soul with a mere semblance of the life it had before. All undead carry the physical or emotional scars of what ended their mortal lives, though some may be far more subtle than others.



- Starting Wound Threshold: 11 + Brawn
- Starting Strain Threshold: 9 + Willpower
- Starting Experience: 100 xp
- Starting Skills: Reanimates begin with one rank in Coercion and Resilience. You still can't train their Coercion or Resilience above rank 2 during character creation.
- **Reanimated:** As reanimated corpses, reanimates have several quirks, some beneficial and some detrimental. Your character does not recover wounds through natural rest, but they add ■■ to any Medicine checks to heal them. Your character also cannot be affected by poisons. NPCs will react appropriately if they are aware of your character's condition (at the very least, upgrading the difficulty of your character's social skill checks twice).
- **Dead Nerves:** Your character removes ■■ added to any checks they make due to fatigue or injuries (including Critical Injuries).

# CAREERS AND SPECIALIZATIONS

At this stage, you choose your character's career (which remains with the Player Character permanently) and their starting specialization (which may be only one of many the character takes on over the course of their story). Both the career and specialization are critical choices made by the player to establish a character's history and potential future.

It is a good idea for each player to look over all the options before deciding. The idea is not only to look at the immediate capabilities of a character, but to look forward to that character's growth potential. If a player imagines their character will one day sail a small frigate into certain doom in a desperate battle against dark spirits, it's a very good idea to make sure good sailing options are considered for the character's development path.

Each career has 6 associated career skills. These skills should be marked on the character sheet to indicate they are career skills. During this step of character creation, the player may choose three of the six starting career skills and gain one rank in each of the selected skills for free (you do not spend XP). You may not choose the same career skill more than once. During play, career skills are less expensive to train and improve than non-career skills.

Alongside these skills, each career has access to a special ability only usable by their career.

Each career has several specializations within its broader definition. Specializations are more focused and provide easier access to certain skills and talents. Each character gains access to one specialization without spending experience at character creation. That specialization must be one in their chosen career.

Each specialization also includes four additional career skills. These four skills should be marked on the character sheet as career skills if they are not already marked. During this step of character creation, the player may choose two of the four additional career skills and gain one rank in each (without spending XP). You may not choose the same skill more than once unless you choose a skill that was also trained during the career selection step, allowing your character to start with a skill trained to level two. Skills may not be trained above rank two during character creation.

If you purchase an additional specialization at creation, you may select one and only one specialization from which to choose your two free ranks in four career skills.

Finally, you designate any two non-magic skills not already marked as career skills. These skills represent the background knowledge and experience your character attains irrespective of their profession, occupation, or role in life. These additional two skills are supplemental to skills gained through the selection of a career and specialization. You may not choose two skills from the same group (i.e. you cannot choose two combat skills, two knowledge skills, or two general skills).

## WHAT IS A CAREER?

Careers serve two functions. The choices made here determine which skills are career skills; this means those skills are cheaper to train with XP. Secondly, career and specialization choice determine which talents are cheaper to purchase, and which their character will have access when they begin the game.

## WHAT'S THE DIFFERENCE?

The most important difference between a career and specialization is the obvious one—specializations represent areas of expertise for an individual following a certain path. For purposes of storytelling and roleplaying, however, it is important to more deeply consider the two distinctions of these two character elements.

What a player chooses as a career for her character defines that character's way of life. A career is more than just what a character does for a living—it is her goals, passions, training, and destiny. Areas of focus may shift over time, the means to get there can alter, but a character remains who they are at their core.

Specializations, on the other hand, represent a character's area of interest, education, and expertise. Whereas a career expresses the nature of a character, a specialization defines what they do. For example, a nature-dwelling adventurer may be a Shepard, but may not necessarily be a Primalist. However, both still have a firm understanding of life in the wild.

## CHOOSING A CAREER

Just looking at the mechanical advantages of each career can provide a good basis for character creation, yet it won't provide as rich and rewarding an experience as possible. To get the most out of a selection, the player should seriously consider the following key questions.

## WHICH ROLE?

When gathering at the table to start a new adventure or campaign, one of the first questions that each person must answer for herself is, "which role will my character fill?" Diversity encourages creativity and excitement, and it could be a fairly limited campaign if everyone at the table chooses to be Artificers or Warriors.

Certainly, it is possible to make stories work around such a premise, but the diversity of careers reflects the essence of a 'rag-tag' group gathered under difficult circumstances and doing the best they can to not only survive, but thrive. Through a complex set of both complementary and divergent skills and talents, a group of PCs operating in the fringes can expect a much greater chance of success, as well as a much wider array of stories and plots to experience.

A player's two foundational choices are their background and their career. In selecting a career, there are some questions and answers that may help in the evaluation process:

- Should this character be a strong combatant?
- Should this character be able to handle a ship or vehicle?
- Should this character be the “face” of the group?
- Should this character be the knowledge guy?
- Should this character be the sneaky one?
- Should they be the dedicated support character?

These are also good questions to consider in choosing a specialization, but the career choice determines which specializations a character has best access to. Thus, having answers worked out at this point makes the entire process much easier and more effective.

### WHAT'S THE STORY?

The kind of story a player wants to tell goes together with his character's role. This includes everything that came before—his backstory—and all that may develop during the game (and perhaps beyond). While a player cannot predict all that could happen in an RPG campaign, he should still have a sense of the kind of story he wants to tell with his Player Character. His background sets the stage for this tale, but all that follows is also part of the greater tapestry which is his PC's personal saga.

The iconic characters of the world rarely end as they begin. Every character has a story to tell that involves growth and change into (hopefully) better versions of himself. Often, the starting point for a character's story can set the tone for the rest of a long life.

### CHOOSING A SPECIALIZATION

This is another situation where answering two questions greatly aids the player in planning a character. Once again, looking at the PC's background is important, as well as evaluating the career choice process.

Specializations confer a discount on certain talents, which are described in each of the following upcoming sections.

**When a specialization is first acquired, your character will be granted one of two tier 1 talents** related to the skills and abilities emphasized by that specialization. Each specialization will describe which talents these are.

In addition, when the character would purchase talents, they receive a small discount on the talents most suited for their specialization and career. This discount is 5 XP, to a minimum of 5 XP. If a talent has Improved and Supreme versions, it will be listed with a “+” in its name.

Characters without any ranks in a Magic skill generally cannot purchase a specialization from a career that has magic skills as a career skill after character creation without GM approval.

### HOW DID THE CHARACTER BECOME GOOD AT THIS?

Starting with the PC's background, the player should put thought into the part of the story that covers what the PC has done up to now. As a member of a specific nation, with a specific career, the Player Character has made her way through the world and into the foray of events immediately preceding the first adventure.

What did she do for a living beforehand? How did she learn her craft or trade? Who did she work for, or with? Did she go to school to learn these skills, or did she grow up learning as she went? What is she known for being good at, and does she have a reputation built around it? How was she brought to this place?

Making the effort to evaluate the backstory and other decisions for character creation should make the final decision for a starting specialization much easier. The choice is ultimately more satisfying, as well, and carries less chance of later regret.

### WHAT TASKS WILL THE CHARACTER BE CALLED UPON TO PERFORM?

When the PC is called upon by her allies or others to go on a mission, what will her specific tasks be? Why would she be entrusted with these responsibilities? What does the PC do daily? Is she fixing broken things, patrolling perimeters, seeking supplies, or something else entirely?

When she gets up in the morning, what does she do during the day? How does she get paid and who pays her? If she's not currently earning anything, what does she need to do to find work?

### USEFUL TALENTS FOR CAREERS

The open character creation system in Genesys allows you to give your character any skills or talents. However, each specialization includes a table with suggested talents that this author believes are thematically appropriate. Like career skills, these ‘career talents’ are discounted by 5 XP (to a minimum of 5 XP). Thus, you will see Tier 1 talents included in the list which are ranked talents; the discount applies to subsequent ranks!



# ARTIFICER

Every artificer is defined by a specific craft. Artificers see mastering the basic methods of a craft as the first step to true progress, the invention of new methods and approaches. Some artificers are engineers, students of invention and warfare who craft deadly firearms that they can augment with magic. Other artificers are alchemists. Using their knowledge of magic and various exotic ingredients, they create potions and draughts to aid them on their adventures. Alchemy and engineering are the two most common areas of study for artificers, but others do exist.

All artificers are united by their curiosity and inventive nature. To an artificer, magic is an evolving art with a leading edge of discovery and mastery that pushes further ahead with each passing year. Artificers value novelty and discovery. This penchant pushes them to seek a life of adventure. A hidden ruin might hold a forgotten magic item or a beautifully crafted mirror perfect for magical enhancement. Artificers win respect and renown among their kind by uncovering new lore or inventing new methods of creation.

Makers of magic-infused objects, artificers are defined by their inventive nature. Like wizards, they see magic as a complex system waiting to be decoded and controlled through a combination of thorough study and investigation. Artificers, though, focus on creating marvelous new magical objects. Spells are often too ephemeral and temporary for their tastes. Instead, they seek to craft durable, useful items.

The Artificer counts the following skills as career skills: Alchemy, Arcane, Knowledge (Lore), Mechanics, Ranged, and Skulduggery. Before spending experience points (XP) during character creation, an Artificer may choose three of their career skills and gain one rank in each of them.

Genius
When an Arcane spell refers to ranks in an appropriate skill, your character uses the Mechanics skill.
Once per game session, when you generate a 🎲 on an Intellect skill check, you can immediately roll an additional 🎲 and add it to the results of the check in addition to spending the 🎲 normally.
Active (Incidental)

## ARTIFICER SPECIALIZATIONS

The specializations are covered in greater detail in the following sections; this section mainly deals with how each specialization connects to the Artificer Career.

# ALCHEMIST

An Alchemist adds Alchemy, Medicine, Ranged, Survival to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Alchemist is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Apothecary or Quick Draw.

An Alchemist is an expert at combining reagents to produce mystical effects. Alchemists use their creations to give life and to leech it away. Alchemy is one of the oldest of traditions, and its versatility has long been valued during times of war and peace.

Alchemists gain a discount when purchasing the following talents:

Tier	Talent
1	Apothecary
1	Surgeon +
2	Eureka! +
2	Savant
3	Potion Specialization
3	Stim Application +
4	Improvised Detonation +
4	Ingenious Solution
5	Expert Alchemist

# BATTLE SMITH

A Battle Smith adds Arcane, Mechanics, Medicine, and one Combat Skill to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Battle Smith is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Parry or Toughened.

Armies require protection, and someone has to put things back together if defenses fail. A combination of protector, mage, and medic, a Battle Smith is an expert at defending others and repairing both material and personnel. To aid in their work, Battle Smiths are usually accompanied by a steel defender, a protective companion of their own creation.

Battle Smiths gain a discount when purchasing the following talents:

Tier	Talent
1	Parry +
1	Toughened +
2	Burly
2	Cantrip+
3	Animal Companion +
3	Battle Casting
4	Back-to-Back
4	Jury Rigged
5	Retribution

## DESTRUCTOR

A Destructor adds Alchemy, Discipline, Mechanics, and Ranged to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Destructor is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Durable or Quick Draw.

Destructors can excel at setting traps, from improvised tripwires tied to grenades to sophisticated proximity and timed explosives. Whereas another might go after an enemy in a straight-up fight, a Destructor may find a more inventive route, such as rigging a black powder bomb to explode when the target gets in his carriage. Some Destructors enjoy the thrill of combat as much as any other. The work of a Destructor is extremely dangerous, as a single misstep can spell doom for the character (and anyone unfortunate enough to be in the general vicinity). In order to succeed, a Destructor must be able to keep a clear head and focus on his work.

Destructors gain a discount when purchasing the following talents:

Tier	Talent
1	Hard Headed +
1	Quick Draw +
2	Eureka! +
2	Selective Detonation
3	Grenadier
3	Suppressing Fire
4	How Convenient!
4	Improvised Detonation +
5	Master Demolitionist

## TINKERER

A Tinkerer adds Alchemy, Brawl, Knowledge (Lore), and Mechanics to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Tinkerer is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Grit or Knack For It.

Pretty much anything to do with technology or creation lies within the Tinkerer's purview. He knows how to operate, maintain, repair, and upgrade just about anything. Most Tinkerers would rather deal with machines and the craft than people; the latter are just too unpredictable.

Tinkerers gain a discount when purchasing the following talents:

Tier	Talent
1	Knack For It+
1	Quick Draw+
2	Eureka! +
2	Quick Fix
3	Imbue Item
3	Tinkerer
4	Jury Rigged
4	Mad Inventor
5	Master Craftsman

## BARD

In the land of Faerun, words and music are not just vibrations of air, but vocalizations with power all their own. The bard is a master of song, speech, and the magic they contain. Bards say that the multiverse was spoken into existence, that the words of the gods gave it shape, and that echoes of these primordial Words of Creation still resound throughout the cosmos. The music of bards is an attempt to snatch and harness those echoes, subtly woven into their spells and powers.

The greatest strength of bards is their sheer versatility. Sometimes called a Jack-of-all-Trades, many a bard prefer to stick to the sidelines in combat, using their magic to inspire their allies and hinder their foes from a distance. But bards are capable of defending themselves in melee if necessary, using their magic to bolster their swords and armor. Their spells lean toward charms and illusions rather than blatantly destructive spells. They have a wide-ranging knowledge of many subjects and a natural aptitude that lets them do almost anything well. Bards become masters of the talents they set their minds to perfecting, from musical performance to esoteric knowledge.

Every adventure is an opportunity to learn, practice a variety of skills, enter long-forgotten tombs, discover lost works of magic, decipher old tomes, travel to strange places, or encounter exotic creatures. Bards love to accompany heroes to witness their deeds firsthand. A bard who can tell an awe-inspiring story from personal experience earns renown among other bards. Indeed, after telling so many stories about heroes accomplishing mighty deeds, many bards take these themes to heart and assume heroic roles themselves.

The Bard counts the following skills as career skills: Any one Non-Magic skill, Charm, Cool, Knowledge (Lore), Negotiation, and Verse. Before spending experience points (XP) during character creation, a Bard may choose three of their career skills and gain one rank in each of them.

### Unmatched Wordplay

Once per game session, as an incidental, after the player rolls the dice for a social skill check but before resolving the results, he may spend a Story Point to remove one of the rolled ♦ from the pool. The results of that ♦ are ignored and the check is then resolved as normal.

Active (Incidental)

## BARD SPECIALIZATIONS

The specializations are covered in greater detail in the following sections; this section mainly deals with how each specialization connects to the Bard Career.

### GLAMOURER

A Glamourer adds Charm, Coercion, Knowledge (Forbidden), and Verse, to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Glamourer is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Dark Insight or Ensorcelled.

The bards of this college are regarded with a mixture of awe and fear. Their performances are the stuff of legend. These bards are so eloquent that a speech or song that one of them performs can cause captors to release the bard unharmed and can lull a furious dragon into complacency. The same magic that allows them to quell beasts can also bend minds. Villainous bards of this college can leech off a community for weeks, abusing their magic to turn their hosts into thralls. Heroic bards of this college instead use this power to gladden the downtrodden and undermine oppressors.

Glamourers gain a discount when purchasing the following talents:

Tier	Talent
1	Ensorcelled +
1	Grit
2	Scathing Tirade +
2	Sense Emotions
3	Dissonance
3	Forbidden Knowledge
4	Quick-Witted
4	Visions of the Future
5	Ruinous Repartee

### JESTER

A Jester adds Charm, Deception, Skulduggery, and Streetwise to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Jester is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Smooth Talker or Tumble.

While jesters are masters of puns, jokes, and verbal barbs, they are much more than just comic relief. They are expected to mock and provoke, taking advantage of how even the most powerful folk are expected by tradition to endure a jester's barbs with good humor. This expectation allows a jester to serve as a critic or a voice of reason when others are too intimidated to speak the truth.

Jesters adventure to safeguard the common folk and to undermine the plans of the rich, powerful, and arrogant. Their magic bolsters allies' spirits while casting doubt into foes' minds. Among bards, jesters are unmatched acrobats, and their ability to tumble, dodge, leap, and climb makes them slippery opponents in battle.

Jesters gain a discount when purchasing the following talents:

Tier	Talent
1	Ensorcelled +
1	Smooth Talker
2	Distraction +
2	Encouraging Song
3	Nimble
3	Power Chord
4	Can't We Talk About This
4	Disarming Smile
5	Let's Talk This Over

### LORESEEKER

A Loreseeker adds Discipline, any one Knowledge skill, Negotiation, and Verse to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Loreseeker is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Former Scholar or Grit.

Bards of the College of Lore, known as Loreseekers, know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king.

The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic.

The college's members gather in libraries and sometimes in actual colleges, complete with careerrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at self-important figures of authority.

Loreseekers gain a discount when purchasing the following talents:

Tier	Talent
1	Grit
1	Knack For It+
2	Flash of Insight
2	Spell Focus
3	Applied Research
3	Resolve
4	Ingenious Solution
4	Targeted Firepower
5	Professor

## SKALD

A Skald adds Coordination, Leadership, Melee (Light), and Negotiation to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Skald is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Parry or Quick Draw.

Bards of the College of Swords are called Skalds, and they entertain through daring feats of weapon prowess. Skalds perform stunts such as sword swallowing, knife throwing and juggling, and mock combats. Though they use their weapons to entertain, they are also highly trained and skilled warriors in their own right.

Skalds are daring skalds whose tales keep alive the memory of the great heroes of the past, and thereby inspire a new generation of heroes. These bards gather in mead halls or around great bonfires to sing the deeds of the mighty, both past and present. They travel the land to witness great events firsthand and to ensure that the memory of those events doesn't pass from the world. With their songs, they inspire others to reach the same heights of accomplishment as the heroes of old.

Skalds gain a discount when purchasing the following talents:

Tier	Talent
1	Parry +
1	Second Wind
2	Anthem +
2	Command
3	Defensive Duelist +
3	Field Commander +
4	Back-To-Back
4	Defensive
5	Whirlwind

## CRUSADER





Divine magic, as the name suggests, is the power of the gods, flowing from them into the world. Crusaders are conduits for that power, manifesting it as miraculous effects. Crusaders are typically known as Clerics or Paladins. The gods don't grant this power to everyone who seeks it, but only to those chosen to fulfill a high calling.

Harnessing divine magic doesn't rely on study or training. A crusader might learn formulaic prayers and ancient rites, but the ability to cast crusader spells relies on devotion and an intuitive sense of a deity's wishes.

Crusaders combine the helpful magic of healing and inspiring their allies with spells that harm and hinder foes. They can provoke awe and dread, lay curses of plague or poison, and even call down flames from heaven to consume their enemies. For those evildoers who will benefit most from a mace to the head, crusaders depend on their combat training to let them wade into melee with the power of the gods on their side.

The Crusader counts the following skills as career skills: Discipline, Divine, Knowledge (Lore), Medicine, Melee (Light), and Negotiation. Before spending experience points (XP) during character creation, a Crusader may choose three of their career skills and gain one rank in each of them.

### Divine Intervention

Once per session, after an allied character (including your character) makes a skill check, but before the result is determined, your character may spend a Story Point to count one blank  or  as if the result was  .

Active (Incidental, Out of Turn)

## CRUSADER SPECIALIZATIONS

The specializations are covered in greater detail in the following sections; this section mainly deals with how each specialization connects to the Crusader Career.

### INQUISITOR

An Inquisitor adds Coercion, Discipline, Divine, and any one Combat skill to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Inquisitor is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Close Combatant or Fearsome.

Across the world, there are always tyrants, and those unlucky enough to suffer under their rule. Some Crusaders see wars ravaging regions and harming the weak and defenseless and they step in to defend those innocents. Other Crusaders take direct action through military force to attempt to overthrow such despots. These Crusaders are often known as Inquisitors.

Characters who pursue the Inquisitor's path seldom limit their activities to a single region. Often once one region has been pacified or a tyrant overthrown, an Inquisitor usually sets their sights on the next challenge and leads their friends and fellow freedom fighters to overcome it. Under the shadow of the Evil, Inquisitors are always needed.

Inquisitors gain a discount when purchasing the following talents:

Tier	Talent
1	Ensorcelled +
1	Fearsome
2	Congenial
2	Scathing Tirade +
3	Heroic Will
3	Smite
4	Favored Weapon
4	Strength of Faith
5	Ruinous Repartee

## PRIEST

A Priest adds Divine, Knowledge (Lore), Medicine, and Negotiation to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Priest is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Apothecary or Proper Upbringing.

Priests may not always come from cloistered temples or hidden sects. Some may come to form a connection with their god alone and in quiet moments of solitude. These priests build trust with their god and may go on to become religious figures within their respective domains. In this sense, there is always a feeling of progression as a priest. They are either climbing through ranks of clergy in an organisation, or working together with their god to grow the follower base.

Priests gain a discount when purchasing the following talents:

Tier	Talent
1	Grit
1	Surgeon +
2	Spell Focus +
2	Faith Healing
3	Comrade In Arms +
3	Resolve
4	Conduit
4	Strength of Faith
5	Divine Judgement

## SAVIOR

A Savior adds Leadership, Medicine, Negotiation, and Resilience to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Savior is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Smooth Talker or Toughened.

Saviors are the most likely to have come from prior service with a larger organization, and they almost certainly had at least a non-commissioned officer role with that force. They have a keen grasp of both tactics and strategy, though they will tend to focus more on the former as a matter of practicality and survival. Even in less formal situations, a Savior will tend to show a high degree of personal discipline and order.

In a Player Character group, it will not be out of the question for a Savior to take charge, at least in situations where combat is likely.

Saviors could be considered bodyguards, but their efforts are seldom limited to protecting a single individual. Instead, Saviors are more likely to defend the needy on a larger scale. Often, they function as rescue workers, using their medical knowledge to stabilize injuries in the field and then providing additional protection. In other cases, Saviors may shelter refugees or other victims fleeing terrible situations, holding the line until the innocents can escape to safety.

Saviors gain a discount when purchasing the following talents:

Tier	Talent
1	Parry +
1	Toughened +
2	Command
2	Inspiring Rhetoric +
3	Body Guard +
3	Stand Firm +
4	Can't We Talk About This?
4	Inspiring Leadership
5	Lead From the Front

## ZEALOT

A Zealot adds Any one combat skill, Divine, and Knowledge (Lore), and Resilience to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Zealot is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Durable or Parry.

Some deities inspire their followers to pitch themselves into a ferocious battle fury. These barbarians are zealots warriors who channel their rage into powerful displays of divine power.

A variety of gods across the world inspire their followers to embrace this path. In general, the gods who inspire zealots are deities of combat, destruction, and violence. Not all are evil, but few are good.

Zealots gain a discount when purchasing the following talents:

Tier	Talent
1	Durable
1	Parry +
2	Block +
2	Burly
3	Battle Casting
3	Smite
4	Armor Master
4	Combat Focus
5	Flurry Attack

# MAGE

Toril is a world shaped by magic. Natural-born sorcerers can tap into the arcane energies of the Weave, while others may be inadvertently launched on a path of magic after discovering a powerful artifact or lost relic. Each land has its own magical traditions, from the court wizards to arcane colleges. Despite their differences in culture and training, all spellcasters have an understanding of mysteries beyond of other mortals that allows them to dispatch their enemies or manipulate the world around them by sorcerous means.

The reasons why Mages go adventuring are as varied as the disciplines of magic they practice. Artifact seekers might seek out the Orb of the Dragonkind, while Elven storm sorceresses defend their forest homelands by hunting down evil, and battlemages support the armies. Those who bargain with dark powers—such as witches, necromancers, and warlocks—furtively travel the lands in their selfish pursuits or in service to their master's bidding. Wizards have not only the potential to incinerate monsters with balls of fire, but are also students of knowledge; most Mages are well-read scholars of the world's secret lore.

The Mage counts the following skills as career skills: Arcane, Cool, Discipline, Knowledge (Lore), Negotiation, Perception. Before spending experience points (XP) during character creation, a Wizard may choose three of their career skills and gain one rank in each of them.

Channeling
Once per encounter, your character may spend a Story Point to perform a magic action without suffering strain after resolving the check.
Active (Incidental)

## CHAOS WEAVER

A Chaos Weaver adds Arcane, Discipline, Knowledge (Forbidden), and Vigilance to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Chaos Weaver is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Dangerous Casting or Rapid Recovery.

Your magic comes from the wild forces of chaos that underlie the order of creation. You might have endured exposure to some form of raw magic, perhaps through a planar portal leading to Limbo, the Elemental Planes, or the mysterious Far Realm. Perhaps you were blessed by a powerful fey creature or marked by a demon. Or your magic could be a fluke of your birth, with no apparent cause or reason. However it came to be, this chaotic magic churns within you, waiting for any outlet.

Chaos Weavers gain a discount when purchasing the following talents:

Tier	Talent
1	Dangerous Casting
1	Ensorcelled+
2	Heroic Recovery
2	Overchannel +
3	Second Chances
3	Unrestrained Spell Slinging
4	Double or Nothing +
4	Visions of the Future
5	Zealous Fire

## SORCEROR

A Sorcerer adds Arcane, Discipline, Knowledge (Lore), and Resilience to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Sorcerer is your starting specialization, you gain a free rank in the following Tier 1 talent: Component Casting or Elementalist.

Your innate magic comes from the power of the elemental chaos. Many with these powers can trace their magic back to an ancestor with dealings in the elemental planes, or find the power of the Genie in their blood. Whatever the case, the magic of the chaos permeates your being.

Sorcerors gain a discount when purchasing the following talents:

Tier	Talent
1	Deflect Spell
1	Elementalist +
2	Brilliant Casting
2	Heroic Recovery
3	Innate Focus
3	Touch of Fate
4	Conduit
4	Resolve
5	Master Caster

## SPELLBLADE

A Spellblade adds Arcane, Athletics, Melee (Light), and Resilience to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Spellblade is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Deflect Spell or Parry.

A variety of arcane practioners specialize in training for war. The tradition of War Magic teaches techniques that empower a caster's spells, while also providing methods for wizards to bolster their own defenses.

Followers of this tradition are known as Spellblades. They see their magic as both a weapon and armor, a resource superior to any piece of steel. Spellblades act fast in battle, using their spells to seize tactical control of a situation. Their spells strike hard, while their defensive skills foil their opponents' attempts to counterattack.

Spellblades gain a discount when purchasing the following talents:

Tier	Talent
1	Parry +
1	Second Wind
2	Burly
2	Defensive Stance
3	Battle Casting
3	War Magic
4	Defensive
4	Favored Weapon
5	Coup De Grace

## WARLOCK

A Warlock adds Coercion, Cool, Knowledge (Forbidden), and Negotiation to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Warlock is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Dark Insight or Dangerous Casting.

Warlocks are seekers of that which lies hidden in the fabric of the multiverse, driven by an insatiable need for knowledge and power. Through pacts made with mysterious beings of supernatural power, warlocks unlock magical effects both subtle and spectacular. Drawing on the ancient knowledge of beings such as fey nobles, demons, devils, hags, and alien entities of the Far Realm, warlocks piece together arcane secrets to bolster their own power.

Warlocks gain a discount when purchasing the following talents:

Tier	Talent
1	Dangerous Casting
1	Enscorcelled +
2	Blood Sacrifice +
2	Spell Focus
3	Forbidden Knowledge
3	Unrestrained Spell-Slinging
4	Conduit
4	Fortune Favors the Bold
5	Baleful Gaze

## WIZARD

A Wizard adds Arcane, Discipline, Knowledge (Lore), and Vigilance to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Wizard is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Component Casting or Deflect Spell.

Wizards are those who have studied and practiced the arcane arts to the exclusion of all else. While their main focus is magic, a Wizard is also known for their attention to detail and their ability to stay on task when all others would lose focus.

Wizards gain a discount when purchasing the following talents:

Tier	Talent
1	Deflect Spell
1	Grit
2	Cantrip +
2	Spell Focus
3	Explosive Casting
3	Resolve
4	Masterful Casting
4	Visions of the Future
5	Zealous Fire

## MERCENARY

Mercenaries learn the basics of all combat styles. Every mercenary can swing an axe, fence with a rapier, wield a longsword or a greatsword, use a bow, and even trap foes in a net with some degree of skill. Likewise, a mercenary is adept with shields and every form of armor. Beyond that basic degree of familiarity, each mercenary specializes in a certain style of combat. Some concentrate on archery, some on fighting with two weapons at once, and some on augmenting their martial skills with magic. This combination of broad general ability and extensive specialization makes mercenaries superior combatants on battlefields and in dungeons alike.

Of all the adventurers in the world, the mercenary is perhaps the greatest paradox. On the one hand, no two mercenaries ply their craft in quite the same way; their weapons, armor, and tactics differ across a vast spectrum. On the other hand, regardless of the tools and methods one uses, at the heart of every mercenary's motivation lies the same basic truth: it is better to wound than to be wounded.

Although some adventuring mercenaries risk their lives fighting for glory or treasure, others are primarily concerned with the welfare of others. They put more value on the well-being of the society, the village, or the group than on their own safety. Even if there's gold in the offering, the true reward for most mercenaries comes from sending enemies to their doom.

Not every member of the city watch, the village militia, or the queen's army is a mercenary. Most of these troops are relatively untrained soldiers with only the most basic combat knowledge. Veteran soldiers, military officers, trained bodyguards, dedicated knights, and similar figures are mercenaries.

Some mercenaries feel drawn to use their training as adventurers. The dungeon delving, monster slaying, and other dangerous work common among adventurers is second nature for a mercenary, not all that different from the life they or they left behind. There are greater risks, perhaps, but also much greater rewards—few mercenaries in the city watch have the opportunity to discover a magic flame tongue sword, for example.

The Mercenary counts the following skills as career skills: Any two combat skills, Athletics, Knowledge (Adventuring), Resilience, and Vigilance. Before spending experience during character creation, a Mercenary may choose three of their career skills and gain one rank in each of them.

Surge of Action
Once per session, at the start of your character's turn, you may spend one Story Point to use this talent to allow your character to perform a maneuver as an incidental. (This does not count against the limit of two maneuvers per turn.)
Active (Incidental)

## MERCENARY SPECIALIZATIONS

The specializations are covered in greater detail in the following sections; this section mainly deals with how each specialization connects to the Mercenary Career.

### BATTLE MASTER

A Battle Master adds any One Combat skill, Cool, Knowledge (Adventuring), and Perception to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Battle Master is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Adventurer Knows Best or Parry.

Those who emulate the archetypal Battle Master employ martial techniques passed down through generations. To a Battle Master, combat is an academic field, sometimes including subjects beyond battle such as weaponsmithing and calligraphy. Not every mercenary absorbs the lessons of history, theory, and artistry that are reflected in the Battle Master specialization, but those who do are well-rounded mercenaries of great skill and knowledge.

Battle Masters gain a discount when purchasing the following talents:

Tier	Talent
1	Parry +
1	Rapid Reaction
2	Lucky Strike
2	Precise Aim
3	Martial Weapons Master
3	True Aim +
4	Defensive
4	Favored Weapon
5	Coup De Grace

### BRUTE

A Brute adds Brawl, Resilience, Skulduggery, and Streetwise to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Brute is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Street Fighter or Tavern Brawler.

Brutes are simple warriors who rely on mighty attacks and their own durability to overcome their enemies. Some brutes combine this physical might with tactical cunning. Others just hit things until those things stop hitting back.

Brutes gain a discount when purchasing the following talents:

Tier	Talent
1	Hard Headed +
1	Toughened +
2	Berserk
2	Iron Body
3	Back Against the Wall
3	Destructive Assault
4	Combat Focus
4	Enduring
5	Crushing Blow

### CHAMPION

A Champion adds Athletics, Cool, Resilience, and any one Combat skill to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Champion is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Durable or Toughened.

The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this specialization combine rigorous training with physical excellence to deal devastating blows.

Champions gain a discount when purchasing the following talents:



Tier	Talent
1	Durable
1	Parry +
2	Burly
2	Unstoppable
3	Heroic Will
3	Lethal Blows
4	Combat Focus
4	Heroic Dodge
5	Double Tap

## SLAYER

A Slayer adds Knowledge (Adventuring), Perception, Ranged, and Survival to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Slayer is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Hamstring Shot or Rapid Reaction.

Some rangers seek to master weapons to better protect civilization from the terrors of the wilderness. Members of the Slayer Conclave learn specialized fighting techniques for use against the most dire threats, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Slayers gain a discount when purchasing the following talents:

Tier	Talent
1	Quick Strike
1	Rapid Reaction
2	Animal Expertise
2	Hunter's Quarry +
3	Lethal Blows
3	Bullseye!
4	Deadeye
4	Favored Weapon
5	Retribution

## WARLORD

A Warlord adds Cool, Discipline, Leadership, and Negotiation to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Warlord is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Knack For It or Smooth Talker.

A common element to those that walk the path of a Warlord is a purpose. One which gives them a larger-than-life presence and allows them to be a guiding hand to all those around them. Some Warlords may not seek any particular cause, and merely seek victory - either as a tribute to a god they worship or simply to meet a personal achievement. More often, though, a Warlord is driven by a higher purpose; a loyalty to their country or their men, a drive to protect the innocent or to crush the weak.

It is an important consideration to a Warlord in understanding why they fight, as it will inform how they fight. Do they try to keep their companions and followers out of danger? Or do they simply press for the strategy that is most likely to win?

Just as a dragon's frightful presence may not be explicitly magic but instills a supernatural dread in mortal adventurers, a Warlord's presence is more than just simple common sense and a head for strategy, it's the power of conviction, the perfection of tactics, or the will to win incarnated in Adventurer form.

Warlords gain a discount when purchasing the following talents:

Tier	Talent
1	Knack For It+
1	Smooth Talker
2	Command
2	Inspiring Rhetoric +
3	Field Commander +
3	Rally!
4	Back to Back
4	Inspiring Leadership
5	Lead From The Front

## MYSTIC

Psionics indirectly originates from the Far Realm, a dimension outside the bounds of the known multiverse. The Far Realm has its own alien laws of physics and magic. When its influence extends to a world, the Far Realm invariably spawns horrific monsters and madness as it bends reality to its own rules.

As the laws of reality twist and turn, individual minds can be awakened to the cosmic underpinnings that dictate the form and nature of reality. The tumult caused by the Far Realm creates echoes that can disturb and awaken minds that would otherwise slumber. Such awakened creatures look on the world in the same way that creatures existing in three dimensions might look on a two-dimensional realm. They see possibilities, options, and connections that are unfathomable to those with a more limited view of reality.

Characters might unlock their psionic potential by random chance. Tomes, journals, and other mystics might serve as the only guide to mastering this form of power.

The Mystic counts the following skills as career skills: Discipline, Knowledge (Forbidden), Perception, Psychic, Streetwise, and Vigilance. Before spending experience during character creation, a Mystic may choose three of their career skills and gain one rank in each of them.

Enduring Mind
Once per session, whenever you roll a successful check to cast a spell, you can choose to spend a Story Point to sustain a spell through the end of the encounter as if through concentration. Spells sustained this way do not add ■ to other spells cast while the spell is active.
Passive

## MYSTIC SPECIALIZATIONS

The specializations are covered in greater detail in the following sections; this section mainly deals with how each specialization connects to the Mystic Career.

### MONK

A Monk adds Brawl, Discipline, Knowledge (Lore), Psychic to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Monk is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Close Combatant or Jump Up.

Monks make careful study of a magical energy that most monastic traditions call ki. This energy flows through living bodies. Whatever their discipline, monks are united in their ability to magically harness the energy that flows in their bodies. Monks harness this power within themselves to create magical effects and exceed their bodies' physical capabilities, and some of their special attacks can hinder the flow of ki in their opponents. Whether channeled as a striking display of combat prowess or a subtler focus of defensive ability and speed, this energy infuses all that a monk does.

Monks gain a discount when purchasing the following talents:

Tier	Talent
1	Grit
1	Parry +
2	Iron Body
2	Parkour +
3	Dodge
3	Unarmored Defense
4	Defensive
4	Favored Weapon
5	Whirlwind

### ORACLE

An Oracle adds Discipline, Knowledge (Lore), Psychic, and Vigilance to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Oracle is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Grit or Rapid Reaction.

Oracles have been around as long as anyone can remember. Some are mad, some are charlatans, and still others are simple devoted vessels used by other beings to communicate to mortals.

Oracles gain a discount when purchasing the following talents:

Tier	Talent
1	Quick Strike
1	Rapid Reaction
2	Flash of Insight
2	Maximize Spell
3	Sense Advantage
3	Touch of Fate
4	Trust No One +
4	Visions of the Future
5	Story Power

### PSION

A Psion adds Discipline, Knowledge (Lore), Psychic, and Vigilance to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Psion is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Ensorcelled or Dangerous Casting.

Psions are those who have tapped into a special otherworldly force, with the ability to actualize the power of their mind to accomplish impossible feats. Reading minds, lifting vast weights, and transcending physical limitations, they tend to inspire awe and terror in equal measure.

Since a psion's weapon is their mind, they are always a careless thought away from harming those around them. For a psion, the line between thinking and doing can be very thin, forcing them to keep their thoughts and emotions in check, lest their powers run amok. This leads to many of them developing odd behaviors or mannerisms to help them control their state of mind, frequently seeming quite eccentric to an outside observer.

Psions gain a discount when purchasing the following talents:

Tier	Talent
1	Dangerous Casting
1	Ensorcelled +
2	Brilliant Casting
2	Heroic Recovery
3	Innate Focus
3	Resolve
4	Masterful Casting
4	Masterful Creator
5	Zealous Fire

## WU JEN

A Wu-Jen adds Discipline, Knowledge (Forbidden), Psychic, and Survival to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Wu-Jen is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Dark Insight or Rapid Recovery.

Wu-Jen are some of the most devoted mystics. These mystics seek to lock themselves away from the world, denying the limits of the physical world and replacing it with a reality that they create for themselves. These mystics cast their minds into the world, seize control of its fundamental principles, and rebuild it.

In practical terms, Wu-Jens excel at controlling the forces of the natural world. They can hurl objects with their minds, control the four elements, and alter reality to fit their desires.

Wu-Jens gain a discount when purchasing the following talents:

Tier	Talent
1	Elementalist +
1	Rapid Recovery
2	Spell Focus
2	Overchannel +
3	Forbidden Knowledge
3	Unrestrained Spell-Slinging
4	Conduit
4	Duration Caster
5	Master Caster

## PRIMALIST

Primalists revere nature above all, gaining their spells and other magical powers either from the force of nature itself or from a nature deity. Many Primalists pursue a mystic spirituality of transcendent union with nature rather than devotion to a divine entity, while others serve gods of wild nature, animals, or elemental forces. The ancient traditions are sometimes called the Old Faith, in contrast to the worship of gods in temples and shrines.

For Primalists, nature exists in a precarious balance. The four elements that make up a world—air, earth, fire, and water—must remain in equilibrium. If one element were to gain power over the others, the world could be destroyed, drawn into one of the elemental planes and broken apart into its component elements.

A Primalist answers the call to adventure because it is the will of the great power that fills their flesh and bones. As a storm wind must blow, so too a Primalist traverses the world, in search of places and objects sacred to their god or to follow the whispered guidance of the earth spirits. The aid of a Primalist can be invaluable, for few can command the powers of nature as they do.

The Primalist counts the following skills as career skills: Alchemy, Knowledge (Geography), Medicine, Melee (Heavy), Primal, and Survival. Before spending experience points (XP) during character creation, a Primalist may choose three of their career skills and gain one rank in each of them.

### At One With the World

Once per game session the character may make a Hard (◆◆◆) Knowledge (Geography) check. If successful, the character is familiar with the environment and region they find themselves in. They know about nearby inhabitants, and where their settlements might be found. They also know about unusual environmental effects, hostile predators, or sources of potential profit

Active (Action)

## PRIMALIST SPECIALIZATIONS

The specializations are covered in greater detail in the following sections; this section mainly deals with how each specialization connects to the Primalist Career.

### DEEP STALKER

A Deep Stalker adds Athletics, Any One Combat Skill, Survival, and Vigilance to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Deep Stalker is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Forager or Rapid Reaction.

Most folk descend into the depths of the subterranean only under the most pressing conditions, undertaking some desperate quest or following the promise of vast riches. All too often, evil festers beneath the earth unnoticed, and Deep Stalkers strive to uncover and defeat such threats before they can reach the surface.

Deep Stalkers gain a discount when purchasing the following talents:

Tier	Talent
1	Dungeoneer +
1	Rapid Reaction
2	Heightened Awareness
2	Well Rounded
3	Blindsense
3	Bloodhound
4	Favored Weapon
4	Watch Your Step
5	Coup De Grace

### LANDWALKER

A Landwalker adds Knowledge (Lore), Perception, Primal, and Survival to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Landwalker is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Component Casting or Forager.

Landwalkers are made up of hermits and sages who safeguard ancient knowledge and rites through a vast oral tradition. These Primalists meet within sacred circles of trees or standing stones to whisper primal secrets in Primalistic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

Landwalkers gain a discount when purchasing the following talents:

Tier	Talent
1	Elementalist +
1	Grit
2	Spell Focus
2	Brilliant Casting
3	Druid
3	Innate Focus
4	Conduit
4	Masterful Casting
5	Master Caster

## MOONKIN

A Moonkin adds Brawl, Coercion, Primal, and Resilience to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Moonkin is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Hard Headed or Toughened.

Primalists of the Circle of the Moon, known as Moonkin, are fierce guardians of the wilds. Their order gathers under the full moon to share news and trade warnings. The Circle of the Moon draws upon the magical and transformative powers of the moon itself to allow Primalists to take on powerful forms. Even when the moon hides from the sky, its power can always be felt. They haunt the deepest parts of the wilderness, where they might go for weeks on end before crossing paths with another humanoid creature, let alone another Primalist.

Changeable as the moon, a Primalist of this circle might prowl as a great cat one night, soar over the treetops as an eagle the next day, and crash through the undergrowth in bear form to drive off a trespassing monster. The wild is in the Moonkin blood.

Moonkins gain a discount when purchasing the following talents:

Tier	Talent
1	Parry +
1	Toughened +
2	Berserk
2	Iron Body
3	Face of the Wild
3	Takedown
4	Enduring
4	Unrelenting
5	Indomitable

## SHEPARD

A Shepard adds Knowledge (Lore), Leadership, Medicine, and Primal to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Shepard is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Let's Ride or Soothing Tone.

Shepherds commune with the spirits of nature, especially the spirits of beasts and the fey, and call to those spirits for aid. These Primalists recognize that all living things play a role in the natural world, yet they focus on protecting animals and fey creatures that have difficulty defending themselves. Shepherds, as they are known, see such creatures as their charges. They ward off monsters that threaten them, rebuke hunters who kill more prey than necessary, and prevent civilization from encroaching on rare animal habitats and on sites sacred to the fey.

Many of these Primalists are happiest far from cities and towns, content to spend their days in the company of animals and the fey creatures of the wilds. Members of this circle become adventurers to oppose forces that threaten their charges or to seek knowledge and power that will help them safeguard their charges better. Wherever these Primalists go, the spirits of the wilderness are with them.

Shepards gain a discount when purchasing the following talents:

Tier	Talent
1	Apothecary
1	Rapid Recovery
2	Animal Expertise
2	Faith Healing
3	Animal Companion+
3	Stand Firm +
4	Back-to-Back
4	Temple Healer
5	Dire Animal Companion

# ROGUE

Rogues rely on skill, stealth, and their foes' vulnerabilities to get the upper hand in any situation. They have a knack for finding the solution to just about any problem, demonstrating a resourcefulness and versatility that is the cornerstone of any successful adventuring party.

When it comes to combat, rogues prioritize cunning over brute strength. A rogue would rather make one precise strike, placing it exactly where the attack will hurt the target most, than wear an opponent down with a barrage of attacks. Rogues have an almost super natural knack for avoiding danger, and a few learn magical tricks to supplement their other abilities.

Every town and city has its share of rogues. Most of them live up to the worst stereotypes of the career, making a living as burglars, assassins, cutpurses, and con artists. Often, these scoundrels are organized into thieves' guilds or crime families. Plenty of rogues operate independently, but even they sometimes recruit apprentices to help them in their scams and heists. A few rogues make an honest living as locksmiths, investigators, or exterminators, which can be a dangerous job in a world where dire rats—and wererats—haunt the sewers.

As you create your rogue character, consider the character's relationship to the law. Do you have a criminal past—or present? Are you on the run from the law or from an angry thieves' guild master? Or did you leave your guild in search of bigger risks and bigger rewards? Is it greed that drives you in your adventures, or some other desire or ideal?

The Rogue counts the following skills as career skills: Coordination, Deception, Melee (Light), Skullduggery, Stealth, and Streetwise. Before spending experience points (XP) during character creation, a Rogue may choose three of their career skills and gain one rank in each of them.

Unmatched Fortune
Once per game session, the Rogue may spend a Story Point to change the face of one positive die in the character's dice pool to another face adjacent to it (sharing an edge, not a point).
Active (Incidental)

## ROGUE SPECIALIZATIONS

The specializations are covered in greater detail in the following sections; this section mainly deals with how each specialization connects to the Rogue Career.

### ASSASSIN

An Assassin adds Deception, Melee (Light), Ranged, Stealth to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Assassin is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Quick Draw or Quick Strike.

You focus your training on the grim art of death. Those who adhere to this specialization are diverse: hired killers, spies, bounty hunters, and even specially anointed priests trained to exterminate the enemies of their deity. Stealth, poison, and disguise help you eliminate your foes with deadly efficiency.

Assassins gain a discount when purchasing the following talents:

Tier	Talent
1	Rapid Reaction
1	Quick Strike
2	Dirty Tricks +
2	Flurry of Steel +
3	Backstab
3	Lethal Blows
4	Sorry About The Mess
4	Venom Soaked Blade
5	Coup De Grace

### MASTERMIND

A Mastermind adds Charm, Coercion, Deception, and Vigilance to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Mastermind is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Black Market Contacts or Bought Info.

Your focus is on people and on the influence and secrets they have. Many spies, courtiers, and schemers follow this specialization, leading lives of intrigue. Words are your weapons as often as knives or poison, and secrets and favors are some of your favorite treasures.

Masterminds gain a discount when purchasing the following talents:

Tier	Talent
1	Black Market Contacts
1	Grit
2	Scathing Tirade +
2	Threaten
3	Commanding Presence
3	Laugh It Off
4	Trust No One +
4	Quick-Witted
5	Baleful Gaze

### SCOUT

A Scout adds Discipline, Perception, Survival, and Vigilance to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Scout is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Rapid Reaction or Tumble.

You are skilled in stealth and surviving, allowing you to scout ahead of your companions during expeditions. Those who embrace this specialization are at home in the wilderness, and many Scouts serve as the eyes and ears of war bands. Ambusher, spy, bounty hunter – these are just a few of the roles that Scouts assume as they range the world.

Scouts gain a discount when purchasing the following talents:

Tier	Talent
1	Knack For It+
1	Rapid Reaction
2	Heightened Awareness
2	Well Rounded
3	Bloodhound
3	Dodge
4	Defensive
4	Holistic Navigation
5	Master Plan

## THIEF

A Thief adds Coordination, Deception, Skulduggery, and Stealth to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Thief is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Knack For It or Quick Draw.

You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this specialization, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators.

Thieves gain a discount when purchasing the following talents:

Tier	Talent
1	Catfall
1	Knack For It +
2	Loot First
2	Parkour+
3	Elusive
3	Nimble
4	Defensive
4	In The Know
5	Inside Knowledge

# WARRIOR

People of towns and cities take pride in how their civilized ways set them apart from animals, as if denying one's own nature was a mark of superiority. To a true warrior, though, civilization is no virtue, but a sign of weakness. The strong embrace their animal nature—keen instincts, primal physicality, and ferocious rage.

Warriors come alive in the chaos of combat. Life in the wild places of the world is fraught with peril: rival tribes, deadly weather, and terrifying monsters. Warriors charge headlong into that danger so that their people don't have to.

Their courage in the face of danger makes warriors perfectly suited for adventuring. Wandering is often a way of life for their native tribes, and the rootless life of the adventurer is little hardship for a warrior. Some warriors miss the close-knit family structures of the tribe, but eventually find them replaced by the bonds formed among the members of their adventuring parties.

The Warrior counts the following skills as career skills: Athletics, Brawl, Coercion, Knowledge (Adventuring), Melee (Heavy), and Resilience. Before spending experience points (XP) during character creation, a Warrior may choose three of their career skills and gain one rank in each of them.

It Doesn't Hurt
Once per game session, when a Warrior receives a Critical Injury and after the injury has been resolved, the character can spend a Story Point to instead shrug off the injury, removing it and its effects.
Active (Incidental)

## WARRIOR SPECIALIZATIONS

The specializations are covered in greater detail in the following sections; this section mainly deals with how each specialization connects to the Warrior Career.

### BERSERKER

A Berserker adds Athletics, Brawl, Melee (Heavy), and Vigilance to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Berserker is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Desperate Recovery or Second Wind.

For some warriors, rage is a means to an end—that end being violence. Berserking is a path of untrammelled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being. Berserkers make excellent "leg-breakers," among other things, and they usually know quite a bit about how to survive in most situations. In combat, they are masters of dishing out and taking lots of damage.

Berserkers gain a discount when purchasing the following talents:

Tier	Talent
1	Hard Headed +
1	Rapid Reaction
2	Berserk
2	Burly
3	Lethal Blows
3	Shockwave
4	Combat Focus
4	'Tis But a Flesh Wound
5	Crushing Blow

## DRUNKEN MASTER

A Drunken Master adds Alchemy, Brawl, Coordination, and Resilience to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Drunken Master is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Tavern Brawler or Tumble.

The Way of the Drunken Master teaches its students to move with the jerky, unpredictable movements of a drunkard. A drunken master sways, tottering on unsteady feet, to present what seems like an incompetent combatant who proves frustrating to engage. The drunken master's erratic stumbles conceal a carefully executed dance of blocks, parries, advances, attacks, and retreats. And their martial arts technique mixes combat training with the precision of a dancer and the antics of a jester.

A drunken master often enjoys playing the fool to bring gladness to the despondent or to demonstrate humility to the arrogant, but when battle is joined, the drunken master can be a maddening, masterful foe.

Drunken Masters gain a discount when purchasing the following talents:

Tier	Talent
1	Parry +
1	Toughened +
2	Grapple
2	Improvised Weapon Master +
3	Bad Habit
3	Potion Specialization
4	Adrenaline Rush
4	Defensive
5	Whirlwind

## HURLER

A Hurler adds Athletics, Coordination, Perception, and Ranged to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Hurler is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Lightning Draw or Well Organized.

While most warriors typically focus on melee combat alone, warriors who follow the path of the Hurler learn to channel their rage through ranged combat as well. A warrior who follows this path can hurl their devastating weapons at enemies with such power and skill that it completely blurs the line between melee and ranged combat.

Hurlers gain a discount when purchasing the following talents:

Tier	Talent
1	Quick Draw +
1	Well Organized
2	Flurry of Steel +
2	Strong Arm
3	Precise Shooting
3	True Aim+
4	Deadeye
4	Steady Aim
5	Retribution

## JUGGERNAUT

A Juggernaut adds Cool, Discipline, Resilience, and Survival to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Juggernaut is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Durable or Toughened.

Most warriors pride themselves on their ability to overcome pain. A Juggernaut, however, possesses a toughness far beyond that. While many mercenaries wear their scars with pride, an experienced Juggernaut ripples with scar tissue, the evidence of wounds enough to kill a normal combatant a dozen times over. Where other warriors might seek to end conflicts quickly and decisively, a Juggernaut possesses the stamina, endurance, and strength of will to fight through inconceivable pain and punishment, outlasting the foe matter the odds.

Juggernauts gain a discount when purchasing the following talents:

Tier	Talent
1	Durable
1	Toughened +
2	Heroic Recovery
2	Unstoppable
3	Body Guard+
3	Dumb Luck
4	Heroic Dodge
4	Enduring
5	Indomitable

## RAVAGER

A Ravager adds Brawl, Coercion, Negotiation, and Streetwise to their Career skills. If this is the character's starting Specialization, they may choose two of these skills and gain one free rank in each, without spending starting experience.

If Ravager is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Close Combatant or Fearsome.

While most Warriors focus almost exclusively on combat, Ravagers have a focus in intimidation and both learned and instinctual criminal knowledge. In most criminal organizations, Ravagers fill the dual role of hired muscle and the "face" of a criminal organization. The Ravager brings a criminal syndicate's message to the streets, then ensures that message is followed (and punishes those who stray). Ravagers should have no trouble finding work.

While most Ravagers have a fondness for violence, they also display a degree of self-control. Violence is a tool in the Ravager's arsenal, and not an end in itself. Unlike some warriors, an Ravager is more likely to try words before violence, though these words may be laced with venom and the threat of imminent violence. However, a Ravager must always be ready to fight.

Ravagers gain a discount when purchasing the following talents:

Tier	Talent
1	Challenge!
1	Fearsome
2	Threaten
2	Scathing Tirade +
3	Bullseye!
3	Commanding Presence
4	Can't We Talk About This?
4	Hostile Negotiations
5	Baleful Gaze

## SIGNATURE ABILITIES

Player characters are (likely) heroes, with unique capabilities that set them apart from the ordinary inhabitants of the world. When you create your Genesys character for this setting, you also choose a Signature Ability for your character during Step 4 of character creation. Each player character has only one Signature Ability, which helps set them apart as a hero. As your character grows in experience, they receive ability points, which you spend on upgrades that further customize your character's Signature Ability.

### USING A SIGNATURE ABILITY

Signature Abilities are powerful by design, so there are some limitations on how they are acquired and when they can be used. However, as you will see later in this section, Signature Abilities can be customized with ability points to reduce these restrictions.

By default, activating a Signature Ability requires you to spend 2 Story Points. The effects of the Ability last until the end of your character's next turn, and the Ability may only be activated once per session. Unless otherwise stated or designed, activating a Signature Ability is an incidental.

### CREATING A SIGNATURE ABILITY

The overall structure of a Signature Ability is described here. Players can consult this information to design their own Signature Ability. Once finished, players will have a Signature Ability custom-tailored to their character.

1. Choose Primary Effect: The primary effect is the core of your Signature Ability. It defines what the ability does when you activate it. Even at the base level, these effects should be potent—their initial limitations notwithstanding.
2. Choose Improved Effects: The Improved and Supreme Effects create two additional tiers to your character's Signature Ability, supplementing the base ability with more utility. These represent the characters' honing their Signature Ability over time. Development of one's ability through a lifetime of experience.
3. Determine Your Ability's Origin: How does your character come by or develop their extraordinary talents? Did they learn from a master, or did they shape the ability through blood, sweat, and tears?
4. Name Your Ability: Every Signature Ability should have a unique name—that's what makes them signature.

### STEP 1 – CHOOSE A PRIMARY EFFECT

A primary effect is the core of a Signature Ability. The effect tells you what your ability does—the benefit your character gains from activating it. A Signature Ability gets only one primary effect, so choose carefully! Your character receives the benefits for the base ability only, unless you spend ability points to upgrade to the Improved or master version. Unless stated otherwise, the benefits of each level of the effect are cumulative, so if you spend ability points for the Improved effect, your character still receives the benefits of the Base effect.

When deciding on and describing a primary ability effect, look to your character's concept and what you know and have learned about them over the course of your adventures. Their Signature Ability is central to who they are, and the journey they've taken. It defines your character.



## TYPES OF SIGNATURE ABILITIES

Although all Signature Abilities will have some sort of impact on the ongoing narrative, some can have primarily narrative effects, allowing the character to instantly gain access to something the group would not normally have. This could be knowledge or information crucial to the plot, or a previously-undisclosed item that turns the tide of an encounter. These abilities are powerful tools that allow the players and GM to work together to tell a more collaborative, cinematic story. However, they can also pose a challenge to the GM as the character circumvents sections of an ongoing narrative.

As a general rule, a player should consult with the GM before using a Signature Ability with a narrative effect. Together, the player and the GM can decide on the effect the ability should have, fitting it into the narrative of the game.

While Signature Abilities can be focused around a clearly-defined narrative effect, they can also be mechanically-oriented (i.e., a skill check). With narrative abilities, the fact that a Signature Ability has a concrete outcome should not mean that the GM and players cannot derive storytelling opportunities from its use. In fact, the open-ended nature of an ability's effects can provide chances for creative players and GMs to add to the story.

One ability that GMs can use to encourage players to add to the story with these game-changing abilities is to ask how the character achieves the effect described by the Signature Ability. Some players take to this readily, filling in the gap between the mechanics and the story. On the other hand, some players might find this open-ended question intimidating, and so the GM might want to narrow things down to give the player a starting point.

### GM ADVICE: ADJUDICATING SIGNATURE ABILITIES

While all Signature abilities have an important narrative impact, some abilities have a stronger or entirely narrative effect. While it's simple to resolve the use of abilities that directly interact with the mechanics of the game, primary ability effects like Foretelling and Connected can leave a lot up to the GM. As the GM, you should resolve these abilities in much the same way as any other activity the PCs undertake that doesn't call for a skill check, or any other question the players might ask about the setting.

While these effects do place certain restrictions on your response, they also allow plenty of freedom to resolve the use of an ability in the way that works best for your game and campaign. The favor a PC gains by using Connected or the knowledge they gain through All the Facts provide opportunities for you to keep the action on track by providing the PCs with the information or opportunity they need to progress the adventure. However you choose to resolve the ability, just make sure the player gains the benefit they expect from their chosen ability and that it has a suitably heroic impact on the game!

Specific questions from the GM can be useful for players who get stuck. The following are a few queries that might help a player fill in the narrative details of an otherwise purely mechanical effect:

- Does your character remember facing a problem like this before?
- Does your character have a tool that might be helpful here?
- What might your character have overlooked at first?

### CREATING THE BASE ABILITY

Signature Abilities with mechanical effects are, for the most part, essentially skill checks ("spend 2 Story Points to make a Charm check for this once-per-session outcome"). If successful, these potent abilities should allow the Player Character to achieve some specific, otherwise unachievable effect and should have two general requirements:

- The skill check should be at least Hard (◆◆◆) difficulty and;
- The skill can only be one that is marked as a career skill for the character;

This ensures that the Signature Ability is specific to the character's archetype and role within the party, as well as feeding into the narrative. The inclusion of a baseline difficult brings with it the element of suspense—what if I miss this? is the risk worth it? a player might think.

This train of thought adds to the drama of the encounter if the player thinks even their Signature Ability could have unforeseen consequences. It also creates room for improvement, as the Player Character can upgrade the ability down the road to lower the difficulty of the skill check, reflecting their character growth and development. As a general rule, if the Signature Ability is more difficult than Hard, the effect should be proportionally more potent. After all, these abilities are meant to be a reward for players.

Crafting a Signature Ability with a purely narrative effect can be challenging for players who are new to roleplaying. Narrative abilities essentially just happen with no input from the player beyond them stating that they use their action, a maneuver or an incidental to invoke the effects of their Signature Ability.

In the case of a narrative effect, the ability may require more definition and refinement than a mechanical ability tied to a skill check. Below are some example effects for a Signature Ability which can be considered predominantly narrative in its effect:

- The character's Signature Ability can be a sort-of Deus Ex Machina, whereby the player causes something to happen that may not have happened;
- Abilities can confer instant benefits on the user, or across the party, or a specific target, or the entire enemy squad. This might be to temporarily increase your soak or decrease your opponent's; or to halve the damage you take or double the damage you deal;
- Abilities can be completely passive, simply granting the user instant access to knowledge, or an item crucial to the narrative;
- Abilities can be used by players to literally pick and choose a dice (or two) to reroll after a check has been made under specific conditions such as a roll they make, or a roll made by an ally, or by an enemy. Alternatively, it could be a specific type of check or only if a certain result is rolled, such as a ⊗.

As you can see, Signature Abilities are meant to be tools through which the Player Characters have a direct impact on the narrative, quite literally shaping the story as it unfolds. Signature Abilities should open up the possibility for PCs to tinker with the party's available resources (both in-game and above-the-table) without tipping the balance entirely. Thus, PCs should experiment with narrative abilities which modify strain, or skill check difficulty, stat bonuses, derived attributes, item attributes and qualities, or other mechanical limitations such as maneuver restrictions and environmental conditions.

### DEFINING THE PRIMARY EFFECT

Once a player has determined what their Signature Ability will do, they should put some thought into few other aspects of its use: who is affected by the ability? For how long is the ability active? Do the effects wear off or do they persistent throughout the encounter? Does using the Ability count as an action, a maneuver, or an incidental? (If it's a skill check, then it must be an action).

Generally speaking, a Signature Ability should start out 'weak' in order for its Improved and Supreme effects to provide the PC with room for improving their ability. Often, the first step to creating the base ability will be to describe how its use relates to your character; in other words, what makes this a signature ability that sets your character apart from everyone else in the world. How is this ability not just another skill check? The examples in the later section will include abilities which demonstrate how a solid, but brief, description can really shape the expected outcome of a Signature Ability.

### STEP 2 – CHOOSE IMPROVED EFFECTS

What sets these abilities apart from abilities, talents, and skills is that Signature Abilities are meant to be expanded. To reflect the lessons a player character learned, and in direct correlation to the experience earned by the character, they can choose to improve the base ability of their Signature Ability.

The Improved and Supreme Effects create two additional tiers to your character's Signature Ability, supplementing the base ability with more utility.

Improved and Supreme effects are no different than Primary effects apart from the fact that they are not immediately available. Each subsequent tier should not only improve upon the last, but also expand the scope of the ability. This should not be taken to mean that a mechanical Signature Ability is just three separate skill checks, or that a character receives three unique benefits; improved effects should absolutely relate to the base ability in some capacity. An ability which permits the player to know any specific fact once-per-session should not be upgraded into an ability that grants bonus damage when active—unless, of course, that bonus damage were being applied to a type of enemy whose obscure weakness has just been uncovered by the base ability of this Signature Ability.

For mechanical Signature Abilities, some improvements are already obvious throughout the game. Downgrade the difficulty of the skill check, or upgrade it to achieve a more potent effect. Abilities based on a certain theme may, as an improvement, grant an 'additional bonus' when working with a series of skills governed by that Characteristic.

### STEP 3 – DETERMINE YOUR ABILITY'S ORIGIN

The very nature of a Signature Ability implies that it is unique to the character who developed it. Where did the inspiration for this ability come from, and how does your character come by or develop their extraordinary talents?

Rather than grinding away at the proverbial whetstone, it is possible that the Player Character learned their ability from a reclusive master, who sought to impart lasting wisdom on the character before they left the world.

In fact, developing a Signature Ability may even be used by the Game Master as a plot point in and of itself. A GM could design an entire adventure around a character's self-discovery, or even introduce an NPC who is willing to share this knowledge with the player.

### STEP 4 – NAME YOUR ABILITY

Every Signature Ability needs an evocative name, something the players can get excited about when they invoke it, "I call upon the Tradition of Heraldry! For the next two rounds, my character gains an intimidation factor on all attacking foes; they suffer 2 Setback as a result of being in awe of the banners I carry."

Naming an ability adds to the flavor of the world, and entices the players at the table to really get into roleplaying as their character.

### SIGNATURE ABILITIES IN THE NARRATIVE

Although Signature Abilities have to be activated and last only for a short time, at the GM's discretion, characters may receive some small, narrative benefit from an ability at all times, not only when it is activated. After all, a character's Signature ability says something important about who they are, and is likely to have an impact on much of what they do. However, it's important that these minor considerations don't duplicate or rival the benefits provided by activating a Signature ability.

The Sixth Sense effect is a good example. If a character can speak with animals, they might be able to do so at any time—although there is no guarantee they will receive useful information without activating their ability! On the other hand, if a character can read thoughts, the GM might decide that it requires a high degree of focus, or even that external circumstances have to be just right. Similarly, if a character's primary ability effect is Connected, the player and GM might decide that the character already knows many of the NPCs encountered in the game, even though they don't all owe the character a significant favor.

### RESISTING SIGNATURE ABILITIES

Many Signature abilities directly affect NPCs, and the impact can be significant. For the most part, NPCs targeted by a character using a Signature ability do not have an opportunity to try to resist or avoid the Signature ability's effects. Usually, this is a good thing; the PCs are the heroes of the story, and Signature abilities exist to showcase this.

However, you might want to allow some important NPCs, particularly nemeses, to attempt to avoid the full effects of a Signature ability. Rather than simply having the NPC roll a skill check to resist a Signature ability's effect, you might consider having the PC who is using the Signature ability make an opposed check, even if the ability does not usually require one. The adversary resists with Discipline if they are using force of will or intellect, or Resilience if they are using physical strength (the GM should feel free to choose another skill if they think it makes more sense).

## SIGNATURE ABILITY EXAMPLES

This section includes a list of example Signature Abilities. Players should feel free to use these abilities as-is, or tweak them. They serve as examples of what can be accomplished using these guidelines, and can serve as a template for players to create their own abilities.

### ALL THE FACTS

Your character has a knack for knowing vital information when it is needed. They might pick up on significant clues others missed at the scene of a crime, or recall an ancient kingdom song that sheds light on a situation. Whether your character remembers important information they already know or discovers something in the moment, their ability to do so is extraordinary. It could be thanks to an eidetic memory, years of study, spiritual connection, alchemy, or anything else.

**Base:** While this ability is active, during each of their turns your character learns (or remembers) an important fact about a situation, person, creature, place, or object of their choice. The subject of the information must be either observable by your character or directly relevant to the situation.

**Improved:** Additionally, while this ability is active your character upgrades the ability of all checks they make once if the check relates to the new information.

**Supreme:** For each fact you learn using the ability, you gain a temporary Story Point that you or another player may spend before the end of the session. A temporary Story Point is removed from the pool when it is used, but it is not converted to a GM Story Point. When you use these temporary Story Points, describe how the information your character learned provided benefits the group.

### CONNECTED

Your character seems to know everyone—or at least everyone who's worth knowing. Many people who are highly placed or just plain powerful owe you favors, and you can call these in when the time is right. Alternatively, your character might have blackmail information or other leverage over such NPCs.

**Base:** When your character activates this ability, choose one NPC and reveal that they owe your character a favor. Work with the GM to establish the relevant details of the existing relationship between your character and the NPC. In some cases, the GM might determine that there is just no way you could know the NPC in question, in which case your Signature ability does not activate (you don't spend any Story Points, and you can still activate it later in the session). The NPC won't risk their life or kill anyone as the favor. They also won't do something that's obviously going to ruin their social standing, finances, or so on. However, your character might be able to convince them there is no such risk!

**Improved:** While this ability is active, your character downgrades the difficulty of all social skill checks they make once.

**Supreme:** While this ability is active, when an intelligent adversary declares your character the target of an attack, as an out-of-turn incidental you may force the adversary to choose a different target instead.

### DIPLOMATIC SOLUTION

The ability to bring belligerent parties to the negotiating table is no task for the fainthearted, and it is absolutely indispensable to those privy to the art of the deal. Whether with a warm smile, a stern command, or a withering glare, a character who has mastered this ability can make the most callous soldier of fortune balk and put away their sword.

**Base:** Once per session, when a combat encounter against one or more NPCs (not including beasts and non-sentient beings) is about to start, the character may spend 2 Story Points to make a Daunting (◆◆◆◆) Charm check. If they succeeds, the combat encounter instead becomes a social encounter, with the PCs attempting to convince the opposition to back down, come around to their point of view, or accept a compromise. The nature of these circumstances will vary for each situation and the NPCs involved, at the GM's discretion.

**Improved:** When activating Diplomatic Solution, the character may use any of their Social skills, given the relevant circumstances.

**Supreme:** The character may activate Diplomatic Solution during their turn in combat, instead of only before combat begins.

### FORETELLING

Your character possesses mystical means of predicting future events, or lives their life in pursuit of an ancient prophecy—of which they might even be the subject. Whether through interpreting others' dreams, seeing omens in the movement of animals, scrying in a crystal ball, or interpreting the words of ancient prophets, your character has access to useful information about events in progress and those yet to happen.

**Base:** Each round while this ability remains active, each round you may ask the GM one yes-or-no question about knowledge your character doesn't have any mundane or logical reason to possess, which the GM must answer truthfully. Your character gains this information through whatever esoteric means are appropriate. (Acting on this information is another matter entirely, of course. You can't go around accusing nobles of crimes without evidence just because some spirit told you!)

**Improved:** While this ability is active, you may reroll one skill check relevant to a question you asked the GM.

**Supreme:** Once, while this ability is active, when an NPC makes a skill check you can roll an identical dice pool and choose to substitute its results for the NPC's check.

### HARD TO KILL

When your character steels their resolve and tightens their grip on a weapon or a staff, they can shrug off the worst the enemy throws at them. In moments of dire consequence, the face down overwhelming opposition without taking a scratch. This might represent raw toughness and the will to power through, or it might be an effect of spirits.

**Base:** While this ability is active, your character gains +4 soak.

**Improved:** While this ability is active, your character also increases the difficulty of combat checks targeting them by one.

**Supreme:** While active, this ability makes your character immune to all damage; reduce all damage the character suffers to 0.

## INFAMOUS DUELIST

Even in the heat of battle at a massive scale, this character somehow manages to ignore the chaos around them to focus on an individual enemy target. The character has become a master at this. When they focus on a target, all else seems to disappear around them as they stalk their prey. In turn, as the character begins to attack, their target is forced to focus all of its attention on staying alive through the coming onslaught. As they fight, they weave through the battlefield, ignored by all others as they are locked in a duel to the end.

**Base:** The character may activate Infamous Duelist to challenge another character currently in battle. For two rounds, the two characters are locked in a duel. For the duration of the duel, the two can only make attacks targeting each other, and no other characters may target the two duelists with attacks.

**Improved:** While this ability is active, your character upgrades one **◆** when attacking the target you are dueling against.

**Supreme:** While this ability is active, upgrade the difficulty of all incoming attacks once.

## INFLUENTIAL

Your character is an unparalleled orator, impossibly charming, or even possessed of a supernatural ability to influence others. Whether through lying, impassioned speeches, moving poetry recitations, or any number of methods, your character gets people to do what they want.

**Base:** While this ability is active, when your character uses a social skill to inflict strain during a social encounter (see page 118 of the Genesys Core Rulebook), they inflict additional strain equal to their characteristic linked to the skill. If the social encounter is resolved with a single skill check, your character instead adds a number of **★** equal to their characteristic linked to the skill.

**Improved:** While this ability is active, your character only needs to spend **▲▲** to trigger a “critical remark” (see the sidebar on page 123 of the Genesys Core Rulebook) and inflict 5 strain on the target. Your character can inflict multiple critical remarks with a single check.

**Supreme:** While this ability is active during a social encounter, your character also reduces any strain they suffer by an amount equal to their Presence or their ranks in Cool (whichever is higher). This reduction applies to skill checks, talents, and abilities that inflict strain, but it applies only during a social encounter and does not apply to strain your character suffers voluntarily.

## INNOVATING GENIUS

In this new frontier of technology, this character has learned to push the limits of what many see as impossible. Engineers, botanists, and others need to be on the cutting edge to stay relevant. This character is able to whip up functional products, devices, or consumables out of just the parts and resources laying around.

**Base:** The character may make a Daunting (**◆◆◆◆**) Mechanics check. If they succeeds, the character immediately uses available inventory in their immediate vicinity to create an item that serves nearly any intended function. The item functions until the end of the encounter, at which point it falls apart or is used up. The exact nature of the item, as well as the end results, must be approved by the GM based on common sense and the ongoing story.

**Improved:** The character's item lasts until the end of the session.

**Supreme:** The character may use another skill, such as Skulduggery or Survival to conjure up an item using relevant materials found around them.

## INSIGHTFUL REVELATION

Many adventurers may scoff at the highly educated individual, mocking him as an ivory tower academic with no experience in the real world. What most people don't realize is just how effective the academic can be when they applies their formidable intellect and lengthy education to the task at hand. When confronted with an impossible quandary, the character can use their vast store of knowledge to analyze the problem and arrive at a solution nobody else could have even conceived.

**Base:** Once per session, the character may spend 2 Story Points to perform the Insightful Revelation action. If they does so, they makes a Hard (**◆◆◆**) Knowledge (Lore) check. If they succeeds, they learns some valuable information that they did not previously possess. What they learns is up to the GM, but it must be valuable to the player in overcoming their immediate encounter or situation, and the information cannot be obtained by any other means.

**Improved:** The character may spend **☉** generated on a successful Insightful Revelation check to gain one additional piece of actionable information.

**Supreme:** When making the Insightful Revelation action, the character may replace Knowledge (Lore) with any other Knowledge skill.

## MENTAL COMPASS

Journeying the endless terrain of the world leads explorers to master many different talents, not the least of which is the uncanny ability to know where to go no matter where they are on the planet. This character is able to ascertain their position in the world simply by staring at the night sky, or identifying a particular geographic feature.

**Base:** The character may make a Hard (**◆◆◆**) Knowledge (Geography) check. If they succeeds, the character can pinpoint their exact location without a map or other guide, discover a lost location, or identify a safe and quick path through any terrain. The exact nature of what the character is trying to accomplish, as well as the end results, must be approved by the GM.

**Improved:** Mental Compass may be activated with the Geography or Survival skills.

**Supreme:** The character may recall any location they have formerly visited with perfect clarity and know the most effective route.

## MIRACULOUS RECOVERY

Your character's injuries often turn out to be not as bad as they look, or perhaps your character actually heals physical wounds so rapidly as to defy explanation. In any case, they have a tendency to walk away from bloody fights with nothing more than scratches.

**Base:** When your character activates this ability, and at the beginning of their turn each round while it remains active, your character heals 3 wounds.

**Improved:** When you activate this ability, your character heals all current wounds they are suffering.

**Supreme:** When you activate this ability, your character heals one Critical Injury they are suffering.

## PARAGON

When it comes to a particular skill, your character is simply the best. Whether their abilities really are supernatural (or just seem that way), your character always achieves the check they want when it really counts. More importantly, even when things could go disastrously wrong, they never do.

**Base:** When you select this primary ability effect, choose one skill. While this ability is active, after rolling the dice for a check using that skill but before resolving the results, you may remove ♦ of your choice from the pool. (Ignore the symbols shown on that die when resolving the check.)

**Improved:** While this ability is active, you may remove ■ of your choice from the results of checks using your chosen skill.

**Supreme:** While this ability is active, you may remove ● instead of ♦ from the results of checks you make using the chosen skill.

## PIECE OF CAKE!

A combination of education and hard-earned life experiences have made the character a more capable individual than they appear. When the time is right, they can put their vast experience to good use, making challenging things look easy, and the impossible merely breaking a sweat.

**Base:** Once per session as a maneuver, the character may spend 2 Story Points to reduce the difficulty of all career skill checks they makes by one, to a minimum of Easy.

**Improved:** Once per session, once the character has activated Piece of Cake!, they may also use it to reduce the difficulty of one non-career skill check they makes. This follows the same rules as using the Base ability to reduce the difficulty of career skills.

**Supreme:** Once per session, once the character has activated Piece of Cake!, they may invoke it to reroll the skill check for any career skill check they makes.

## SIGNATURE WEAPON

Some heroes (and their reputations) are inseparable from their chosen weapon. These weapons are often just as famous as the heroes who wield them. Your character's signature weapon may be magically imbued or it could instead simply be a well-crafted weapon that your character wields effortlessly. The full capabilities of such a singular weapon, particularly one of magic or unknown provenance, sometimes only become apparent in the crucible of battle, in moments of true hardship and heroism.

**Base:** Your character has a signature weapon, which is chosen from Table: Signature Weapons which can be of Dwarven, Elven, Gnomish, or Steel craftsmanship (see page 133). You and the GM should work together to determine what form the weapon takes and how it came to your character's possession. The appearance of the weapon may affect its profile at your GM's discretion, but it will dictate what attachments are available. (For instance, if you describe your Signature Weapon as a halberd, you can't add the weighted head attachment.)

### TABLE: SIGNATURE WEAPONS

NAME	SKILL	DAMAGE	CRIT	RANGE	ENCUM	HP	SPECIAL
Brawl Weapon	Brawl	+2	4	Engaged	1	2	Disorient 3, Superior
Melee (Light) Weapon	Melee (Light)	+3	3	Engaged	1	2	Superior
Melee (Heavy) Weapon	Melee (Heavy)	+5	3	Engaged	3	2	Knockdown, Superior
Ranged Weapon	Ranged	8	3	Long	2	2	Superior

In addition, choose one attachment that the signature weapon does not possess. When you activate this ability, your signature weapon gains the effects of that attachment while the ability remains active (this does not have a cost or require any hard points). Other attachments can be added to the signature weapon in the standard way.

**Improved:** If your character's signature weapon is ever lost or destroyed, it either finds its way back to your character against all odds, or your character obtains a new signature weapon. Work with the GM to decide how this happens, based on the ongoing story. Your character should obtain their new weapon (or reacquire it) at the start of the next session, if not sooner. Conversely, your character can never possess more than one signature weapon at a time. If this ever occurs (as a result of finding a lost signature weapon after obtaining a replacement, for instance), work with the GM to remove all but one signature weapon from your character's possession in a suitably dramatic fashion.

**Improved:** Your character's signature weapon gains either the Reinforced quality or can be revealed to actually be of Masterworked craftsmanship and thus gain that benefit instead of its previous craftsmanship.

**Supreme:** Your character's signature weapon gains 2 hard points and an attachment of your choice of rarity 10 or less at no cost (subject to the limits of its new total hard points).

## SIXTH SENSE

Your character possesses a rare, maybe even unique, capacity to perceive that goes beyond the five senses that limit most mortals. They might be able to understand the language of animals, sense the thoughts of others, or even communicate with the spirits of the recently dead.

**Base:** When you choose this Signature ability, you and the GM decide what type of entity your character's extrasensory perception applies to, such as animals, the dead, others' minds, and so on. While this ability is active, your character can communicate in a limited fashion with this type of entity, receiving emotions and vague impressions. In addition, when you activate this ability, your character uses this method of communication to automatically gain one important piece of information relevant to the current encounter.

**Improved:** While this ability is active, your character can understand and exchange simple ideas through their unusual method of perception and communication. In addition, they automatically gain another important piece of information that is relevant to the current session.

**Supreme:** While this ability is active, your character can engage in complex conversations through their unusual method of perception and communication; it is just as effective and efficient as ordinary speech, if not better. In addition, they automatically gain another important piece of information that is relevant to the adventure or campaign.

### UNBOWED

Your character can fight on despite having the most horrendous injuries. It might be sheer willpower that lets them accomplish this feat, or perhaps they are something more than mortal. In any case, even the most grievous wounds do not slow them down in the heat of battle.

**Base:** When you activate this Signature ability, choose one Critical Injury your character is suffering (except for “dead”). As long as this ability is active, do not suffer any effects of that Critical Injury, including adding +10 to further rolls on the Critical Injury Result table. You can also activate this Signature ability as an out-of-turn incidental when your character suffers a Critical Injury.

**Improved:** While this ability is active, your character does not suffer the effects of any Critical Injuries they are suffering (except for the “dead” Critical Injury).

**Supreme:** While this ability is active, your character also ignores the effects of the “dead” result. They still die when the ability ends, unless the Critical Injury is somehow removed first.

### UNLEASH

When pushed to the breaking point—or maybe just when they want to show off—your character unleashes their full abilities, laying low any who oppose them. This might be achieved in a flurry of blows as your character lays about with weapon strikes, or in a sudden surge of magical energy that blasts away whatever monsters and foes stand too close. This effect could even represent your character calling down the wrath of a deity or other supernatural being.

**Base:** While this ability is active, your character may perform a maneuver once per round on their turn to immediately defeat one minion group within short range.

**Improved:** While this ability is active, your character may instead perform an incidental once per round on their turn to immediately defeat one minion group within short range. (This replaces the base effect.)

**Supreme:** When you activate this ability, your character immediately defeats all minions within short range.

### UNMATCHED HEROISM

The act of sheltering allies is frequently a literal one for Adventurers. This signature ability allows Adventurers to intercept attacks meant for friends, taking mighty strikes in their allies' place. Since Adventurers often have means of mitigating incoming attacks, from deft sword skills to resilient armor to Magic-enhanced toughness, they can often resist strikes that would incapacitate or even slay their comrades. Some Adventurers can even capitalize on being hit, launching counterstrikes or otherwise smiting foes who strike at them. Armed with this signature ability, an Adventurer can safeguard a whole party against numerous foes for several rounds.

**Base:** Once per game session, as an out of turn incidental, your character may spend 2 Story Points. For the duration of the ability, whenever an ally within short range is targeted by a successful combat check, the character may suffer 2 Strain to move to engaged range of that ally and become the target of the combat check instead.

**Improved:** Reduce the strain cost to become the target of an attack with Unmatched Heroism by 1.

**Supreme:** Reduce the strain cost to become the target of an attack with Unmatched Heroism by 1, also increase the range you can affect allies to Medium range.

### UNMATCHED INSIGHT

To this character, people are their business—and business is booming. This character has developed the astounding ability to read others with only a moment's glance, discerning precisely what to say next in order to undermine their plans or convince them to see things from the player's perspective.

**Base:** The character may activate this ability to instantly gain information about two of the target character's four motivations. The information gained in this way should include, at the very least, something relevant to the character's current predicament.

**Improved:** Once Unmatched Insight has been activated, the character may upgrade once any social skill check made if it is relevant to the information learned.

**Supreme:** When trigger Unmatched Insight, the character learns every facet of the target's motivations.

### UNMATCHED MOBILITY

Agile and talented, your character often survives and thrives among the dangers of the world through the use of speed and mobility. A seasoned adventurer can focus under pressure, using adrenaline and training to move around and complete tasks faster than those around him. Some use this ability to evade danger, keeping themselves out of harm's way. Others use it to gain an edge against their foes, outmaneuvering them in battle.

**Base:** Once per session as an incidental, spend 2 story points to increase the number of maneuvers she is allowed per turn to three for the next 2 rounds. This third maneuver may be gained by the same means as a second maneuver.

**Improved:** While Unmatched Mobility is active, the character gains two additional free maneuvers on his turn. This does not increase the maximum number of maneuvers the character may perform per turn (three with the ability active).

**Supreme:** While this ability is active, all combat checks targeting the character are upgraded in difficulty twice.

# SIGNATURE ABILITY UPGRADES

As your character grows in experience, they gain ability points to spend on upgrades for their Signature Abilities. Obviously, upgrades improve the ability, but more importantly, they help to differentiate it. Even if two player characters have similar primary ability effects for their Signature Abilities, different choices of upgrades allow the players to diverge in purpose and story.

Your character receives ability points based on the XP they gain through play. Every time your character's XP total increases by 50, they gain one ability point to spend. Your character does not gain ability points based on their starting XP determined by their species, but if you are creating a character with additional XP (see the Tiers of Play), your character does gain an ability point for each additional 50 XP.

When your character gains ability points, you decide how to spend them. Each upgrade includes a cost, and spending the required ability points on an upgrade permanently adds the benefit of that upgrade to your Signature Ability. Some upgrades have a cumulative effect if you purchase it multiple times.

The upgrades listed here are not exhaustive, and are meant to be examples of what a player can achieve through the structure of the Signature Ability. In truth, nearly all aspects of a ability can be gradually improved upon.

## DURATION

Your character's Signature Ability effect lasts for one additional turn for each purchase of Duration.

Cost: 1 Ability Point

## FREQUENCY

Your character can activate their Signature Ability one additional time per session for each purchase of Frequency.

Cost: 2 Ability Points

## IMPROVEMENT

The first time you purchase this upgrade, it costs one ability point and your character's primary ability gains the Improved effect. You may purchase this upgrade a second time for two ability points to gain the Supreme effect.

# SECONDARY EFFECTS

Add a secondary effect to your character's Signature Ability. When you purchase this upgrade, select a secondary effect from the following list (or make one of your own). You may purchase this upgrade a second time to choose a different effect, for a maximum total of two secondary effects. As with the primary ability effect, you should work with the GM to come up with an exciting narrative explanation for each effect.

Even if the primary effect is instantaneous, the duration of the Signature Ability still matters for many secondary effects. Remember, a ability lasts until the end of your character's turn, or longer if you have upgraded it.

Cost: 1 Ability Point

## DEVASTATING

While the ability is active, your character adds +2 damage to one hit of each of their attacks.

## DIMINISH

While the ability is active, enemies within short range add ■ to their skill checks.

## DRAIN

When your character activates their Signature Ability and at the beginning of each of their turns it remains active, enemies within short range suffer 2 strain.

## EMPOWERED

While the ability is active, your character adds ■ to their skill checks.

## EMPOWER ALLIES

Allies within short range add ■ to their skill checks while the ability is active.

## REJUVENATION

When your character activates their Signature Ability, and at the beginning of each turn it remains active, your character heals 2 strain.

## REJUVENATE ALLIES

When your character activates their Signature Ability, and at the beginning of each turn it remains active, all allies within short range heal 2 strain.

## RENEWAL

When your character activates the ability, you may choose to generate a new PC Initiative slot. You may choose to use Cool or Vigilance for this roll. The new result remains for the duration of the encounter. The new Initiative slot is immediately available for use, but it does not allow any PC to take an extra turn during a round.

## STORY

Your character only needs to spend one Story Point to activate their Signature Ability.

# SIGNATURE ABILITY ORIGINS

Your character's Signature Ability is an important part of who they are, so you'll want to decide how they came by such an impressive ability. It's likely that during this process you've already thought about the explanation of your character's ability and how they first discovered or developed it, in which case you should discuss your ideas with the GM and make sure you both agree on what it means for your adventure and campaign.

## EXAMPLE: UNLEASHED

Jayda is ready to choose a Signature Ability for her character, a Warrior of humble birth named Aidira. Aidira desires to be a knight, even though she was born a commoner.

Jayda hasn't quite decided yet how Aidira became such a skilled swordswoman, considering her origin, but she decides on the Unleashed primary effect to represent Aidira's ability to swiftly best most foes in battle.

She rolls a 9 for the ability's origin, obtaining a result of Magical Exposure. Based on this, Jayda decides that Aidira first took up a sword to defend her family from a dark wizard, and was struck by a discharge of magical energy at the same moment she dealt a fatal blow to the wizard. Ever since, in times of similar desperation and bravery, Aidira has exhibited heightened reflexes and preternatural skill with a weapon.

Now, Jayda has her character's Signature Ability and the answer to her questions about Aidira's background, and decides to call her Signature Ability "Echoed Power."

### EXAMPLE: CONNECTED

Brandon is creating his character, a Wanderer Gnome named Tarfel Banderbloom, for a new campaign. His character concept is that of a charming storyteller and all-around rogue, so he chose the Rogue career.

Brandon is now on step 4 of character creation and has already spent his starting XP, so he's ready to choose his Signature Ability.

He decides the Connected primary effect is a good fit for the character—Tarfel knows lots of people and is well liked, so at least a few people are bound to owe him favors (possibly for less-than-legal reasons). He rolls on the Ability Origins table and gets a 1, and the In Your Blood origin. This fits with the concept, so Brandon decides the Signature Ability represents the natural results of Tarfel's inherited charm and his family's illicit pursuits.

He's not sure what to call the ability, so he thinks about upgrades he might purchase in the future. He likes the idea of the Empower Allies secondary effect, which could represent Tarfel's ability to inspire his allies with his antics, and he calls his ability "Life of the Party."

### EXAMPLE: INFAMOUS DUELIST

Tonya is ready to choose a Signature Technique for her character, a dashing swordsman of noble birth named Kentaro. Kentaro desires to be world renown, even though he's already nobility. Tonya has been playing with Kentaro for several sessions now and has really grown into the idea of a master swordsman wandering the countryside looking for fights to show off his skills, so she decides to go with the Infamous Duelist template outlined above to reflect Kentaro's lust for combat. Knowing her origin well, she does not roll and decides to choose Driven as her origin for her ability.

Seeing everything already perfectly in-line with her character concept, Tonya decides to call the ability "Wander and Lust".

## TABLE: ABILITY ORIGINS

D10 ROLL	ORIGIN
1	In Your Blood: Heroism runs in the character's family. Perhaps their ancestor was a mighty hero or powerful mage, or the blood of a magical creature runs in their veins.
2	Chosen One: The character has been chosen for a great destiny. They might be blissfully unaware of this, but sooner or later, others will take an interest. There is likely a prophecy involved.
3	Artifact of Power: The character's Signature Ability doesn't come naturally, but from an enchanted object in the character's possession. Whether the object was a chance find, a gift, or an inheritance, the character's life changed forever when they obtained this item.
4	Favored by Unseen Forces: The character is watched over and protected by powerful supernatural forces. These might be spirits, the character's deity, or even demons of the Ynfernaël.
5	Driven: The character's Signature Ability is a manifestation of their powerful drive to excel and succeed. This drive could stem from a sense of duty, a sacred oath, or even an obsession with vengeance.
6	Life-Changing Experience: The character's ability is the result of a singular experience that changed their life. Perhaps a great hero saved them from monsters, or the character stumbled upon a powerful source of magic.
7	Blessed/Cursed: The character's ability is the result of a blessing or a curse. Perhaps the character hopes to find a way to lift the curse, or must abide by a code of behavior in order to retain the benefits of their blessing.
8	Peerless Training: The character's Signature Ability is the result of long hours of intensive and unique training. The character's teacher might have been a legendary master in their field, a mysterious stranger, or even a supernatural entity.
9	Magical Exposure: The character's Signature Ability developed as a result of exposure to uncontrolled magical energies. Perhaps they were a witness to a duel between wizards, or they stumbled upon a natural source of magic or a powerful artifact in a hidden location.
0	Roll again, ignoring duplicates of this result, and apply both origins.



# TALENTS

This section contains all talents used in the Forgotten Realms setting. Player characters are often distinguished by their special abilities. Where a minor character might surrender to overwhelming odds, a hero is expected to dramatically defeat their foe and triumph. Talents provide a game mechanic for a character to perform tasks with beyond-average flair and ability. These generally represent specialized techniques or tricks that a character has mastered—typically through intense practice and study.

Talents are linked to a character's identity, specifically their identity as represented by their career. A character is likely to be more successful when engaged in actions for which they has both a skill and a talent appropriate for the situation.

Talents have more narrow applications than skills, generally. If your character wants to climb a wall, they use the Athletics skills. Talents, on the other hand, modify how a character uses that skill (such as rerolling a failed Athletics skill check when attempting to climb that wall). Talents may also modify some of your character's other attributes (such as increasing their wound threshold), or perform actions normally not allowed by the rules (such as ignoring Critical Injuries).

Players gain most of their techniques and traits by spending their experience points to acquire them. Each talent has an experience point cost based on how powerful the talent is.

Specializations confer a discount on certain talents, which are described in the section before. This discount is 5 XP, to a minimum of 5 XP.

## TIER 1

### ADVENTURERS KNOWS BEST

Tier: 1

Activation: Passive

When opposed by monsters or in ruins or a dungeon, your character may use Knowledge (Adventuring) instead of Cool or Vigilance to determine initiative.

### ALL EYES ON ME

Tier: 1, Ranked

Activation: Active (Action)

Your character may perform the All Eyes On Me action against a target within, making an opposed Charm or Deception check. If the check is successful, while the target is engaged in conversation with your character they add  $\times\times$  to Perception or Vigilance checks made to detect the actions of an ally within Short Range.  $\heartsuit\heartsuit$  may be spent to affect an additional target.

The range of this talent increases by one band per rank of All Eyes On Me beyond the first.

### ALL OUT ATTACK

Tier: 1, Ranked

Activation: Active (Incidental)

When making a melee combat check, you may add a number of  $\blacksquare$  to the check up to your ranks in All Out Attack. Until the beginning of your next turn, adversaries add an equal number of  $\blacksquare$  when making an attack against you.

### APOTHECARY

Tier: 1, Ranked

Activation: Passive

When a patient under your character's care heals wounds from natural rest, they heal additional wounds equal to twice your character's ranks in Apothecary.

### BLACK MARKET CONTACTS

Tier: 1, Ranked

Activation: Active (Incidental)

When purchasing illegal goods, your character may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 25 percent of base cost per reduction.

### BOUGHT INFO

Tier: 1

Activation: Active (Incidental)

When making any Knowledge skill check, your character can instead use this talent to spend an amount of currency equal to 100 times the difficulty of the check and automatically succeed on the Knowledge check with one uncanceled  $\star$  (instead of rolling). At your GM's discretion, your character may not be able to use Bought Info if the information is particularly sensitive or difficult to find, or buying it doesn't make narrative sense. The GM will tell you how long it takes to find an expert for sale.

### BRACE

Tier: 1, Ranked

Activation: Active (Maneuver)

As a maneuver, your character may Brace themselves. They remove  $\blacksquare$  per rank of Brace from the next skill check based on changing conditions, inclement weather, unstable surfaces, zero gravity, heavy gravity, or other disruptive physical obstacles that would make a skill check more difficult.

### BULLRUSH

Tier: 1

Activation: Active (Incidental)

When your character makes a Brawl or Melee combat check after using a maneuver to engage a target, you may spend  $\heartsuit\heartsuit\heartsuit$  or  $\clubsuit$  to use this talent or to knock the target prone and move them up to one range band way from your character.

### CATFALL

Tier: 1, Ranked

Activation: Passive

When rolling Athletics or Coordination to reduce damage from falling, your character adds ■. In addition, reduce damage and strain suffered from a fall by 1 per rank of Catfall.

### CHALLENGE!

Tier: 1, Ranked

Activation: Active (Maneuver)

Once per encounter, your character may use this talent to choose a number of adversaries within short range no greater than your character's ranks in Challenge (a minion group counts as a single adversary for this purpose). Until the encounter ends or your character is incapacitated, these adversaries add ■ to combat checks targeting your character and ■■ to combat checks targeting other characters.

### CLEVER RETORT

Tier: 1

Activation: Active (Incidental, Out of Turn)

Once per encounter, your character may use this talent to add an automatic 🎲🎲 to another character's social skill check.

### CLOSE COMBATANT

Tier: 1

Activation: Active (Incidental)

When you purchase this talent, your character gains Brawl, Melee (Light), or Melee (Heavy) as a career skill. In addition, once per session your character may use this talent to remove ■ from a melee combat check they make.

### COMPONENT CASTING

Tier: 1

Activation: Active (Incidental)

*Your character must have 1 rank in a magic skill to benefit from this talent.*

When your character casts a spell, they may use this talent to consume a physical item and add ■ to the check. The item does not have to be expensive or rare but it does have to be thematically appropriate for the spell, available to your character, and subject to your GM approval. Some examples include a match or bit of sulfur for an Attack spell with the Burn quality, a piece of glass for a Predict spell, or a scrap of bandage for a Heal spell.

### DANGEROUS CASTING

Tier: 1, Ranked

Activation: Active (Incidental)

If your character has at least one rank in a magic skill, you may use this talent to reduce the difficulty of casting a spell by a number of ◆, up to their ranks Dangerous Casting, to a minimum of Easy (◆). For each level of difficulty reduced in this manner, upgrade the difficulty of the check once.

### DARK INSIGHT

Tier: 1

Activation: Active (Incidental)

*Your character must have 1 rank in Knowledge (Forbidden) to benefit from this talent.*

When your character takes this talent choose a magic skill they have as a career skill. When you cast a spell with that skill that adds a quality to your character's spell with a rating determined by your character's ranks in the appropriate skill, your character may use their ranks in Knowledge (Forbidden) instead.

### DEEP POCKETS

Tier: 1

Activation: Active (Maneuver)

Once per session, your character may use this talent to produce a small but narratively useful item from their pockets, backpack, or similar receptacle (it turns out the item had been there the whole time).

Your GM has final say as to what items can be produced with Deep Pockets, but generally it them should cost less than 100 credits and have an encumbrance of 0 or 1.

### DEFLECT SPELL

Tier: 1, Ranked

Activation: Active (Incidental, Out of Turn)

If your character has two ranks in a magic skill when they suffer a hit from a magic-skill based combat check, after damage is calculated but before soak is applied (so immediately after Step 3 of Perform a Combat check, Core Rules page 102), your character may suffer 3 strain to use this talent to reduce the damage of the hit by two plus their ranks in Deflect Spell. This talent can only be used once per hit.

### DESPERATE RECOVERY

Tier: 1

Activation: Passive

Before your character heals strain at the end of an encounter, if their strain is more than half of their strain threshold, they heal two additional strain.

### DUELIST

Tier: 1

Activation: Passive

Your character adds ■ to their melee combat checks while engaged with a single opponent. Your characters adds ■ to their melee combat checks while engaged with three or more opponents.

### DUNGEONEER

Tier: 1, Ranked

Activation: Passive

After your character makes a Perception, Survival, or Vigilance check to notice, identify, or avoid a threat in a cavern, subterranean ruin, or similar location, your character cancels a number of uncancelled 🎲 no greater than your character's ranks in Dungeoneer.

### DURABLE

Tier: 1, Ranked

Activation: Passive

Your character reduces any Critical Injury result they suffer by 10 per rank of Durable, to a minimum of 01.

### ELEMENTALIST

Tier: 1

Activation: Passive

*Your character must have 1 ranks in a magic skill to benefit from this talent.*

When your character purchases this talent, choose one of the following elements:

- Acid/Fire (Lasting)
- Cold/Water (Hindering)
- Earth (Impact)
- Electricity/Air (Bombard)

Attack spells cast by your character add the Elemental quality with that element associated with the quality. However, they may not add the Elemental spell effect to a spell they cast. In addition, Whenever your character casts an Attack spell, they may always add the chosen effect to the spell without increasing the difficulty. However, they may never add any of the other three effects to a spell they cast.

### ENSORCELLED

Tier: 1

Activation: Passive

*Your character must have 1 rank in a magic skill to benefit from this talent.*

Once per encounter, they may use this talent to add **A** to the result of their next social skill check.

Additionally, this has a passive narrative effect; your character's appearance is subtly enhanced by their magic. others do not note it as supernatural but maybe slightly put off. what form this takes is up to you, with GM approval, but it should be based upon the magic skill your character has access to and their backstory. For example, a character with the Primal skill may be surrounded by the scent of fresh pine or their voice may have an intimidating growl.

### EXTRA AMMO

Tier: 1

Activation: Passive

Your character cannot run out of ammo due to a **⊗**. Items with the Limited Ammo quality run out of ammo per usual.

### FEARSOME

Tier: 1, Ranked

Activation: Passive

When an opponent becomes engaged with your character during a combat encounter, the opponent must make a fear check (see page 243 of the Genesys Core Rulebook). The difficulty of the fear check is equal to your character's ranks in Fearsome. At the GM's discretion, some adversaries may be immune to this talent.

### FINESSE

Tier: 1

Activation: Active (Incidental)

When making a Brawl or Melee (Light) check, your character may use Agility instead of Brawn. The damage of your Brawl or Melee attacks is still tied to Brawn.

### FORAGER

Tier: 1

Activation: Passive

Your character removes up to **■** from any skill checks they make to find food, water, or shelter. Checks to forage or search the area that your character makes take half the time they would normally.

### FORMER SCHOLAR

Tier: 1

Activation: Passive

When you take this talent, your character gains one Knowledge skill (of your choice) as a career skill. In addition, once per session your character may collect a small favor from a member of an institute of higher learning, even if they do not owe your character a favor.

### GRIT

Tier: 1, Ranked

Activation: Passive

Each rank of Grit increases your character's strain threshold by one.

### HAMSTRING SHOT

Tier: 1

Activation: Active (Action)

Once per round, your character may use this talent to perform a ranged combat check against one non-vehicle target within range of the weapon used. If the check is successful, halve the damage inflicted by the attack (before reducing damage by the target's soak). The target is immobilized until the end of its next turn.

### HARD HEADED

Tier: 1, Ranked

Activation: Active (Action)

On any turn in which the character is staggered or disoriented, they may perform the Hard Headed action (this action may be specifically performed even though they are normally barred from performing actions when staggered). They make a Daunting (◆◆◆◆) Discipline check. If they succeed, they are no longer staggered or disoriented. The difficulty of this check decreases by one per additional rank of Hard Headed, to a minimum of Easy(◆).

### HIDDEN STORAGE

Tier: 1, Ranked

Activation: Passive

Any large equipment, vehicle or other vessel that the character owns has one or more hidden compartments for smuggling appropriately-sized gear. The number of compartments is up to the player, but cannot be enough to hold a total encumbrance value of items more than the character's ranks in Hidden Storage. The size of the compartments is proportional to the size of the vessel or storage unit in question. Any checks to detect these compartments have a Formidable (◆◆◆◆◆) difficulty.

### JUMP UP

Tier: 1

Activation: Active (Incidental)

Once per round during your character's turn, your character may use this talent to stand from a prone or seated position as an incidental.

### KNACK FOR IT

Tier: 1, Ranked

Activation: Passive

When you purchase this talent for your character, select one skill. Your character removes ■■ from any checks they make using this skill. Each additional time you purchase this talent for your character, select two additional skills. Your character also removes ■■ from any checks they make using these skills. You cannot select combat or magic skills when choosing skills for this talent.

### KNOCKOUT PUNCH

Tier: 1

Activation: Passive

Your character adds the Stun quality to their unarmed Brawl combat checks with a rating equal to two plus your character's ranks in Coordination (this does not stack with other instances of the Stun quality).

### KNOW SOMEBODY

Tier: 1, Ranked

Activation: Active (Incidental)

Once per session, when attempting to purchase a legally available item, your character may use this talent to reduce its rarity by one per rank of Know Somebody.

### LET'S RIDE

Tier: 1

Activation: Active (Incidental)

Once per round during your character's turn, your character can use this talent to mount or dismount from a vehicle or animal, or move from one position in a vehicle to another (such as from the cockpit to a gun turret) as an incidental. In addition, if your character suffers a short-range fall (see Core Rules page 112) from a vehicle or animal, they suffer no damage and land on their feet.

### LIFE ON THE SEAS

Tier: 1

Activation: Passive

Operating and Perception become career skills for your character.

In addition, the fees for travel by sea and the fees of keeping a ship at harbor are reduced by 50%.

### LIGHTNING DRAW

Tier: 1

Activation: Passive

The first time your character draws a Melee weapon during each encounter increase the base damage of the weapon by 2 until the end of their current turn.

### ONE WITH NATURE

Tier: 1

Activation: Active (Incidental)

When in the wilderness, your character may make a Simple (-) Survival check, instead of Discipline or Cool, to recover strain at the end of an encounter (see Core Rules page 117).

### PAINFUL BLOW

Tier: 1

Activation: Active (Incidental)

When your character makes a combat check, you may voluntarily increase the difficulty by one to use this talent. If the target suffers one or more wounds from the combat check, the target suffers 2 strain each time they perform a maneuver until the end of the encounter.

### PARRY

Tier: 1, Ranked

Activation: Active (Incidental, Out of Turn)

When your character suffers a hit from a melee combat check, after damage is calculated but before soak is applied (so immediately after Step 3 of Perform a Combat check, Core Rules page 102), your character may suffer 3 strain to use this talent to reduce the damage of the hit by two plus their ranks in Parry. This talent can only be used once per hit, and your character needs to be wielding a Melee weapon.

### PRECISION

Tier: 1

Activation: Active (Incidental)

When making a Brawl or Ranged check, your character may use Cunning instead of Brawn and Agility. The damage of your Brawl or Throwing Weapon attacks is still tied to Brawn.

### PROPER UPBRINGING

Tier: 1, Ranked

Activation: Active (Incidental)

When your character makes a social skill check in polite company (as determined by your GM), they may suffer a number of strain to use this talent to add an equal number of  $\blacktriangle$  to the check. The number may not exceed your character's ranks in Proper Upbringing.

### QUICK DRAW

Tier: 1

Activation: Active (Incidental)

Once per round on your character's turn, they may use this talent to draw or holster an easily accessible weapon or item as an incidental. Quick Draw also reduces a weapon's Prepare rating by one, to a minimum of one.

### QUICK STRIKE

Tier: 1, Ranked

Activation: Passive

Your character adds  $\blacksquare$  for each rank of Quick Strike to any combat checks they make against any targets that have not yet taken their turn in the current encounter.

### RAPID REACTION

Tier: 1, Ranked

Activation: Active (Incidental, Out of Turn)

Your character may suffer a number of strain to use this talent to add an equal number of  $\star$  to a Vigilance or Cool check they make to determine Initiative order. The number may not exceed your character's ranks in Rapid Reaction.

### RAPID RECOVERY

Tier: 1, Ranked

Activation: Passive

When rolling to heal strain or wounds after an encounter, heal 1 additional wound or strain per rank of Rapid Recovery.

### SECOND WIND

Tier: 1, Ranked

Activation: Active (Incidental)

Once per encounter, your character may use this talent to heal an amount of strain equal to their ranks in Second Wind.

### SHIELD SLAM

Tier: 1

Activation: Active (Incidental)

When your character uses a shield to attack a minion or rival, you may spend  $\blacktriangle\blacktriangle\blacktriangle$  or  $\otimes$  to stagger the target until the end of the target's next turn.

### SMOOTH TALKER

Tier: 1, Ranked

Activation: Active (Incidental)

When first acquired choose 1 social skill. When making checks with that skill spend  $\otimes$  to gain additional  $\star$  equal to ranks in Smooth Talker.

### SOOTHING TONE

Tier: 1

Activation: Active (Action)

Once per encounter, your character may take a Soothing Tone action. They make an Average ( $\blacklozenge\blacklozenge$ ) Survival check to allow a beast to recover strain equal to  $\star$ .

### SPECIALIST

Tier: 1, Ranked

Activation: Passive

When purchasing this talent choose a General skill and a limited scope of using that skill. For example, using the Skulduggery skill to pickpocket while in a crowd or the Riding skill while evading capture on an animal.

When using the skill in the chosen situation your character adds  $\blacksquare$  per ranks in Specialist.

### STREET FIGHTER

Tier: 1

Activation: Active (Incidental)

When your character disorients or knocks their target prone when making a Brawl combat check, they may use this talent to cause the target to suffer wounds equal to your character's ranks in Skulduggery.

### STREET HABITS

Tier: 1

Activation: Passive

When you purchase this talent, your character gains Streetwise, Stealth, or Survival (your choice) as a career skill.

In addition, once per session while in an urban environment (usually when they aren't being watched closely), your character may freely acquire one small useful item that was not previously documented. The GM has final say as to what items can be acquired with Street Habits, but general the item should cost fewer than 100 gold and have an encumbrance of 0 or 1.

### STREET SMARTS

Tier: 1

Activation: Active (Incidental)

In an urban environment, your character may use Streetwise instead of Cool or Vigilance to determine initiative.

### SUBTLE

Tier: 1

Activation: Active (Incidental)

When your character makes a social skill check, he can spend **A** to convey to one other character a simple message that has nothing to do with what he's actually saying, through gestures, double entendres, etc.

### SURGEON

Tier: 1, Ranked

Activation: Passive

When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.

### SWIFT

Tier: 1

Activation: Passive

Your character does not suffer the penalties for moving through difficult terrain (they move through difficult terrain at normal speed without spending additional maneuvers).

### TAVERN BRAWLER

Tier: 1

Activation: Passive

Your character adds **A** to Brawl checks and combat checks using improvised weapons.

### TORMENT

Tier: 1

Activation: Passive

If their target is disoriented, staggered, or prone, your character may add **B** to social skill checks they make to inflict strain and combat checks.

### TOUGHENED

Tier: 1, Ranked

Activation: Passive

Each rank of Toughened increases your character's wound threshold by two.

### TUMBLE

Tier: 1

Activation: Active (Incidental)

Once per round on your character's turn, they may suffer 2 strain to disengage from all engaged adversaries.

### UNREMARKABLE

Tier: 1, Ranked

Activation: Passive

Other characters add **X** per ranks of Unremarkable to any checks made to find or identify your character in a crowd. The GM may rule this does not apply if you are distinctive because of your species or accoutrements (a Goliath in an all-Elven community, for example, or whilst wearing a distinctive suit of armor in a casual setting).

### WAR VETERAN

Tier: 1

Activation: Active (Incidental)

Your character games Resilience as a career skill. When healing strain after a combat encounter, she may spend **A A** to heal three strain.

### WELL ORGANIZED

Tier: 1, Ranked

Activation: Passive

Your character increase their encumbrance threshold by two per rank of Well Organized.

### WHEEL AND DEAL

Tier: 1, Ranked

Activation: Passive

When selling goods legally, gain 10% more currency per rank of Wheel and Deal.

## TIER 2

### AGGRESSIVE NEGOTIATIONS

Tier: 2

Activation: Active (Maneuver)

If your character is armed, as a maneuver they can conspicuously display their weapon and add **S S** to the results of the next social skill check they make this turn. This may have additional narrative repercussions.

### ANIMAL EXPERTISE

Tier: 2, Ranked

Activation: Passive

Add **B** per rank of Animal Expertise to all checks when interacting with beasts or animals (including combat checks). Add +10 to Critical Injury results against beasts or animals per rank of Animal Expertise.

### ANTHEM

Tier: 2

Activation: Active (Maneuver)

Your character may use this talent and a musical instrument to begin or continue playing an inspiring anthem as a maneuver. While your character is playing the anthem, allies within short range who can hear it add ■ to checks they make.

The anthem and its effects end immediately if your character does not use this talent during their turn. Once the anthem has ended, your character cannot use the talent again for the rest of the encounter.

### BAD COP

Tier: 2, Ranked

Activation: Active (Incidental)

Your character may spend ▲▲ from a Coercion or Deception check to use this talent to upgrade the ability of a single ally's subsequent social skill check a number of times equal to your character's ranks in Bad Cop. The check must target the same character as your character's initial check, and it must take place during the same encounter.

Only one character may affect a check with this talent.

### BERSERK

Tier: 2

Activation: Active (Maneuver)

Once per encounter, your character may use this talent. Until the end of the encounter or until they are incapacitated, your character adds ★▲▲ to all melee combat checks they make. However, opponents add ★ to all combat checks targeting your character. While berserk, your character cannot make ranged combat checks.

At the end of the encounter (or when they are incapacitated), your character suffers 6 strain.

### BLACKMAIL

Tier: 2

Activation: Active (Incidental, Out of Turn)

When an NPC exceeds their strain threshold, you may spend 1 Story Point to convince that NPC to perform a single task of your choice.

### BLOCK

Tier: 2

Activation: Passive

*Your character must have purchased the Parry talent to benefit from this talent.*

While wielding a shield, your character may use the Parry talent to reduce damage from ranged attacks as well as melee attacks targeting your character.

### BLOOD MAGIC

Tier: 2, Ranked

Activation: Active (Incidental)

*Your character must have purchased the Dark Insight talent to benefit from this talent.*

Once per round before your character makes a magic skill check while using Dark Insight, you may use this talent to suffer a number of wounds no greater than your rank in Blood Magic to use this talent. Then, they may add an equal number of ★ to the check. The number cannot exceed your character's ranks in Blood Magic.

### BOWL OVER

Tier: 2

Activation: Passive

When your character makes a melee attack after engaging a target, your weapon gains the Knockdown item quality. If the weapon already has Knockdown, you may activate the quality without spending ▲.

### BRILLIANT CASTING

Tier: 2

Activation: Active (Incidental)

*Your character must have 3 ranks in a magic skill to benefit from this talent.*

When your character casts a spell, you may spend one Story Point to use this talent to add ▲ equal to your character's ranks in appropriate spell modifier skill to the results.

### BULWARK

Tier: 2

Activation: Active (Incidental, Out of Turn)

*Your character must have purchased the Parry talent to benefit from this talent.*

While wielding a weapon with the Defensive quality, your character may use Parry to reduce the damage of an attack targeting an engaged ally.

### BURLY

Tier: 2, Ranked

Activation: Passive

Your character's encumbrance threshold is 10 plus their Brawn, instead of 5 plus their Brawn. Your character reduces the Cumbersome rating of any weapon she carries by their ranks of Burly.

### CALLED SHOT

Tier: 2

Activation: Active (Incidental)

When your character uses the aim maneuver to target a specific item carried by an opponent or a specific part of an opponent, she does not add any ■ to the check as part of performing the maneuver

### CANTRIP

Tier: 2

Activation: Active (Incidental)

*Your character must have at least 2 ranks in a Magic skill to benefit from this talent.*

When your character acquires this talent, pick any one magic action other than Attack. Once per encounter, your character may suffer 2 strain to use the selected action as a maneuver, instead of as an action. Your character may not add any additional effects to the action.

### CAT-LIKE REFLEXES

Tier: 2

Activation: Passive

When your character uses the Vigilance skill for determining initiative  $\blacktriangle$  may be spent to add  $\blacksquare$  to the first skill check of the encounter targeting your character.

This may be done multiple times and the  $\blacktriangle$  is still used to break ties.

### COMMAND

Tier: 2, Ranked

Activation: Passive

Add  $\blacksquare$  per rank of Command when making Leadership checks. Affected targets add  $\blacksquare$  to Discipline checks for the next 24 hours.

### CONFIDENCE

Tier: 2, Ranked

Activation: Passive

Your character may decrease the difficulty of Discipline checks to avoid fear by 1 per rank of Confidence, to a minimum of Easy  $\blacklozenge$ .

### CONGENIAL

Tier: 2, Ranked

Activation: Active (Incidental)

When your character acquires this talent, choose a skill: Charm, Coercion, Deception, or Negotiation. When attempting the chosen skill check, the character may suffer a number of strain to downgrade the difficulty of the check a number of times equal to the strain suffered. When the character is the target of the chosen check, the character may likewise suffer a number of strain to upgrade the difficulty of the check by a similar amount. In either case, the number of strain may not exceed the character's ranks in Congenial.

### COORDINATED ASSAULT

Tier: 2, Ranked

Activation: Active (Maneuver)

Once per turn, your character may use this talent to have a number of allies engaged with your character equal to your ranks in Leadership add  $\blacktriangle$  to all combat checks they make until the end of your character's next turn. The range of this talent increases by one band per rank of Coordinated Assault beyond the first.

### COUNTERATTACK

Tier: 2

Activation: Active (Incidental, Out of Turn)

*Your character must have purchased the Parry (Improved) talent to benefit from this talent.*

When your character uses the Parry (Improved) talent to hit an attacker, they may also activate an item quality of the weapon they used as if they had generated  $\blacktriangle\blacktriangle$  on a combat check using that weapon.

### COUNTEROFFER

Tier: 2

Activation: Active (Action)

Once per session, your character may use this talent to choose one non-Nemesis adversary within medium range and make an opposed Negotiation versus Discipline check. If successful, the target becomes staggered until the end of their next turn. At your GM's discretion, you may spend  $\textcircled{\otimes}$  on this check to have the adversary become an ally until the end of the encounter. However, the duration of this may be shortened or extended depending on whether your GM feels your offer is appealing to the adversary and whether your character follows through on their offer!

### DARING AVIATOR

Tier: 2, Ranked

Activation: Active (Incidental)

Before your character makes a check to control a vehicle, they may add a number of  $\textcircled{\otimes}$  to the results to use this talent to add an equal number of  $\textcircled{\otimes}$ . The number may not exceed your character's ranks in Daring Aviator.

### DAZED

Tier: 2

Activation: Passive

Your character adds the Disorient quality with a rating of 2 to all melee combat checks they make. If they would use a weapon which already has the Disorient quality, add 1 to its rating instead.

### DEFENSIVE STANCE

Tier: 2, Ranked

Activation: Active (Maneuver)

Once per round, your character may suffer a number of strain no greater than their ranks in Defensive Stance to use this talent. Then, until the end of your character's next turn, upgrade the difficulty of all melee combat checks targeting your character a number of times equal to the strain suffered.



### DELAYED CASTING

Tier: 2

Activation: Action

*Your character must have at least two ranks in a Magic skill to purchase this talent.*

When your character casts a spell they may suffer 2 additional strain after casting to have the spell take effect at after a specified trigger such as when the target enters short range or after some number of rounds. The trigger must occur before the end of the encounter or the spell does not take effect, although the strain is still suffered. Spells that require a target must still select a valid target. If the target becomes no longer valid (such as moving out of range) then the spell does not take effect. Spells that require concentration require the concentration maneuver to be perform after the spell takes effect. If you choose for the spell to occur after a number of rounds then it takes effect at the end of your character's turn.

### DIRTY TRICKS

Tier: 2

Activation: Active (Incidental)

After your character inflicts a Critical Injury on an adversary, you may use this talent to upgrade the difficulty of that adversary's next check.

### DISTRACTION

Tier: 2

Activation: Active (Action)

Your character may use this talent to make an Average (◆◆) Coordination, Deception, or Skulduggery check. For each ✨ the check generates, one adversary of your choice within short range becomes disoriented. Your character may spend ♠ from the check to inflict 1 strain on an affected adversary and may spend ⚔ from the check to stagger a minion or rival within short range.

### DUAL WIELDER

Tier: 2

Activation: Active (Maneuver)

Once per round, your character may use this talent to decrease the difficulty of the next combined combat check (see Two-Weapon Combat, on Core Rules page 108) they make during the same turn by one.

### DYNAMIC FIRE

Tier: 2

Activation: Active (Incidental)

When making a ranged attack while engaged with an opponent, the character may suffer 2 strain to reduce the ranged modifier added for being engaged by 1 for the attack.

So, when firing a two-handed Ranged weapon, the character only increases the difficulty by 1 when engaged, and when firing a one-handed Ranged weapon, they don't increase the difficulty at all.

### ENCOURAGING SONG

Tier: 2

Activation: Active (Action)

While equipped with a musical instrument, your character may use this talent to make an Average (◆◆) Charm or Verse check. For each ✨ the check generates, **one** ally within medium range adds ■ to their next skill check. For each ♠, **one** ally benefiting from Encouraging Song heals 1 strain.

### ENSORCELLED (IMPROVED)

Tier: 2

Activation: Passive

*Your character must have purchased the Ensorcelled talent to benefit from this talent.*

If your character has at least two ranks in a magic skill, when using the Ensorcelled talent, they may add ✨ ♠ to their next social skill check (instead of ♠).

After purchasing this talent, your character's appearance is now noticeably changed by their magic. What form this enhancement takes is up to your, with your GM's approval, but it should be based on the magic skill your character possesses as well as the enhancement they originally possessed with the Ensorcelled talent.

### EUREKA!

Tier: 2, Ranked

Activation: Active (Incidental)

When your character makes a check to construct new items or modify existing ones, use this talent to add a number of ■ to the check equal to ranks of Eureka!. In addition, your character may attempt to reconstruct devices that they have heard described but have not seen and do not have any kinds of plans or schematics for.

### EVILSBANE

Tier: 2

Activation: Passive

Your character counts the Critical rating of their weapon as one lower to a minimum of 1 when making an attack targeting an undead adversary.

### EXPLOIT

Tier: 2, Ranked

Activation: Active (Incidental)

When your character makes a combat check with a Ranged or Melee (Light) weapon, they may suffer 2 strain to use this talent to add the Ensnare quality to the attack. The rating of the Ensnare quality is equal to your character's ranks in Exploit.

### FAITH HEALING

Tier: 2, Ranked

Activation: Passive

After making a skill check to cast a Heal spell on a character other than themselves, that character heals one additional wound and strain per each of your character's ranks in Faith Healing.

### FEINT

Tier: 2, Ranked

Activation: Passive

Your character may spend Ⓢ or ▲▲▲ generated by a missed melee attack to upgrade the difficulty of their opponent's next attack targeting your character a number of times equal to their ranks in Feint.

### FLASH OF INSIGHT

Tier: 2

Activation: Passive

When your character generates Ⓢ on a Knowledge skill check, roll ■■ and add the results to the check, in addition to spending the Ⓢ as usual.

### FLAVOR SENSATION

Tier: 2

Activation: Active (Action)

When your character prepares a meal, they may use this talent to make an Average (◆◆) Knowledge (Culture) check. If they succeed, characters who partake in the meal heal strain equal to :s: the check generates and upgrade the ability of the next check they make once. At your GM's discretion, your character may use a different skill appropriate to the situation and your character's preferred methods of cooking

### FLURRY OF STEEL

Tier: 2

Activation: Active (Incidental)

Once per encounter, your character may suffer 2 strain to use this talent. During the next ranged combat check they make this turn, throwing weapons thrown by your character gain the Auto-Fire quality. You do not increase the difficulty of this combat check; instead, your character must have (and use) one throwing weapon per hit triggered.

### FORGOT TO COUNT?

Tier: 2

Activation: Active (Incidental, Out of Turn)

When an opponent makes a ranged combat check, you can spend ⓈⓈ from that check to use this talent to cause their weapon to run out of ammo (see Core Rules page 104), as long as the weapon can normally run out of ammunition.

### GOES TO ELEVEN

Tier: 2, Ranked

Activation: Passive

Your character increases the range of their musical talents by one range band per rank of Goes to Eleven. A musical talent is any talent that requires your character to "use a musical instrument" to activate it. Narratively, you should explain how your character augmented or amplified their instrument.

### GOOD COP

Tier: 2, Ranked

Activation: Active (Incidental)

Your character may spend ▲▲ from a Charm or Negotiation check to use this talent to upgrade the ability of a single ally's subsequent social skill check a number of times equal to your character's ranks in Good Cop. The check must target the same character as your character's initial check, and it must take place during the same encounter.

Only one character may affect a check with this talent.

### GRAPPLE

Tier: 2

Activation: Active (Incidental)

Your character may suffer 2 strain to use this talent. Until the start of your character's next turn, enemies must spend two maneuvers to disengage from your character.

### HEIGHTENED AWARENESS

Tier: 2

Activation: Passive

Your character and allies within short range of your character add ■ to their Perception and Vigilance checks. Allies engaged with your character add ■■ instead.

### HEROIC RECOVERY

Tier: 2

Activation: Active (Incidental)

When your character acquires this talent, choose one characteristic. Once per encounter, you may spend one Story Point to use this talent to have your character heal strain equal to the rating of the chosen characteristic.

### HUNTER'S QUARRY

Tier: 2

Activation: Active (Action)

The character may take the Hunter's Quarry action against an opponent within long range. They make a Hard (◆◆◆) Survival check. If the check succeeds, they upgrade the ability of all attacks made against the target by one until the end of the character's next turn.

### IMPALING STRIKE

Tier: 2

Activation: Active (Incidental)

When your character inflicts a Critical Injury with a melee weapon, until the end of the target's next turn they may use this talent to immobilize the target (in addition to the other effects of the Critical Injury).

### IMPROVISED WEAPON MASTER

Tier: 2

Activation: Passive

This character adds automatic ✨ to all combat checks when using an improvised weapon, and reduces its Crit Rating by 1.

### INSIGHT

Tier: 2

Activation: Action

Once per encounter, may perform an Insight action: Make an Hard (◆◆◆) Knowledge (Lore) check. If successful, add 🎲 to one ally's next skill check during the encounter.

### INSPIRING RHETORIC

Tier: 2

Activation: Active (Action)

Your character may use this talent to make an Average (◆◆) Leadership check. For each ✨ the check generates, **one** ally within short range heals one strain. For each 🗡, **one** ally benefiting from Inspiring Rhetoric heals one additional strain.

### IRON BODY

Tier: 2, Ranked

Activation: Passive

Reduce the critical rating of unarmed attacks by 1 per rank of Iron Body, to a minimum of 1.

### KNOW THE ROPES

Tier: 2

Activation: Passive

Add 🗡 to checks made to escape from restraints equal to ranks in Skullduggery. Spend 🎲 to free all other allies within short range.

### LINGERING SPELL

Tier: 2

Activation: Active (Incidental)

Once per encounter, your character may spend a Story Point to make a Concentration maneuver as an incidental.

### LONGSHOT

Tier: 2, Ranked

Activation: Active (Incidental)

Once per round before making a non-thrown ranged attack, your character may use this talent to increase the maximum range of their ranged weapon up to one range band per rank of Longshot. For each band beyond the normal maximum range of the weapon, upgrade the difficulty of the check by one.

### LOOM

Tier: 2

Activation: Passive

When an ally engaged with the character makes a successful Charm, Deception, or Negotiation check, the character adds 🗡 per rank in Coercion to the ally's check.

### LOOT FIRST

Tier: 2

Activation: Active (Incidental)

Once per session, your character may use this talent to spend any number of 🗡 from a check they make to gain 100 gold for each 🗡 spent this way. You must explain how the check gave your character the opportunity to "find" this money.

### LUCKY STRIKE

Tier: 2

Activation: Active (Incidental)

When your character purchases this talent, choose one characteristic. After your character makes a successful combat check, you may spend one Story Point to use this talent to add damage equal to your character's ranks in that characteristic to one hit of the combat check.

### MAGIC INITIATE

Tier: 2

Activation: Passive

*Your character must have no ranks in a magic skill to purchase this talent.*

Choose one magic skill. That skill is now a career skill for your character. They can only cast one spell using this skill per encounter.

### MAXIMIZE SPELL

Tier: 2, Ranked

Activation: Active (Incidental)

Once per encounter, your character may use this talent to add 🗡 equal to ranks in Maximize Spell to a check to cast a spell. Your character may not purchase more ranks of Maximize Spell than they have ranks in magic skills.

### OVERCHANNEL

Tier: 2, Ranked

Activation: Passive

*Your character must have 3 ranks in a magic skill to benefit from this talent.*

When casting a spell, your character may select a number of additional effect in (◆) up to their ranks in Overchannel. The effect must be limited to single (◆) effects. Your character gains 🎲 per (◆) added in this way to the roll, rather than increasing the difficulty of the check.

### PARKOUR!

Tier: 2

Activation: Active (Incidental)

Once per round, before performing a Move maneuver, the character may suffer 1 strain. If they do so, they may use their Move maneuver to move to any location within short range (even straight up), as long as there is some sort of object to move across or a path to move along.

### PATCH UP

Tier: 2

Activation: Active (Incidental)

When your character fails a check made to heal wounds with a Medicine check, they may instead heal a number of wounds equal to their Intellect. Once before the end of the session, ☒ may be spent from a check the healed character makes to have them suffer a number of wounds equal to your character's Intellect. Your character may only use this talent on a particular target once per game session.

### POISON RESISTANCE

Tier: 2, Ranked

Activation: Passive

*This talent may be purchased at Tier 1 if you are a Dwarf.*

Add ■ per rank of Poison Resistance to all checks to resist or recover from poisons, venoms, or toxins. Reduce duration of ongoing poisons by 1 round per rank of Poison Resistance to a minimum of 1.

### PRECISE AIM

Tier: 2, Ranked

Activation: Active (Incidental)

Once per round on your character's turn, when they perform an Aim maneuver before attempting a combat check, they may suffer a number of strain not exceeding their ranks in Precise Aim. They then decrease the target's defense (ranged and melee) by one per strain suffered for that combat check.

### PREPARED SPELL

Tier: 2

Activation: Active (Action)

Once per session, your character may spend a Story Point make a skill check to cast a spell without suffering strain.

### PROBING QUESTION

Tier: 2

Activation: Passive

If your character inflicts strain on an opponent using a social skill while knowing that opponent's Flaw or Fear motivation, they inflict 3 additional strain.

### PUSH YOUR LUCK

Tier: 2

Activation: Active (Incidental)

Once per encounter, if your character would roll a skill check where the result generates no uncanceled ✨ or ✖, you may suffer 2 strain to add ✨🌀 to the pool.

### QUICK DRAW (IMPROVED)

Tier: 2

Activation: Passive

Your character must have purchased the Quick Draw Talent to benefit from this talent.

You may use Quick Draw twice per round. This also allows you to reduce the Prepare rating by 2 to a minimum of one.

### QUICK FIX

Tier: 2

Activation: Active (Manuever)

You may spend a Story Point to allow your character to use this talent to temporarily repair one damaged item they are engaged with. For a number of rounds equal to your character's ranks in Mechanics, the item may be used without penalty (see page 89 of the Genesys Core Rulebook), even if it is unusable. When the effect ends, the item is damaged one additional step; if it was already suffering from major damage, it is destroyed and cannot be repaired.

### RECKLESS CHARGE

Tier: 2

Activation: Active (Incidental)

After using a maneuver to move engage an adversary, your character may suffer 2 strain to use this talent. They then add ✨🔥🌀🌀 to the results of the next Brawl or Melee combat check they make this turn.

### RESIST DISARM

Tier: 2

Activation: Active (Incidental, Out of Turn)

Suffer 2 strain to avoid being disarmed or having your character's weapon damaged or destroyed.

### RUDE WORDS

Tier: 2

Activation: Active (Action)

Once per encounter, your character can use this talent to make an opposed Deception check against a target within medium range. If successful, the target must attack your character during their next turn.

### SAVANT

Tier: 2, Ranked

Activation: Passive

When you acquire a rank in this talent, choose a general skill. When making a check with that skill, reduce the time required by 25%. This reduction may be applied multiple times, to a limit of 50%. The GM may determine that this talent may not be used with certain skills or activities.

For each rank, select an additional skill.

### SCATHING TIRADE

Tier: 2

Activation: Active (Action)

Your character may use this talent to make an Average (◆◆) Coercion check. For each ✨ the check generates, **one** enemy within short range suffers 1 strain. For each ▲, **one** enemy affected by Scathing Tirade suffers 1 additional strain.

### SECRET TECHNIQUE

Tier: 2

Activation: Passive

When you make a Brawn check, your character uses Willpower instead of Brawn. If they add their Brawn rating into a brawl weapon's base damage, they add their Willpower rating instead.

### SELECTIVE DETONATION

Tier: 2, Ranked

Activation: Active (Incidental)

When using a weapon with the Blast quality spend **A** to exclude 1 target that would be affected by the explosion, up to ranks in Selective Detonation.

### SENSE EMOTIONS

Tier: 2

Activation: Passive

*You must have access to the Mind spell to benefit from this talent.*

If your character has 2 ranks in a magic skill, add **B** to all Charm, Coercion, and Deception checks, as long as you are dealing with a living target.

### SHIELD MASTER

Tier: 2

Activation: Active (Maneuver)

While wielding a shield, your character may suffer 1 strain to take the Shield Master maneuver. Your shield's Defensive and Deflection qualities increase by one each until the end of your next turn.

### SHORTCUT

Tier: 2, Ranked

Activation: Passive

During a chase, add **B** per rank in Shortcut to any checks made to catch or escape an opponent.

### SIDE STEP

Tier: 2, Ranked

Activation: Active (Maneuver)

Once per round, your character may suffer a number of strain no greater than their ranks in Side Step to use this talent. Until the end of your character's next turn, upgrade the difficulty of all ranged combat checks targeting your character a number of times equal to the strain suffered.

### SNEAK ATTACK

Tier: 2

Activation: Passive

When you make a Melee (Light) check, they use Cunning instead of Brawn. If they add their Brawn rating into a weapons base damage, they add their Cunning rating instead.

### SPELL FOCUS

Tier: 2, Ranked

Activation: Passive

When your character acquires this talent, choose one magic action and one additional effect worth **+D** they can use with that action. Whenever they cast that spell they may apply this additional effect to the spell without increasing the difficulty. If the chosen effect can be applied to a spell multiple times, your character may only add the effect once without increasing the difficulty.

Each additional time you purchase this talent for your character, choose a new action and effect combination. You may not choose the same action more than once.

### STRONG ARM

Tier: 2, Ranked

Activation: Passive

When your character uses thrown weapons, they treat the weapon as if it had additional range of one band per rank in Strong Arm, to a maximum of long range.

### STUNNING BLOW

Tier: 2

Activation: Active (Incidental)

When your character makes a melee combat check, they may suffer 2 strain to use this talent to add the Stun quality to the attack. The rating of the Stun quality is equal to your character's Brawn. If their attack would already have the Stun quality, add 2 to its rating instead.

### SUCKER PUNCH

Tier: 2

Activation: Active (Incidental, Out of Turn)

Your character may use this talent to spend **⊗** from a check they make to determine Initiative to make a Brawl combat check against a valid target before the first round of combat begins. If this combat check is successful, your character may activate the Disorient item quality without spending **A**.

### THREATEN

Tier: 2, Ranked

Activation: Active (Incidental, Out of Turn)

After an adversary within short range of your character resolves a combat check that deals damage to one of your character's allies, your character may suffer 3 strain to use this talent to inflict a number of strain on the adversary equal to your character's ranks in Coercion. The range of this talent increases by one band per rank of Threaten beyond the first.

## TIME TO GO

Tier: 2

Activation: Active (Maneuver)

The character may spend 1 Story Point to perform a Move maneuver as an out-of-turn incidental to attempt to move into cover or out of the blast range of a weapon or explosion. This incidental occurs after the character determines they would be hit by the blast, but before damage is applied.

## UNARMED PARRY

Tier: 2

Activation: Passive

*Your character must have purchased the Parry talent to benefit from this talent.*

Your character may perform the Parry incidental while unarmed.

## UNARMED PARRY (IMPROVED)

Tier: 2

Activation: Active (Incidental)

*Your character must have purchased the Unarmed Parry talent to benefit from this talent.*

Your character may use the Parry talent to reduce damage from ranged attacks as well as melee attacks targeting your character while unarmed by suffering 1 strain.

## UNSTOPPABLE

Tier: 2

Activation: Passive

If a Critical Injury roll is 1 or reduced to 1, your character does not receive the critical injury.

## VULGAR DISPLAY

Tier: 2

Activation: Active (Action)

The character uses their voice, instrument, or other showmanship to put on Vulgar Display. Make an Average (◆◆) Coercion or Skulduggery check. For each uncanceled ✨, one enemy within medium range adds ■ to their next skill check. For each uncanceled ♣, one enemy affected by Vulgar Display suffers 1 strain.

## WELL ROUNDED

Tier: 2, Ranked

Activation: Passive

Your character chooses any skill other than a magic skill. They permanently become career skills. If you purchase additional ranks in this talent, your character chooses a number of skills equal your ranks in Well Rounded.

# TIER 3

## AMBUSH

Tier: 3

Activation: Active (Maneuver)

Once per round while benefiting from cover or concealment, the character may make an Ambush maneuver. The character may add damage equal to their ranks in the Stealth skill to one hit of the next successful combat check with a non-vehicle weapon that they make against a target within short range before the end of their turn.

## ANIMAL COMPANION

Tier: 3, Ranked

Activation: Passive

Your character creates a bond with a single animal approved by your GM. This animal must be silhouette 0 (no larger than a mid-sized dog). This could also represent your character creating a magical construct, at your GM's discretion. The bond persists as long as your character chooses, although at your GM's discretion, the bond may also be broken due to abusive treatment or other extenuating circumstances. As long as the bond persists, the animal follows your character, and you dictate the animal's overall behavior (although, since the animal is only bonded with the character, not dominated, it may still perform inconvenient actions such as scratching furniture, consuming rations, and marking territory).

Once per round in structured encounters, your character may spend one maneuver to direct their animal in performing one action and one maneuver during your character's turn. The animal must be within hearing and visual range of your character (generally medium range) to do this. Otherwise, the animal does not contribute to the encounter. The specifics of its behavior are up to you and your GM.

For every additional rank of Animal Companion your character has, increase the allowed silhouette of the companion by one (this may mean your character gets a new companion, or their companion grows in size).

## ANTHEM (IMPROVED)

Tier: 3

Activation: Passive

*Your character must have purchased the Anthem talent to benefit from this talent.*

While your character is playing their anthem, enemies within range of its effect who can hear it add ■ to their checks.

### APPLIED RESEARCH

Tier: 3, Ranked

Activation: Active (Incidental)

Your character may use this talent before making a check to use any knowledge skill and Intellect instead of the skill and characteristic the check would normally require. Your character may use this talent a number of times per session equal to their ranks in Applied Research.

When your character uses this talent, you should explain how their mastery of knowledge lets them accomplish this task. In addition, your GM may rule that a particular knowledge skill makes the most sense in a given situation, and require your character to use that specific knowledge skill.

### ASSASSIN STRIKE

Tier: 3

Activation: Active (Incidental)

After making a successful melee check, may spend a Story Point to disengage from an opponent as an incidental.

### BACK AGAINST THE WALL

Tier: 3

Activation: Passive

When your character's wounds are equal to half of their wound threshold or greater, add ■ to all combat checks they make.

### BACKSTAB

Tier: 3

Activation: Active (Action)

Your character may use this talent to attack an unaware adversary using a Melee (Light) weapon. A Backstab is a melee attack, and follows the normal rules for performing a combat check (see Core Rules page 101), using the character's Skullduggery skill instead of Melee. If the check succeeds, each uncanceled ✨ adds +2 damage (instead of the normal +1).

### BAD HABIT

Tier: 3

Activation: Active (Maneuver)

Your character may use this talent to become disoriented for the remainder of the encounter. At the beginning of each of your character's turns, if they are still disoriented due to this talent, they heal 2 strain.

### BATTLE CASTING

Tier: 3

Activation: Passive

Your character does not add ■ to magic skill checks for wearing heavy armor (armor with +2 soak or higher), using a shield, or not having at least one hand free (see Table III.2–3: Penalties When Casting Spells, on Core Rules page 210).

### BLINDSENSE

Tier: 3, Ranked

Activation: Passive

As long as your character can hear, you may ignore setback imposed by darkness or blindness within short range. Each additional rank of Blindsense increases the range of this talent.

### BLOODHOUND

Tier: 3

Activation: Active (Incidental)

When your character makes a check to follow another character's trail (whether their physical tracks or a trail of information), you may use this talent to add ✨ no greater than your character's ranks in Streetwise or Survival, as appropriate for the environment, to the check results.

### BODY GUARD

Tier: 3, Ranked

Activation: Active (Maneuver)

Once per round, your character may suffer a number of strain no greater than their ranks in Body Guard to use this talent. Choose one ally engaged with your character; until the end of your character's next turn, upgrade the difficulty of all combat checks targeting that ally a number of times equal to the strain suffered.

### BORN IN THE SADDLE

Tier: 3

Activation: Active (Incidental)

Once per encounter, your character may use this talent to add ✨ equal to their ranks in Riding (or other Control skill) to a single check (using any skill) they make while mounted on beast or vehicle.

### BREAKING BREAD

Tier: 3

Activation: Active (Action)

During a social encounter (or in preparation for one), your character may use this talent to make an Average (◆◆) Knowledge (Culture) check to prepare a meal. If they succeed, all characters who share in the meal reduce their strain threshold by two for the duration of the encounter (thereby making them more likely to compromise or agree as described on page 122 of the Genesys Core Rulebook). This effect ends immediately if the social encounter changes to a combat encounter.

### BULLSEYE!

Tier: 3

Activation: Active (Incidental)

Once per round, when your character inflicts a Critical Injury with a severity of Average (◆◆) or higher, or incapacitates a target with their attack, they may use this talent to inflict 3 strain on all adversaries within short range of the target.

### BUTTERFLY TWIRL

Tier: 3

Activation: Active (Maneuver)

When wielding a Spear, Staff, or Halberd, your character may spend a maneuver and suffer 2 strain. Until the start of their next turn, all enemies who end their turn engaged with your character suffer a single hit from that weapon dealing base damage. While this talent is active whenever your character makes an attack with that weapon, they may spend **AA** to inflict a hit on another engaged target, dealing the base damage, plus **★**.

### CAREFUL SPELL

Tier: 3

Activation: Active (Incidental)

*Your character must have at least 3 ranks in a Magic skill to benefit from this talent.*

When you cast an attack spell with the Blast additional effect or the Area spell, you may spend **A** to exclude one target that would normally be affected by the blast or spell, up to a number of targets equal to your character's ranks in the appropriate skill. You may also spend **⊕** to exclude multiple targets, so long as the total amount remains no greater than your character's ranks in the appropriate skill.

### CAVALIER

Tier: 3

Activation: Active (Maneuver)

While riding a mount trained for battle, once per round your character may use this talent to direct the mount to perform an action.

### CENTER OF BEING

Tier: 3, Ranked

Activation: Active (Maneuver)

While wielding a weapon with the Defensive quality, your character may perform a Center of Being maneuver. Until the beginning of your character's next turn, whenever an enemy makes a melee attack targeting them, the critical rating of the enemy's weapon counts as 1 higher per rank of Center of Being.

### CLEVER TRAP

Tier: 3

Activation: Active (Action)

Once per encounter choose a target at short range. Make an opposed Mechanics vs. Vigilance check. If successful, the target is immobilized until the end of your next turn. You must narratively describe how you use this talent.

### COMMANDING PRESENCE

Tier: 3

Activation: Active (Action)

Once per session, the character can take the Commanding Presence action to choose a target minion, minion group, or rival and make a Coercion or Cool check opposed by the target's Discipline. If the check is successful, the target adversary or group removes itself from the encounter for the duration of the encounter. The target will not attack or otherwise engage the PCs, nor perform any hostile or overt action. However, it will defend itself if attacked. Attacking the target ends the effect.

The Commanding Presence action can be used in narrative encounters. The specific details of its effect are at the GM's discretion, but could include commanding a guard to let the PCs pass or causing political opponents to remove themselves from a debate.

### COMRADES IN ARMS

Tier: 3

Activation: Active (Action)

Once per encounter, make a Hard (**◆◆◆**) Discipline check. If successful, your character plus one ally per **★** within medium range gains +1 defense for the remainder of the encounter. Effects end if affected targets move beyond medium range.

### CONFIDENCE (IMPROVED)

Tier: 3

Activation: Passive

*Your character must have purchased the Confidence talent to benefit from this talent.*

May spend **AA** on a fear check to steady the nerves of allies making the same fear check. If the character does so, each ally within short range who makes the fear check adds **★** equal to the character's rank in Confidence.

### CONTINGENCY PLAN

Tier: 3

Activation: Active (Incidental)

Once per session, after you spend a Story Point as part of a check your character makes, if that check was unsuccessful then you may use this talent to move a Story Point from the GM pool to the player pool.

### COUNTERSPELL MASTER

Tier: 3

Activation: Active (Incidental Out of Turn)

Once per encounter, when an adversary you can see within medium range of your character attempts to cast a spell, you may suffer 3 strain to use this talent to use the Counterspell maneuver as an out-of-turn incidental.



### CREATIVE SOLUTION

Tier: 3

Activation: Active (Action)

Once per session, make a Hard (◆◆◆) Alchemy or Mechanics check to craft or produce a chemical concoction or device to help with a current challenge. Before you roll you must narratively describe what you are making and how it can help you overcome the current situation.

### DAREDEVIL

Tier: 3

Activation: Passive

When your character generates ☒ on an Athletics, Coordination, or a check to control a mount or vehicle, roll 🟡 and add the results to the check, in addition to the ☒ being spent as normal.

### DEFENSIVE DUELIST

Tier: 3

Activation: Active (Incidental)

While wielding two Melee (Light) weapons, your character may remove ■ from a melee combat check targeting them and instead add 🔄 to the result.

### DESTRUCTIVE ASSAULT

Tier: 3

Activation: Active (Incidental)

Once per encounter when making an attack with a melee weapon, you may use this talent to suffer 3 strain to increase the weapon's base damage by your Brawn. The weapon immediately suffers one level of damage (see Genesys Core Rulebook, page 89) after the attack is resolved.

### DISSONANCE

Tier: 3

Activation: Active (Action)

While wielding a musical instrument, your character may use this talent to make an Average (◆◆) Charm or Verse check. For each ✨ the check generates, **one** enemy of the player's choosing within medium range suffers 1 wound. For each 🎵, **one** enemy affected by Dissonance suffers 1 additional wound.

### DISTRACTED! (IMPROVED)

Tier: 3

Activation: Passive

*Your character must have purchased the **Distraction!** talent to benefit from this talent.*

Targets affected by **Distraction!** add 🔄🔄 to checks targeting your character and their allies.

### DODGE

Tier: 3, Ranked

Activation: Active (Incidental, Out of Turn)

When your character is targeted by a combat check (ranged or melee), they may suffer a number of strain no greater than their ranks in Dodge to use this talent. Then, upgrade the difficulty of the combat check targeting your character a number of times equal to the strain suffered.

### DRUID

Tier: 3

Activation: Passive

When your character casts the Conjure spell using the Primal skill, they always add the Summon Ally effect without increasing the difficulty, and they must always summon a living animal (such as those starting on Expanded Player's Guide page 86). The animal remains for the duration of the encounter even if your character does not use a concentrate maneuver to maintain the spell. At your GM's discretion, the animal may have already been nearby rather than summoned from thin air. Likewise, at the end of the encounter, the animal may revert back to its natural behavior instead of vanishing.

### DUAL STRIKE

Tier: 3

Activation: Active (Incidental)

When resolving a combined check to attack with two weapons in a melee combat, your character may suffer 2 strain to use this talent to hit with the secondary weapon (instead of spending 🎯🎯).

### DUMB LUCK

Tier: 3

Activation: Active (Incidental)

Once per session, you may spend a Story Point to use this talent after your character suffers a Critical Injury but before the result is rolled. Their opponent must roll two results, and you select which applies to your character.

### DUNGEONEER (IMPROVED)

Tier: 3

Activation: Active (Incidental, Out-Of-Turn)

Once per round as an incidental spend a Story Point to ignore a ☒ generated on a check to notice, identify, or avoid a threat in a cavern, subterranean ruin, or similar location by the character or any ally in short range.

### EASY PREY

Tier: 3

Activation: Active (Maneuver)

Your character may suffer 3 strain to use this talent. Until the start of your character's next turn, your character and allies within short range add 🟦🟦 to combat checks against immobilized targets.

### ELEMENTALIST (IMPROVED)

Tier: 3

Activation: Passive

*Your character must have purchased the Elementalist talent and have 3 ranks in a magic skill to benefit from this talent.*

When your character purchases this talent, they gain the following abilities based on the element they selected when they purchased Elementalist:

- they no longer suffer damage from natural sources of their element, and doubles their soak for purposes of reducing damage from magical sources of their element and they cannot be affected by the Burn quality (Acid/Fire)
- they cannot be disoriented and can hover using the hovering guidelines in the Flying sidebar on page 100 of the Genesys Core Rulebook (Air/Electricity),
- they cannot be knocked prone or staggered (Earth)
- they cannot be immobilized and can breathe underwater (Cold/Water)

### ELUSIVE

Tier: 3

Activation: Active (Incidental, Out of Turn)

When another character makes a check to follow your character's trail (whether physical tracks or a trail of information), your character may use this talent to add ✕ no greater than their ranks in Streetwise or Survival, as appropriate to the environment, to the check results.

### ENSORCELLED (SUPREME)

Tier: 3

Activation: Active (Incidental)

*Your character must have three ranks in a magic skill purchased the Ensorcelled (Improved) talent to benefit from this talent.*

Once per session they can use this talent to force all enemies within medium range to make a Hard (◆◆◆) Discipline check as an out-of-turn incidental. If they fail, they must spend all available maneuvers moving away from your character and they suffer 5 strain, plus 1 additional strain per 🌀 (if your group is using the optional Fear rules on page 243 of the Core Rulebook, this can be treated as a fear check).

What form this reveal takes is up to you, with your GM's approval, but it should be based on your character's magic skill and the enhancement they possess from the Improved Ensorcelled talent. Some possibilities include growing golden wings of light, manifesting demonic horns and glowing red eyes, rising into the air on a tornado, becoming a figure of pure shadow, or transforming into a massive treelike humanoid.

### EUREKA! (IMPROVED)

Tier: 3

Activation: Passive

When your character purchases this talent choose a skill, Alchemy or Mechanics. When your character makes a check using that skill that generates 🌀, roll an additional 🟡 and add it to the results of the check in addition to spending the 🌀 normally. When your character makes a check using that skill that generates ✕, roll an additional 🔴 and add it to the results of the check in addition to spending the ✕ normally. (Both of these effects may occur multiple times during a check.)

### EVILBANE (IMPROVED)

Tier: 3

Activation: Passive

*Your character must have 2 ranks in Divine to benefit from this talent.*

Your character counts all weapons as having the Bane (Undead) quality, with a rating equal to your characters ranks in Divine.

### EXPLOSIVE CASTER

Tier: 3

Activation: Passive

*Your character must have 3 ranks in a magic skill to benefit from this talent.*

When your character casts an attack spell, they treat the spell's Blast quality as having a rating equal to twice your character's ranks in the appropriate skill. When your character casts an attack spell with the Blast effect, you may spend one Story Point to use this talent to trigger the spell's Blast quality, instead of spending ⚡ (even if the attack misses).

### FACE OF THE WILD

Tier: 3

Activation: Active (Incidental)

When your character casts the Transform spell on themselves using the Primal skill, you may spend a Story Point to have them use this talent to maintain the effects of the spell until the end of the encounter, without performing concentration maneuvers.

### FIELD COMMANDER

Tier: 3

Activation: Active (Action)

Your character may use this talent to make an Average (◆◆) Leadership check. If successful, a number of allies equal to your character's Presence may immediately suffer 1 strain to perform one maneuver (out of turn). If there are any questions as to which allies take their maneuvers first, your character is the final arbiter.

### FLURRY OF STEEL (IMPROVED)

Tier: 3

Activation: Passive

When triggering additional hits from Flurry of Steel, Auto-Fire extra hits require ⚡ instead of the normal ⚡⚡.

### FORBIDDEN KNOWLEDGE

Tier: 3

Activation: Active (Maneuver)

*Your character must have purchased the Dark Insight talent to benefit from this talent.*

Once per session, suffer strain no greater than twice your character's ranks in Knowledge (Forbidden) to increase your ranks in the appropriate skill for every two strain suffered this way for the purpose of determining the strength of additional effects for the next spell cast during that round. In this case, your temporary ranks in the appropriate spell may exceed the usual limit of 5.

### FORMATION TACTICS

Tier: 3

Activation: Active (Action)

Make a Hard (◆◆◆) Leadership check. If successful, choose a number of allies within short range equal to ✨ generated. Upgrade the difficulty of attacks against these allies once until the end of your character's next turn. The range of this talent increases by one band per rank of Formation Tactics beyond the first.

### GRENADIER

Tier: 3

Activation: Active (Incidental)

When your character makes a ranged combat check with a weapon that has the Blast item quality, you may spend one Story Point to use this talent to trigger the weapon's Blast quality, instead of spending ⚡ (even if the attack misses). In addition, your character treats bombs as having a range of medium.

### HARD HEADED (IMPROVED)

Tier: 3

Activation: Active (Action)

*Your character must have purchased the Hard Headed talent to benefit from this talent.*

Once per encounter, your character may use Hard Headed to recover from being incapacitated due to exceeding their strain threshold. On their next turn after having become incapacitated, they may make a Formidable (◆◆◆◆) Resilience check as an action. If they succeed, decrease their strain to one less than their strain threshold. The difficulty of this check decreases by one per additional rank of Hard Headed, to a minimum of Easy (◆).

### HEROIC WILL

Tier: 3

Activation: Active (Incidental)

When you purchase this talent for your character, choose two characteristics. You may spend a Story Point to use this talent to have your character ignore the effects of all Critical Injuries on any skill checks using those two characteristics until the end of the current encounter. (Your character still suffers the Critical Injuries; they just ignore the effects. See Core Rules page 114.)

### HUNTER'S QUARRY (IMPROVED)

Tier: 3

Activation: Passive

*Your character must have purchased the Hunter's Quarry talent to benefit from this talent.*

Your character may suffer 2 strain to perform Hunter's Quarry action as a maneuver.

### IMBUE ITEM

Tier: 3, Ranked

Activation: Active (Maneuver)

*Your character must have access to the Augment spell to benefit from this talent*

The character may take the Imbue Item maneuver, and suffer strain up to your ranks in Imbue Item. He then grants a number of weapons or items equal to strain suffered within short range a temporary enhancement chosen from the following options: increase weapon's damage by 1, decrease the cost for its Critical Hit or for any other single effect by 1, to a minimum of 1, or increase a piece of armor's ranged or melee defense by 1. Alternatively, the character can decrease an item's encumbrance by 2, to a minimum of 1. The character must voluntarily suffer 1 strain at the beginning of each of their turns while this talent is active.

### IMPROVISED WEAPON MASTER (IMPROVED)

Tier: 3

Activation: Passive

When wielding an improvised weapon, no longer suffer automatic ⚡ during attacks, and reduces their Crit Rating by 1 more. Further, improvised weapons gain the Defensive 1 and Disorient 1 weapon qualities.

### INNATE FOCUS

Tier: 3

Activation: Active (Incidental)

*Your character must have 3 ranks in a magic skill to benefit from this talent.*

While not using a magic implement, your character increases the base damage of all attack spells they cast by two. In addition, when casting a spell while not using a magic implement, your character may use this talent to decrease the difficulty of the check by one. If they do so, they increase the strain suffered for casting the spell by 1.

### INSPIRING CRY

Tier: 3

Activation: Active (Maneuver)

Once per encounter, your character may use this talent to allow allies within medium range to reroll any number of ■ when they make a check until the end of the following round.

### INSPIRING RHETORIC (IMPROVED)

Tier: 3

Activation: Passive

*Your character must have purchased the Inspiring Rhetoric talent to benefit from this talent.*

Allies affected by your character's Inspiring Rhetoric add ■ to all skill checks they make for a number of rounds equal to your character's ranks in Leadership.

### KNACK FOR IT (IMPROVED)

Tier: 3

Activation: Active (Maneuver)

*Your character must have purchased the Knack For It talent to benefit from this talent.*

Once per round, you may suffer 1 strain to perform the Knack For It maneuver. Your character upgrades the ability of skill checks made this round. This may only be used to upgrade skills for which you have the Knack For It talent.

### LAUGH IT OFF

Tier: 3

Activation: Active (Incidental, Out of Turn)

When your character is targeted by a social check they may use this talent to spend ☹☹☹ or ☹ to reduce any strain the check inflicts by a number equal to their ranks in Charm. If they do, the character who targeted them suffers an amount of strain equal to the amount of strain reduced.

### LETHAL BLOWS

Tier: 3, Ranked

Activation: Passive

Increase the Vicious quality of any weapon by 1 per rank of Lethal Blows.

### MARTIAL WEAPONS MASTER

Tier: 3

Activation: Active (Action)

While armed with a Melee weapon, your character may use this talent to make an Hard (◆◆◆) Melee check. If successful, your character may force one engaged target to either drop one weapon they are holding or move one range band in a direction of your choosing.

If your character forces a named rival or nemesis into dangerous terrain (or off a ledge or cliff) using this talent, your GM can spend a Story Point to allow them to catch themselves at the edge and fall prone instead.

### NATURALLY GIFTED

Tier: 3, Ranked

Activation: Incidental

When you purchase this talent, choose 2 skills. Once per session, you may reroll either of these skills. For each additional rank of Naturally Gifted, select 1 additional skill with which to use this talent. You may still only make a single reroll per session.

You may not use both Naturally Gifted and Skilled Mastery at once on the same skill check.

### NIMBLE

Tier: 3

Activation: Active (Incidental)

At the start of your character's turn, you may spend one Story Point to use this talent to allow your character to perform a move maneuver as an incidental. (This does not count against the limit of two maneuvers per turn.) If you use this talent, your character can only perform one additional move maneuver during this turn.

### NO ESCAPE

Tier: 3

Activation: Active (Incidental, Out-of-Turn)

Your character may spend ♠♠ from a Coercion (fear) check or ☹☹ from a foe's Discipline (fear) check; that target cannot perform a free maneuver during his next turn.

### ON THE PROWL

Tier: 3

Activation: Active (Maneuver)

Once per session, your character may spend a Story Point to gain Concealment for the remainder of the encounter, adding ■ to all combat checks targeting your character and adding ■ to all Stealth checks your character makes while in concealment.

### PARRY (IMPROVED)

Tier: 3

Activation: Active (Incidental, Out of Turn)

*Your character must have purchased the Parry talent to benefit from this talent.*

When your character suffers a hit from a melee combat check and uses Parry to reduce the damage from that hit, after the attack is resolved, you may spend ☹ or ☹☹☹ from the attacker's check to use this talent. Then, your character automatically hits the attacker once with a Brawl or Melee weapon your character is wielding. The hit deals the weapon's base damage, plus any damage from applicable talents or abilities. Your character can't use this talent if the original attack incapacitates them.

### POTION SPECIALIZATION

Tier: 3, Ranked

Activation: Passive

When your character uses a healing or stamina elixir, the target heals one additional wound or strain per rank of Potion Specialization. The sixth elixir and beyond each day still has no effect.

### POWER CHORD

Tier: 3

Activation: Active (Action)

Your character may use this talent and a musical instrument to make an Average (◆◆) Charm check. For each ✨ the check generates, all allies within short range heal 1 strain.

### PRECISE SHOOTING

Tier: 3

Activation: Passive

When making a Ranged combat check targeting a character engaged with one of your character's allies, downgrade the difficulty of the check once (thus negating the penalty for shooting at engaged targets).

### PRESSURE POINT

Tier: 3

Activation: Active (Incidental)

When your character makes an unarmed Brawl check targeting a living opponent, they may use this talent to deal strain damage instead of wound damage, and inflict additional strain damage equal to their ranks in Medicine.

### RALLY!

Tier: 3

Activation: Active (Action)

Once per session, your character may make a Hard (◆◆◆) Leadership check. On a success, any number of other PCs who have yet not acted this round may immediately take their turns as if there were that many PC slots at that point in the Initiative order. Each PC who acts this way counts as having acted for this round (and thus cannot act again this round). The Initiative order returns to its previous order at the beginning of the next round.

### RAPID ARCHERY

Tier: 3

Activation: Active (Maneuver)

While your character is armed with a bow (or similar weapon, at your GM's discretion) they may suffer a number of strain no greater than ranks of up to your ranks in Ranged to gain the Linked quality with a rating equal to the amount of strain suffered to the next combat check made with that weapon this turn.

### READY FOR ACTION

Tier: 3

Activation: Passive

When your character uses the Cool skill for determining initiative, ⚡ may be spent to add ■ to their first skill check of the encounter.

This may be done multiple times and the ⚡ is still used to break ties.

### REPRIEVE

Tier: 3

Activation: Passive

Whenever your character defeats a rival or a nemesis, one ally of your choice within short range recovers 2 strain.

### RESOLVE

Tier: 3, Ranked

Activation: Passive

When your character involuntarily suffers strain, they suffer one less strain per rank of Resolve, to a minimum of one. This does not apply to the strain suffered after resolving magic skill checks.

### RITUAL CASTING

Tier: 3

Activation: Incidental

*Your character must have at least 3 ranks in a Magic skill to purchase this talent.*

Once per session when casting a spell in a Narrative Encounter that requires Concentration your character may spend a Story Point to use this talent to remove the Concentration requirement and the spell lasts for up to 8 hours.

Additionally, your character suffer 2 additional strain after casting the spell. This can be extended an additional 8 hours but your character suffers an additional 1 strain after casting for each additional 8 hours.

The caster must perform a ritual that reflects the magic they use. This can require them to gather particular components or have access to certain books or texts. Also, the time to perform this ritual is one hour plus an additional hour for each increase in difficulty beyond the default.

### SCATHING TIRADE (IMPROVED)

Tier: 3

Activation: Passive

*Your character must have purchased the Scathing Tirade talent to benefit from this talent.*

Enemies affected by your character's Scathing Tirade add ■ to all skill checks they make for a number of rounds equal to your character's ranks in Coercion.

### SECOND CHANCES

Tier: 3, Ranked

Activation: Active (Incidental)

Once per encounter, after rolling a check but before resolving the results, choose a number of dice equal to ranks in Second Chances and reroll them. You may not reroll a die displaying ☒.

### SEEN A LOT OF THINGS

Tier: 3

Activation: Passive

Whenever your character fails a Knowledge check, they may spend ▲▲ to roll the check again during their next turn.

### SENSE ADVANTAGE

Tier: 3

Activation: Active (Incidental, Out of Turn)

Once per session, may add ■■ to 1 NPC's skill check.

### SHOCKWAVE

Tier: 3

Activation: Passive

Your character treats Melee (Heavy) weapons as possessing the Blast item quality with a rating equal to your character's ranks in Melee (Heavy). Your character does not suffer damage from their weapon's Blast quality (but allies do!).

### SHORTCUT (IMPROVED)

Tier: 3

Activation: Passive

*Your character must have purchased the Shortcut talent to benefit from this talent.*

When engaging in a chase or race, may suffer 2 strain to add ✨ equal to ranks in Shortcut to the check.

### SMITE

Tier: 3

Activation: Active (Incidental)

Once per round on your character's turn, your character may suffer 3 strain to use this talent to add damage equal to their ranks in Divine to one hit of a successful melee attack.

### STAND FIRM

Tier: 3

Activation: Active (Action)

As an action, make a Hard (◆◆◆) Leadership check. Choose one ally per ✨, who increases their wound threshold by your character's Presence until the end of the encounter.

### STIM APPLICATION

Tier: 3

Activation: Active (Action)

*Your character must have 3 ranks in Alchemy or Medicine to benefit from this talent.*

The character may take the Stim Application action. To perform this action, he must have access to an alchemist's kit and a potion to consume. He makes a Hard (◆◆◆) Alchemy or Medicine check. If successful, one ally he is engaged with (which can include himself) increases one characteristic of the character's choice by one, to a maximum of 5, for the remainder of the encounter, and suffers four strain. A single character's individual characteristics may each only be increased once by Stim Application during an encounter.

### STUNNING BLOW (IMPROVED)

Tier: 3

Activation: Active (Incidental)

*Your character must have purchased the Stunning Blow talent to benefit from this talent.*

When dealing strain damage with Melee or Brawl checks, may spend ☹ to stagger target for 1 round per ☹.

### SUNDER EXPERTISE

Tier: 3

Activation: Active (Incidental)

Once per encounter, your character may spend a Story Point on a successful combat check to have each ▲ your character spends to activate a weapon's Sunder quality damages the target item two steps, instead of one.

### SUPPRESSING FIRE

Tier: 3

Activation: Active (Maneuver)

Ranked: Yes

If your character does not make a combat check during their turn, they may use this talent to target one character (or minion group) within long range. That character must upgrade the difficulty of any ranged combat checks they make once until the end of your character's next turn. Your character may choose to affect one additional character for each additional rank of Suppressing Fire.

Your character must be holding a ranged weapon to use this talent. Your GM can also rule that your character can't use this talent if they have no line of fire or range to the target.

### TAKEDOWN

Tier: 3

Activation: Active (Action)

Your character may use this talent to make an opposed Brawl vs. Resilience check targeting one engaged opponent. If the check succeeds, the target is knocked prone and immobilized until the end of your character's next turn. If the target is a minion or rival, your character may spend ☹ to incapacitate (but not kill) the target instead.

### THAT'S HOW IT'S DONE

Tier: 3, Ranked

Activation: Active (Incidental)

May suffer 1 strain on successful skill check to add ♠ to the same skill check made by a number of allies equal to Willpower within short range during the next round. Range increases with ranks.

### THOROUGH ASSESSMENT

Tier: 3

Activation: Active (Action)

Once per session, the character may make a Hard (◆◆) Knowledge check (the GM and player should determine the most applicable) to perform the Thorough Assessment action. If he succeeds, the character may add ■ to one check that another character who could reasonably benefit from this information before the end of the encounter. For every ✨ beyond the first, he may add ■ to one additional check this way. He cannot allocate more than ■ to any single check this way. At the end of the encounter, any ■ unused are lost.

### TIME TO GO (IMPROVED)

Tier: 3

Activation: Active (Maneuver)

*Your character must have purchased the Time to Go talent to benefit from this talent.*

When activating Time to Go, allow 1 engaged ally to also perform an out of turn Move maneuver as an incidental to attempt to move into cover or out of the blast range of a weapon or explosion.

### TINKERER

Tier: 3, Ranked

Activation: Passive

When your character acquires this talent, choose one piece of equipment and increases its number of hard points by one. They can only do this once per piece of equipment, but can modify a number of pieces of equipment equal to their ranks in Tinkerer. If your character loses, breaks, or sells a modified piece of equipment, they may apply Tinkerer to a new one.

### TOUCH OF FATE

Tier: 3

Activation: Active (Incidental)

Once per session, add ■■ to any 1 check.

### TOUGHENED (IMPROVED)

Tier: 3

Activation: Passive

*Your character must have purchased the Toughened talent to benefit from this talent.*

Reduce the difficulty of Medicine checks made to heal your character by one, to a minimum of Easy (◆).

### TRUE AIM

Tier: 3

Activation: Active (Incidental)

Once per round when performing the Aim maneuver, you may suffer 2 Strain to also add Pierce 2 to the attack, or increase the Pierce of your weapon by 1, for the next combat check you make this round.

### UNARMORED DEFENSE

Tier: 3

Activation: Passive

Your character increases their soak by their Agility (in addition to their Brawn). None of the preceding effects of this rule apply while your character is wearing armor.

### UNIVERSITY TRAINING

Tier: 3

Activation: Active (Incidental)

Once per encounter your character may make a check with a non-magic skill linked to Intellect as a maneuver, rather than an action, and add ✨ to the results of that check.

### UNRESTRAINED SPELL-SLINGING

Tier: 3

Activation: Active (Incidental)

Once per encounter when your character casts a spell, they may use this talent to suffer 2 strain. For this check, ♠ and ☹ do not cancel. Instead, spend all ♠ first then spend all ☹.

## WARRIOR OF THE ELEMENTS

Tier: 3

Activation: Passive

*Your character must have purchased the Elementalist (Improved) talent and have 3 ranks in a magic skill to benefit from this talent.*

Your character may add the other three additional effects to Attack spells they cast. Also your character gains a permanent bonus based on the element they chose when first taking Elementalist:

- Your character adds the Elemental (Acid), Sunder and Vicious 2 item qualities to their unarmed attacks. (Acid).
- Your character adds the Push quality to their unarmed attacks. In addition, your character may make Brawl attacks at range instead of Engaged, adding the Stun Damage quality and increasing the difficulty by 1 for every range band beyond Engaged. In addition, Ranged combat checks that target your character add 🎲🎲 to the results. (Air)
- Your character adds the Elemental (Cold), Ensnare 1, and Stun 2 item qualities to their unarmed attacks. In addition, Brawl and Melee combat checks that target your character add 🎲🎲 to the dice pool. (Cold)
- Your character adds the Elemental (Electricity), Disorient 2, and Stun 3 item qualities to their unarmed attacks. In addition, Brawl and Melee combat checks that target your character add 🎲🎲 to their results. (Electricity).
- When your character is unarmored, they gain the benefit as if they had armor with 1 soak, 2 defense, and the Reinforced quality. (Earth).
- Your character adds the Burn 1 (Innate), Elemental (Fire), and Pierce 1 item qualities to their unarmed attacks. (Fire)
- Your character adds the Disorient 1, Ensnare 2, and Push item qualities to their unarmed attacks. In addition, Ranged combat checks that target your character add 🎲🎲 to the dice pool. (Water)

## WAR MAGIC

Tier: 3, Ranked

Activation: Active (Incidental)

*Your character must have access to the Attack spell to benefit from this talent.*

If your character has 3 ranks in a magic skill, once per round when you make a combat check with a weapon, you may suffer 2 strain. Your character can choose to add modifiers from the Attack spell (except Range), and increase the difficulty of the check by the listed amounts, up to +♦ per rank of War Magic. These modifiers replace any existing qualities on weapons and are not additive. This combat check counts as both a melee combat check and a magic combat check, and can use the 🎲 and ✨ results for either normal skill checks or magical skill checks. You may not add an effect if it would increase the difficulty of the check beyond Formidable (♦♦♦♦♦).

## TIER 4

### ADRENALINE RUSH

Tier: 4

Activation: Passive

Your character adds +2 damage to any successful attacks for each Critical Injury they are currently suffering.

### ANIMAL COMPANION (IMPROVED)

Tier: 4

Activation: Passive

*Your character must have purchased Animal Companion to benefit from this talent.*

A companion they have bonded with through the Animal Companion talent is considered its own NPC and can act of its own accord, rolling its own slot for Initiative. Any maneuvers and actions it takes are assumed to be the result of an intense bond between you two, such that the creature understands your subtle signals and commands.

### ARMOR MASTER

Tier: 4

Activation: Passive

Once per encounter, when your character would suffer a Critical Injury but before the Critical is rolled, they may suffer 3 strain to take the Armor Master incidental. If they do, they reduce the Critical Injury result that they suffer by 10 per point of their soak, to a minimum of 1. The armor then suffers two steps of damage.

### BACK-TO-BACK

Tier: 4

Activation: Passive

While engaged with one or more allies, your character and allies they are engaged with add 🟩 to combat checks. If one or more allies engaged with your character also have Back-to-Back, the effects are cumulative to a maximum of 🟩🟩.

### BLOOD SACRIFICE (IMPROVED)

Tier: 4

Activation: Active (Incidental)

*Your character must have 4 ranks in Knowledge (Forbidden) to benefit from this talent.*

Once per session while using Blood Sacrifice, your character may suffer a critical injury to decrease the difficulty of the check by one to a minimum of Average (♦♦).

### BODY GUARD (IMPROVED)

Tier: 4

Activation: Passive

*Your character must have purchased the Body Guard talent to benefit from this talent.*

Once per session, when an ally protected by the Body Guard maneuver suffers a hit, you may suffer the hit instead.



#### BULWARK (IMPROVED)

Tier: 4

Activation: Active (Incidental, Out of Turn)

*Your character must have purchased the Bulwark talent to benefit from this talent.*

After your character uses the Bulwark talent to reduce damage from a hit against an ally, as long as your character is within Engaged range of them, that ally cannot be targetted by combat checks for the rest of the round.

#### CAN'T WE TALK ABOUT THIS?

Tier: 4

Activation: Active (Action)

Your character can use this talent to make an opposed Charm or Deception versus Discipline check targeting a single non-nemesis adversary within medium range. If the check succeeds, the target cannot attack your character (or perform hostile actions against your character) until the end of their next turn. You may spend **AA** to increase the length of the effect by one additional turn, and spend **☉** to extend the benefits to all of their identified allies within short range. The effect ends immediately if your character or a known ally attacks the target.

In addition, your GM may rule that some targets are immune to this ability. An automated sentry turret, for example, has no interest in resolving a conflict through talking, nor would someone consumed by rage and the desire for revenge against your character.

#### CANTRIP (IMPROVED)

Tier: 4

Activation: Passive

*Your character must have 4 ranks in a magic skill to benefit from this talent.*

When your character acquires this talent choose one of your available Cantrips. When your character uses that Cantrip, they may add one of the chosen action's additional effects that would only increase the difficulty of the spell by one.

#### CENTER OF BEING (IMPROVED)

Tier: 4

Activation: Passive

*Your character must have purchased the Center of Being talent to benefit from this talent.*

Your character may suffer 2 Strain to use a Center of Being maneuver as an incidental.

#### COMBAT FOCUS

Tier: 4, Ranked

Activation: Active (Incidental)

When your character first obtains this talent choose one Combat skill. When making a combat check with this skill, your character may suffer a number of strain not exceeding your ranks in Combat Focus to upgrade the attack an equal number of times.

#### COMRADES IN ARMS (IMPROVED)

Tier: 4

Activation: Passive

*Your character must have purchased the Comrades in Arms talent to benefit from this talent.*

Spend **AAA** or **☉** when performing Comrades in Arms to also gain +1 soak or give one affected ally +1 soak.

#### CONDUIT

Tier: 4

Activation: Active (Maneuver)

Once per encounter, your character may spend a Story Point to perform a magic action as a maneuver.

#### DEADEYE

Tier: 4

Activation: Active (Incidental)

After your character inflicts a Critical Injury with a ranged weapon and rolls the result, your character may suffer 2 strain to use this talent. Then, you may select any Critical Injury of the same severity to apply to the target instead.

#### DEFENSIVE

Tier: 4, Ranked

Activation: Passive

Each rank of Defensive increases your character's melee defense and ranged defense by one.

#### DEFENSIVE DUELIST (IMPROVED)

Tier: 4

Activation: Active (Incidental)

*Your character must have purchased the Defensive Duelist talent to benefit from this talent.*

When using the Defensive Duelist talent, your character may instead remove a number of **■** from the check up to their ranks in Melee (Light) and add an equal number of **☉** to the result.

#### DEFENSIVE STANCE (IMPROVED)

Tier: 4

Activation: Active (Incidental)

When the character performs a Defensive Stance maneuver, until the start of their next turn, they may spend **☉☉☉** or **☉** from a melee combat check targeting them to inflict one hit on that attacker from a Melee weapon the character is currently wielding. The hit deals the weapon's base damage, plus any damage from applicable talents or abilities. Your character can't use this talent if the original attack incapacitates them.

#### DISARMING SMILE

Tier: 4

Activation: Active (Incidental)

After failing a Deception check, your character may spend a Story Point to immediately reroll against the same difficulty using their Charm skill instead.

#### DOUBLE OR NOTHING

Tier: 4

Activation: Active (Incidental)

Once per session you may spend a Story Point to perform the double or nothing incidental as part of a skill check by increasing the difficulty of a skill check by one. Then, after rolling the check canceling opposing symbols, double the amount of remaining  $\blacktriangle$  or  $\ominus$ .

#### DOUBLE OR NOTHING (IMPROVED)

Tier: 4

Activation: Passive

*Your character must have purchased Double or Nothing to benefit from this talent.*

When performing the Double or Nothing incidental, your character may suffer two strain to also double the amount of remaining  $\star$  or  $\times$ .

#### DOUBLE-TALK

Tier: 4

Activation: Passive

Spend  $\blacktriangle\blacktriangle$  or  $\ominus$  from a successful Charm or Deception check to disorient a number of opponents within short range equal to your character's Presence for the remainder of the round and the next two rounds.

#### DURATION CASTER

Tier: 4

Activation: Passive

Your character may now attempt to add the Duration Additional Effect to any spell they cast that allows for Concentration.

EFFECT	DIFFICULTY MOD
Duration: If the spell is successful, you may spend $\blacktriangle\blacktriangle$ to maintain the spell for 1 additional round without spending a maneuver for Concentration (you may trigger this multiple times, spending $\blacktriangle\blacktriangle$ each time)	$+\blacklozenge\blacklozenge$

#### ELEMENTALIST (SUPREME)

Tier: 4

Activation: Active (Incidental)

*Your character must have purchased the Elementalist (Improved) talent and have 3 ranks in a magic skill to benefit from this talent.*

When your character casts an Augment, Barrier, or Transform spell, they may use this talent to choose to have the targets of the spell gain the ability your character gained when they purchased Elementalist (Improved) for the spell's duration. In addition, your character may add the Elemental spell effect to a spell they cast.

#### ENDURING

Tier: 4, Ranked

Activation: Passive

Each rank of Enduring increases your character's soak value by one.

#### FAVORED WEAPON

Tier: 4

Activation: Active (Incidental)

Whenever your character acquires this talent, choose one combat skill. Once per encounter, your character may add their ranks in that combat skill as additional  $\blacktriangle$  to one hit of a successful attack made using that skill.

#### FIELD COMMANDER (IMPROVED)

Tier: 4

Activation: Passive

*Your character must have purchased the Field Commander talent to benefit from this talent.*

When your character uses the Field Commander talent, your character affects a number of allies equal to twice the character's Presence. In addition, you may spend  $\ominus$  to allow one ally to suffer 1 strain to perform an action, instead of a maneuver.

#### FORMATION TACTICS (IMPROVED)

Tier: 4

Activation: Passive

*Your character must have purchased the Formation Tactics talent to benefit from this talent.*

The difficulty of taking the Formation Tactics action is reduced to Average ( $\blacklozenge\blacklozenge$ ) instead of Hard ( $\blacklozenge\blacklozenge\blacklozenge$ ). Your character may also spend  $\ominus$  or  $\blacktriangle\blacktriangle\blacktriangle$  to have the effect last until the end of the encounter.

#### FORTUNE FAVORS THE BOLD

Tier: 4

Activation: Active (Incidental)

Once per session as an incidental, suffer 2 strain to flip one GM Story Point to a Player Story Point.

#### HARD HEADED (SUPREME)

Tier: 4

Activation: Active (Action)

*Your character must have purchased the Hard Headed talent to benefit from this talent.*

Once per encounter, your character may use Hard Headed to recover from being incapacitated due to exceeding their strain threshold.

On their next turn after having become incapacitated, they may as an action make a Formidable (◆◆◆◆) Resilience check. If they succeed, decrease their wounds to one less than their strain threshold. The difficulty of this check decreases by one per additional rank of Hard Headed, to a minimum of Easy (◆).

#### HEROIC DODGE

Tier: 4, Ranked

Activation: Active (Incidental)

Immediately after being hit by an attack but before suffering damage, spend 1 Story Point to increase soak by ranks in Coordination or Resilience.

#### HOLISTIC NAVIGATION

Tier: 4

Activation: Active (Incidental)

When making a skill check to navigate, your character may spend one Story Point to remove ☒, or to remove ☑ equal to their ranks in Perception.

#### HOSTILE NEGOTIATIONS

Tier: 4

Activation: Active (Incidental)

After failing a Deception check, your character may spend a Story Point to immediately reroll against the same difficulty using their Coercion skill instead.

#### HOW CONVENIENT!

Tier: 4

Activation: Active (Action)

Once per session, your character may use this talent to make a Hard (◆◆◆) Mechanics check. If successful, one device involved in the current encounter (subject to your GM's approval) spontaneously fails. This can be because of your character's actions, or it can simply be incredibly convenient timing!

#### HUNTER'S QUARRY (SUPREME)

Tier: 4

Activation: Passive

*Your character must have the Hunter's Quarry (Improved) talent to benefit from this talent.*

Add ▲▲ to all combat checks against targets affected by Hunter's Quarry. Also, you may spend a Story Point to have Hunter's Quarry last until the end of the encounter.

#### IMPROVISED DETONATION

Tier: 4

Activation: Active (Action)

Once per session, the character may make a Daunting (◆◆◆◆) Alchemy or Mechanics check to perform the Improved Detonation action and build an explosive device out of available materials. The device can be detonated via any logical means (timed delay, pressure-activated, or even a fuse) and when it explodes deals damage equal to the character's ranks in Intellect plus ranks in Alchemy or Mechanics (whichever is used to perform the skill check) plus ✨ on the initial check, and possesses the Blast quality at an equal value. The character can spend ☑ to increase the damage by an additional 2. A ☒ causes the device to detonate immediately in the owner's face. If the check would have been otherwise successful, the premature detonation does damage based on the successful check (and has an equivalent Blast quality). If the check would have failed, the premature detonation only does damage equal to ranks in Alchemy or Mechanics plus ranks in Intellect.

#### IMPROVISED WEAPON MASTER (SUPREME)

Tier: 4

Activation: Passive

Once per encounter, may spend a Story Point to add any single weapon quality (or add +1 rank to any existing weapon quality) to an improvised weapon until the start of their next at the GM's discretion.

#### IN THE KNOW

Tier: 4, Ranked

Activation: Active (Action)

Once per encounter, your character can use this talent to spend a Story Point to make an opposed Deception versus Discipline check, downgrading the difficulty a number of times equal to your ranks in In the Know. The target believes one falsified fact per uncanceled ✨.

### INCITE THE CROWD

Tier: 4

Activation: Active (Action)

Once per encounter, your character can use this talent to spend a Story Point to make a Hard (◆◆◆) Charm check. If successful, a number of characters up to twice your ranks in Charm become moved by your character's words and will attempt to take action, whether against an organization or authority, or for the benefit of the party, until the end of the encounter. This may be due to something your character did or said, or just because of their predisposition.

### INGENUOUS SOLUTION

Tier: 4

Activation: Active (Incidental)

Once per session, before making a check your character may use this talent to substitute a Knowledge skill of their choice instead of the skill the check would normally require. You should explain how your character's ingenious solution made this possible in laypeople's terms, anyway.

### INNATE SOURCE

Tier: 4

Activation: Passive

*Your character must have 3 ranks in a Discipline to benefit from this talent.*

You cannot lose your magical connection and be unable to cast spells on a ☒.

### INSPIRING LEADERSHIP

Tier: 4

Activation: Active (Action)

Make a Hard (◆◆◆) Leadership check. If successful, a number of allies not exceeding your character's Presence within short range add ✨ to their next skill check.

### INSPIRING RHETORIC (SUPREME)

Tier: 4

Activation: Active (Incidental)

*Your character must have purchased the Inspiring Rhetoric talent to benefit from this talent.*

Your character may choose to suffer 1 strain to use the Inspiring Rhetoric talent as a maneuver, instead of as an action.

### JURY RIGGED

Tier: 4, Ranked

Activation: Passive

Your character may choose one personal weapon or piece of armor per rank of Jury Rugged. They may increase the damage of the weapon by one; decrease the cost on its Critical, or any single other effect by one to a minimum of one; or increase armor's ranged or melee defense by one. Alternatively, they can decrease the encumbrance of the item by two to a minimum of one. The bonus only applies so long as your character is using the item. If the item is ever lost or destroyed, your character may apply Jury Rugged to a new personal weapon or piece of armor.

### MAD INVENTOR

Tier: 4

Activation: Active (Action)

*Your character must have 3 ranks in Mechanics to benefit from this talent.*

Once per session, your character may use this talent to make a Mechanics check to attempt to cobble together the functional equivalent of any item using spare parts or salvage. The difficulty of the check is based on the item's rarity; see Table I.4–1: Mad Inventor Item Rarity (GCRB page 80).

Your GM will modify the check based on the circumstances and might decide that some items simply can't be created with what's available (if you are being held in a prison cell, for instance). Your GM may spend ☒ on the check to indicate the item ends up being dangerous to the user and anyone around them in some way. For instance, a pistol might explode instead of running out of ammo, or a breathing mask might make the user light-headed.

### MASTERFUL CASTING

Tier: 4

Activation: Passive

If your character has 3 ranks in a magic skill, when your character cast a spell, they may use this talent to spend Ⓢ to trigger up to three different qualities or spell effects instead of one. These qualities or spell effects must be ones that can be triggered by spending ▲ or Ⓢ.

### MASTERFUL CREATOR

Tier: 4

Activation: Active (Incidental)

*Your character must have 4 ranks in a magic skill to benefit from this talent.*

When your character gains a rank in this talent, pick one of the following Magic spells; Area, Conjure, or Illusion. After your character makes a successful check to cast the spell picked, you may spend a Story Point to have your character use this talent to make the spell last until the end of the encounter, without performing concentrate maneuvers, and not need to remain within the spells range after being cast. You may spend two Story Points two make the spell last until the end of the session instead.

#### OUTSIDE THE BOX

Tier: 4

Activation: Passive

Choose one characteristic when purchasing this talent. Once per session, your character may spend a Story Point to make a non-magic skill check using that Characteristic rather than the characteristic linked to that skill.

#### OVERCHANNEL (IMPROVED)

Tier: 4

Activation: Passive

*Your character must have purchased the Overchannel talent to benefit from this talent.*

In addition to the effects of Overchannel, you may also add (◆◆) effects. The character gains one ☒ (including the associated failure) per (◆◆) effect added in this way rather than increase the difficulty of the check. This is in addition to any ☒ rolled.

#### QUICK WITTED

Tier: 4

Activation: Active (Incidental, Out of Turn)

Once per encounter, after another character makes a social skill check, your character may use this talent to make a Hard (◆◆◆) Vigilance check. If successful, you may add a number of ✨ or ⚔ (your choice) equal to your character's ranks in Charm or Negotiation to the other character's check. If your character fails, your character suffers 3 strain.

#### SAVVY NEGOTIATOR

Tier: 4

Activation: Active (Action)

While engaged in a debate or argument, make a Hard (◆◆◆) Negotiation check. If successful, a number of bystanders or observers equal to your Presence sees one of the opponent's points (chosen by your character) as maliciously unreasonable.

The GM has the final say as to whether bystanders could see a point as unreasonable, based on who those bystanders are and what the point is. In these cases, the GM can suggest a modified version of that argument that would be more believable.

#### SCATHING TIRADE (SUPREME)

Tier: 4

Activation: Active (Incidental)

*Your character must have purchased the Scathing Tirade talent to benefit from this talent.*

Your character may choose to suffer 1 strain to use the Scathing Tirade talent as a maneuver, instead of as an action.

#### SIDE STEP (IMPROVED)

Tier: 4

Activation: Active (Incidental)

When the character performs a Side Step maneuver, until the start of their next turn they may spend ☒☒☒ or ☒ from a Ranged combat check targeting them to inflict one hit on that attacker from a Ranged weapon the character is currently wielding. The hit deals the weapon's base damage, plus any damage from applicable talents or abilities. Your character can't use this talent if the original attack incapacitates them.

#### SORRY ABOUT THE MESS

Tier: 4

Activation: Passive

Decrease the Critical Rating of a weapon by 1 (to a minimum of 1) against targets that have not yet acted this encounter.

#### SPLIT FOCUS

Tier: 4

Activation: Passive

When making a combat check with two weapons, additional hits may be allocated to other targets within range of the weapons.

#### STAND FIRM (IMPROVED)

Tier: 4

Activation: Passive

Stand Firm also increases affected allies strain threshold by an amount equal to the character's Presence.

#### STEADY AIM

Tier: 4

Activation: Passive

Your character does not lose the benefits of the aim maneuver if they perform other maneuvers (including moving) or actions.

#### STIM APPLICATION (IMPROVED)

Tier: 4

Activation: Active (Incidental)

*Your character must have purchased the Stim Application talent to benefit from this talent.*

As an incidental, when performing the Stim Application action, the character may increase the difficulty of the Medicine check to Daunting (◆◆◆◆). If he does so, the target of the action suffers one strain instead of four.

#### STRENGTH OF FAITH

Tier: 4

Activation: Active (Maneuver)

Once per session, your character may use this talent to add ✨ equal to their ranks in Discipline and ⚔ equal to their ranks in Willpower to the results of the next Divine skill check they make during this turn.

#### STUNNED SILENCE

Tier: 4

Activation: Active (Incidental)

When your character makes a social skill check to inflict strain during a social encounter, they may use this talent to spend  $\blacktriangle\blacktriangle\blacktriangle$  or  $\odot$  to stagger the target for one round.

#### SURGEON (IMPROVED)

Tier: 4

Activation: Passive

*Your character must have the Surgeon talent to benefit from this talent.*

Whenever this character attempts to heal any Critical Injury, lower the difficulty of the check one per rank of Surgeon to a minimum of Easy ( $\blacklozenge$ ).

#### TARGETED FIREPOWER

Tier: 4

Activation: Active (Action)

Once per session, identify one enemy target and make an appropriate Hard ( $\blacklozenge\blacklozenge\blacklozenge$ ) Knowledge check (GM chooses). If successful, for the rest of the encounter, allies within short range of your character add  $\blacktriangle$  to attacks against the target equal to  $\star$  generated on the check.

#### TEMPLE HEALER

Tier: 4

Activation: Passive

Before casting the Heal spell, your character may suffer 2 strain to increase the number of wounds healed by an amount equal to their ranks in the appropriate skill.

#### 'TIS BUT A FLESH WOUND

Tier: 4

Activation: Active (Incidental, Out of Turn)

*Your character must have 4 ranks in Resilience to benefit from this talent.*

Once per session, when your character would suffer a Hard difficulty or lower Critical Injury as a result of a combat check, they may spend a Story Point to make a Daunting ( $\blacklozenge\blacklozenge\blacklozenge\blacklozenge$ ) Resilience check to prevent the Critical Injury and take half damage (rounded down).

#### TRUE AIM (IMPROVED)

Tier: 4

Activation: Active (Incidental)

Once per round when performing the Aim maneuver, you may choose to suffer 2 Strain to add Vicious 2, or increase your weapon's Vicious rating by 1, for your next combat check this round. This combines with the normal effects of True Aim.

#### TRUST NO ONE

Tier: 4

Activation: Active (Incidental, Out of Turn)

When your character is targeted by a social check, they may suffer 1 strain to add automatic  $\times\odot$  to the check. If the check fails with  $\odot$ , your character may immediately perform a maneuver as an out-of-turn incidental.

#### UNRELENTING

Tier: 4

Activation: Active (Incidental)

Once per round after resolving a successful Brawl or Melee combat check, your character may suffer 4 strain to use this talent to make an additional melee attack as an incidental against the same target. Increase the difficulty of the combat check by one if this attack uses a second weapon, or by two if the attack uses the same weapon.

#### VENOM SOAKED BLADE

Tier: 4

Activation: Passive

When making a melee combat check using a poisoned weapon, your character treats it as possessing the Burn 2 item quality (this does not stack with other instances of Burn).

#### VISIONS OF THE FUTURE

Tier: 4

Activation: Active (Incidental)

Once per session, after successfully casting a spell, you may spend  $\blacktriangle\blacktriangle\blacktriangle$  or  $\odot$  to add one additional effect to the cast spell, which would normally have increased the difficulty by 1.

#### WATCH YOUR STEP

Tier: 4

Activation: Active (Action)

Once per session, your character may make a Hard ( $\blacklozenge\blacklozenge\blacklozenge$ ) Athletics or Survival check. On a success, all other characters within short range suffer 2 wounds, plus 1 wound per  $\star$  past the first. Your character may spend  $\blacktriangle$  to exclude another character from this effect and may do so multiple times.

The GM should collaborate with the player to establish a setting-appropriate trap or environmental hazard that has been unleashed on the scene. The PC may either choose to cause the trap or hazard to happen, or may merely be reacting to its happening.

## TIER 5

### ALTERED DEAL

Tier: 5

Activation: Active (Action)

Once per session, make a Hard (◆◆◆) Charm, Coercion, or Negotiation check to radically change a previously made deal or bargain to your character's advantage.

### ANIMAL MASTER

Tier: 5

Activation: Passive

*Your character must have purchased the Animal Companion talent to benefit from this talent.*

Your character may have two animal companions. The combined silhouette may be no greater than your character's ranks in Animal Companion.

Your character spends one maneuver to allow both to perform an action and a maneuver and resolves each companion's turn individually, choosing the order in which they activate.

One or both of your character's animal companions can instead be a minion group of animals with a combined silhouette no greater than your character's ranks in Animal Companion. For this purpose, treat every two silhouette 0 animals as silhouette 1.

### BALEFUL GAZE

Tier: 5

Activation: Active (Incidental, Out of Turn)

Once per round when targeted by combat check from within medium range, they may spend a Story Point to upgrade the difficulty of the check a number of times equal to ranks in Coercion.

### BODY GUARD (SUPREME)

Tier: 5

Activation: Passive

*Your character must have purchased the Body Guard talent to benefit from this talent.*

The Body Guard maneuver may protect a number of engaged characters up to ranks in Resilience.

### COUP DE GRÂCE

Tier: 5, Ranked

Activation: Passive

On any successful combat check, for each ☉ your character may roll an additional ☼, adding its results to the pool. Your character may do this for any number of ☉ rolled initially, and in addition to any ☉ generated on successive rolls. You cannot add more ☼ to the pool than you have ranks in Coup de Grâce.

### COUNTERSPELL MASTER (IMPROVED)

Tier: 5

Activation: Active (Incidental)

*Your character must have access to Dispel to benefit from this talent.*

If your character has 4 ranks in a magic skill, once per round on your character's turn, you may spend a Story Point to use this talent and make a Counterspell maneuver as an Incidental.

### CRUCIAL POINT

Tier: 5

Activation: Active (Incidental)

Once per session, your character may introduce to negotiations one potential concession that an opponent will do nearly anything to obtain.

### CRUSHING BLOW

Tier: 5

Activation: Active (Incidental)

Once per session after rolling a melee attack but before resolving the check, your character may suffer 4 strain to use this talent. While resolving the check, the weapon gains the Breach 1 and Knockdown item qualities, and destroys one item the target is wielding that does not have the Reinforced quality.

### DEDICATION

Tier: 5, Ranked

Activation: Passive

Each rank of Dedication purchased increases one of your character's characteristics once. This talent can't increase a characteristic above 5. You may purchase up to 8 ranks of Dedication and increase each characteristic at most twice. As tier 5 slots become available, you must alternate purchases of Dedication with other tier 5 talents.

### DIRE ANIMAL COMPANION

Tier: 5

Activation: Passive

*Your character must have purchased the Animal Companion talent to benefit from this talent.*

If your character has at least 2 ranks in Primal or 3 ranks in Survival (Mechanics if your companion is mechanical in nature) a companion they have bonded with through the Animal Companion talent gains the following benefits:

- it increases its Brawn by one to a maximum of 5
- its wound and strain thresholds by four (if it is a minion or rival, it becomes a nemesis and gains a strain threshold of 6 instead of increasing its strain threshold by 4)
- if it is silhouette 0, it becomes silhouette 1
- increase any other characteristic by one, to a maximum of 5
- increase one of its combat or general skills by one, to a maximum of 5

### DIVINE JUDGEMENT

Tier: 5

Activation: Active (Incidental, Out-of-Turn)

*Your character must have 5 ranks in Divine to benefit from this talent.*

Once per session, before an ally within Medium range rolls the dice for a check that is not an opposed check, your character may spend 2 Story Points to allow the check to automatically succeed with one ✨ and no other results.

### DOUBLE OR NOTHING (SUPREME)

Tier: 5

Activation: Passive

*Your character must have purchased Double or Nothing (Improved) this talent.*

Your character may use Double or Nothing once per encounter instead of once per session.

When performing the Double or Nothing incidental, upgrade the difficulty of the check once (in addition to the increase of difficulty normally associated with Double or Nothing, this is not optional) and also double the amount of remaining ⚔ and ⚔.

### DOUBLE TAP

Tier: 5

Activation: Active (Incidental)

After your character succeeds at a combat check, but before they spend advantage, they can suffer 3 strain to allow them to score two separate Critical Injuries. These require the normal methods of generating a Critical Injury, and they occur simultaneously to each other.

### EXPERT ALCHEMIST

Tier: 5

Activation: Active (Incidental)

When your character successfully brews a potion, they may spend a Story Point to automatically brew a number of extra potions up to their ranks in Alchemy with no check required. Each potion brewed this way costs 50% of the first potion, and must be of the same type.

### FLURRY ATTACK

Tier: 5

Activation: Active (Action)

Your character may suffer 4 strain to use this talent to make a Brawl, Melee (Light), or Melee (Heavy) attack against the engaged adversary who is hardest to hit (as determined by the GM). For this attack, your weapon gains the Blast quality with a rating equal to its base damage. Additionally, it costs one fewer ⚔ to trigger this quality. Your character is immune to this Blast damage.

### IMPROVISED DETONATION (IMPROVED)

Tier: 5

Activation: Passive

Reduce the difficulty of Improvised Detonation's check to Hard (🔴🔵🔵) and increase the damage dealt by the explosive to ranks in Intellect plus twice the character's ranks in Alchemy or Mechanics plus ✨ on the initial check (this includes the damage dealt on a premature detonation triggered by ⚔).

### INDOMITABLE

Tier: 5

Activation: Active (Incidental, Out of Turn)

Once per encounter, when your character would be incapacitated due to exceeding their wound or strain threshold, you may spend a Story Point to use this talent. Then, your character is not incapacitated until the end of their next turn. If your character reduces their strain or wounds to below their threshold before the end of their next turn, they are not incapacitated.

### INSIDE KNOWLEDGE

Tier: 5

Activation: Active (Action)

Once per session, your character may make a Hard (🔴🔵🔵) Skulduggery check while within an enemy facility or vessel. If successful, they can then find a single personal scale weapon or item they previously stashed there with a rarity no greater than their Cunning + 2. Alternatively, they can gain a narrative benefit such as knowing the secrets to open sealed doors, the location of the commanders office, personality quirks or weaknesses amongst personnel, secret or concealed rooms, or some other equivalent type of information.

### INSIDE PERSON

Tier: 5

Activation: Active (Action)

Once per session, your character may spend a Story Point to establish they have previously been undercover gathering information in an identified enemy base of operations. For the remainder of the session, add 🟦🟦 checks your character or their allies make that are associated with that location (such as checks to attack it or social checks targeting personnel in it).

### JUST KIDDING!

Tier: 5

Activation: Active (Incidental)

Once per round as an incidental spend 1 Story Point to ignore a ⚔ generated on a social check by the character or any ally in short range.



### LEAD FROM THE FRONT

Tier: 5

Activation: Passive

After succeeding on a leadership check or other check to inspire, lead, or rally an audience, the character may spend one Story Point to upgrade the ability of the next skill check made by all allies within short range.

### LEGENDARY KILLER

Tier: 5

Activation: Active (Incidental)

Once per Session, after your character scores a Critical Hit against a Rival, you may flip a Story Point to instantly defeat that Rival.

### LET'S TALK THIS OVER

Tier: 5

Activation: Active (Incidental, Out of Turn)

Once per game session, when a combat encounter against one or more sentient beings is about to begin, your character may make a Daunting (◆◆◆◆) Charm check. If successful, the combat encounter instead becomes a social encounter, with the PCs attempting to convince their opposition to back down, come around to their viewpoint, or accept a compromise. The GM is the final arbiter of how the situation resolves without violence (or how the combat encounter continues if the character's check is unsuccessful).

### MASTER

Tier: 5, Ranked

Activation: Active (Incidental)

When you purchase a rank of this talent for your character, choose one skill. Once per round, your character may suffer 2 strain to use this talent to reduce the difficulty of the next check they make using that skill by two, to a minimum of Easy (◆).

### MASTER CASTER

Tier: 5

Activation: Passive

*Your character must have 5 ranks in a magic skill to benefit from this talent.*

When your character fails a spell casting skill check that targets another character or NPC, may spend ☉ or ▲▲▲ to immediately reroll the attempted spell with a new target.

### MASTER CRAFTSMAN

Tier: 5

Activation: Active (Incidental)

When the character makes an Mechanics check to create, modify, or repair an existing piece of equipment or a vehicle, the character may spend a ☉ to add a new quality or feature to the object, at your GM's discretion.

### MASTER DEMOLITIONIST

Tier: 5

Activation: Active (Incidental)

When resolving an attack from a personal scale explosive or ordinance weapon, your character may spend ▲ or ☉ to have the weapon's Blast quality affect all characters within short range (rather than engaged). If the weapon normally affects all characters within short range, then the range of the effect is increased to medium range instead. You must still spend ▲▲ to activate the Blast quality.

### MASTER GRENADIER

Tier: 5

Activation: Passive

Decrease the ▲ cost to activate the Blast quality on any attack with a personal scale weapon by 1, to a minimum of 1.

### MASTER OPERATOR

Tier: 5

Activation: Active (Incidental)

Once per round when piloting an airship, ground vehicle, or sailing a marine vessel, the character may voluntarily suffer two strain to perform any action as a maneuver instead.

### MASTER PLAN

Tier: 5

Activation: Active (Action)

Once per session, your character may use this talent to make a Hard (◆◆◆) Discipline check. If they succeed, they reveal that whatever terrible circumstances they currently find themselves in are all part of a brilliant plan that they established at an earlier point. They then choose one non-nemesis adversary in the encounter and reveal them to be a close friend or ally who has positioned themselves to help your character at this exact moment. The details of which character turns out to be an ally depend on the type of encounter and your GM's approval. However, the ally could also have done their work before-hand, such as shutting down a security system or planting an explosive in an opponent's vehicle.

#### MASTER SALESMAN

Tier: 5

Activation: Active (Incidental)

Before making a check when buying or selling items, or undertaking or paying off one's debts, the character may choose to suffer two strain. If the check succeeds, they sell the item for 25% more than base cost, buys it for 25% less, pays off additional debt, or gain **AA**.

#### MOST IMPRESSIVE

Tier: 5

Activation: Active (Incidental)

Spend **⊗** from any skill check to allow a number of allies not exceeding your character's Presence within short range add **AA** to their next check.

#### STORY POWER

Tier: 5

Activation: Active (Maneuver)

Once per session, may perform the Story Power maneuver. Increase your wound threshold by 1 per GM Story Point and your strain threshold by 1 per PC Story Point currently in the Story pool currently in the Story pool until the end of the encounter.

#### RETRIBUTION

Tier: 5

Activation: Active (Incidental, Out of Turn)

Once per round when an adversary attacks an ally within medium range, your character may spend one Story Point to use this talent to automatically hit that enemy once with a weapon your character is wielding, if the enemy is within the weapon's range. The hit deals the weapon's base damage, plus any damage from applicable talents or abilities.

#### RUINOUS REPARTEE

Tier: 5

Activation: Active (Action)

Once per encounter, your character may use this talent to make an opposed Charm or Coercion versus Discipline check targeting one character within medium range (or within earshot). If successful, the target suffers strain equal to twice your character's Presence, plus one additional strain per **★**. Your character heals strain equal to the strain inflicted. If incapacitated due to this talent, the target could flee the scene in shame, collapse in a dejected heap, or throw themselves at your character in fury, depending on your GM and the nature of your character's witty barbs.

#### STIM APPLICATION (SUPREME)

Tier: 5

Activation: Passive

*Your character must have purchased the Stim Application talent to benefit from this talent.*

When performing the Stim Application action, each **⊗** may be spent to increase an additional characteristic by one.

#### TRUE AIM (SUPREME)

Tier: 5

Activation: Active (Incidental)

Once per encounter while using True Aim you may spend a Story Point to add **⊗** to the result of an attack. This does not include the Success usually associated with a Triumph.

#### TRUST NO ONE (IMPROVED)

Tier: 5

Activation: Active (Incidental)

*Your character must have purchased the Trust No One talent to benefit from this talent.*

When targeted by a Social check that fails, may spend 1 Story Point to add **⊗** to results.

#### WHIRLWIND

Tier: 5

Activation: Active (Action)

Your character may suffer 4 strain to use this talent to make a Brawl or Melee attack against the engaged adversary who is hardest to hit (as determined by the GM), increasing the difficulty by one. If the combat check succeeds, each adversary engaged with the character suffers one hit from the attack. The attack deals base damage plus damage equal to the total **★** scored on the check.

#### ZEALOUS FIRE

Tier: 5

Activation: Passive

Each time your Game Master spends a Story Point, your character heals 2 strain.

**TABLE: SKILLS FOR SETTING**

SKILL	CHARACTERISTIC	TYPE	SOURCE
ALCHEMY	BRAWN	GENERAL	GCRB
ARCANE	INTELLECT	MAGIC	GCRB
ATHLETICS	BRAWN	GENERAL	GCRB
BRAWL	BRAWN	COMBAT	GCRB
CHARM	PRESENCE	GENERAL	GCRB
COERCION	WILLPOWER	GENERAL	GCRB
COOL	PRESENCE	GENERAL	GCRB
COORDINATION	AGILITY	GENERAL	GCRB
DECEPTION	CUNNING	GENERAL	GCRB
DISCIPLINE	WILLPOWER	GENERAL	GCRB
DIVINE	WILLPOWER	MAGIC	GCRB
KNOWLEDGE (ADVENTURING)	INTELLECT	KNOWLEDGE	PAGE 75
KNOWLEDGE (CULTURE)	INTELLECT	KNOWLEDGE	PAGE 76
KNOWLEDGE (FORBIDDEN)	INTELLECT	KNOWLEDGE	PAGE 76
KNOWLEDGE (GEOGRAPHY)	INTELLECT	KNOWLEDGE	PAGE 76
KNOWLEDGE (LORE)	INTELLECT	KNOWLEDGE	PAGE 76
LEADERSHIP	PRESENCE	GENERAL	GCRB
MECHANICS	INTELLECT	GENERAL	GCRB
MEDICINE	INTELLECT	GENERAL	GCRB
MELEE-LIGHT	BRAWN	COMBAT	GCRB
MELEE-HEAVY	BRAWN	COMBAT	GCRB
NEGOTIATION	PRESENCE	GENERAL	GCRB
OPERATING	INTELLECT	GENERAL	GCRB
PERCEPTION	CUNNING	GENERAL	GCRB
PRIMAL	CUNNING	MAGIC	GCRB
PSYCHIC	PRESENCE	MAGIC	PAGE 77
RANGED	AGILITY	COMBAT	GCRB
RESILIENCE	BRAWN	GENERAL	GCRB
RIDING	AGILITY	GENERAL	GCRB
SKULDUGGERY	CUNNING	GENERAL	GCRB
STEALTH	AGILITY	GENERAL	GCRB
STREETWISE	CUNNING	GENERAL	GCRB
SURVIVAL	CUNNING	GENERAL	GCRB
VERSE	PRESENCE	MAGIC	PAGE 77
VIGILANCE	WILLPOWER	GENERAL	GCRB

# NEW SKILLS

## KNOWLEDGE SKILLS

The new skills in this section take the place of the single Knowledge skill presented in the Genesys Core Rulebook.

### ADVENTURING ( INTELLECT )

Life as an adventurer offers unique perils and challenges. Adventurers tend to run toward the sorts of danger from which common folk flee. Experienced adventurers see a side of the world that most people never do, and they learn a great deal during their journeys and quests. The Knowledge (Adventuring) skill represents this sort of practical experience, as well as discussions in taverns with fellow adventurers about monsters, ruins, and other threats—and how best to overcome them.

For many adventurers, it represents a kind of learned instinct; they might not be able to explain exactly why it's a bad idea to touch the ancient statue, but they know it is.

#### YOUR CHARACTER SHOULD USE THIS SKILL IF..

- Your character tries to identify a strange, slimy mass hanging from a dungeon ceiling.
- Your character attempts to find the safest course across a treacherously unstable ruin.
- Your character is attempting to solve a complicated puzzle of moving statues and levers in the depths of an ancient tomb.

#### YOUR CHARACTER SHOULD NOT USE THIS SKILL IF..

- Your character wants to determine the provenance of a strange amulet found in the depths of a ruin. That would use Knowledge (Lore).
- Your character tries to use their reflexes and dexterity to avoid falling into a pit trap. Coordination is the appropriate skill for this situation (although Vigilance might help them avoid stepping on the trap in the first place).
- Your character is relying on their alertness to avoid dangers underground, which would use Vigilance.

### CULTURE (INTELLECT)

Art, cuisine, architecture, and even fashion are all facets of the day-to-day lives of the people living in this world.

Sometimes a character needs to know what to wear to an occasion or event; other times they may need to identify the make and model of a airship or seafaring vessel. Cultured characters would be able to know other cultures' customs and laws, avoid unknowingly violating local laws, and warn their allies of the sensitive conversation topics to avoid in a particular town. A character with a working knowledge of cultures is important to any worldly party.

#### YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character is trying to remember the food or fashion required to blend in.
- Your character needs to recall the lyrics for and perform their peoples' war-chant before engaging in battle.
- Your character wants to ascertain the probable layout of a building based on its outside appearance.

#### YOUR CHARACTER SHOULDN'T USE THIS SKILL IF...

- Your character is trying to give directions. This would require a Knowledge (Geography) check.
- Your character is attempting to impress a noble. They should use the Charm skill instead.
- Your character needs to know who won a specific war. That would be in the wheelhouse of Knowledge (Lore).

### FORBIDDEN ( INTELLECT )

Knowledge (Forbidden) concerns matters of blood magic, necromancy, demons, devils, and other proscribed affairs. In addition to topics of an arcane nature, this skill covers any knowledge of subjects outlawed by the ruling careers and spiritual authorities, including particular historical incidents, purged lineages, and unspeakable monsters. A character with the Knowledge (Forbidden) skill may specialize in a particular category or dabble in all these and more, but they must be careful about revealing their knowledge to others.

#### YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character attempts to decipher the arcane glyphs adorning a Reanimate's ancient blade.
- Your character tries to uncover the ritual by which to contact a denizen of the Nine Layers of Hell.
- Your character wants to identify the magic employed by a Devil or its servants.

#### YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character attempts to cast a spell using energy drawn from the Gods. That would use Divine.
- Your character researches the magic practiced by the wizards at Greyhaven University. Magic of this sort is covered by Knowledge (Lore).
- Your character attempts to identify a magic amulet from the days of the Netherese Empire. That would use Knowledge (Lore).

### GEOGRAPHY ( INTELLECT )

Geography is a character's understanding of the lay of the land. Geography includes the comprehension of maps and cartography, regional variations in etiquette, terrain, the weather, natural cycles, and matters of navigation. A character with ranks in Knowledge (Geography) can chart a course over land or sea, describe the locations of major cities and landmarks from memory, and predict weather patterns and other natural phenomena and events.

#### YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to chart a course through dangerous wilderness to a nearby village.
- Your character wants to indicate the approximate location of a landmark or settlement from memory.
- Your character needs to know what garb they should bring when setting out into the local wilderness or what conditions to be prepared for.

#### YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to recall information about the Nine Hells. This would require the Knowledge (Forbidden) skill or Knowledge (Lore).
- Your character needs to set a camp or deal with the other practical matters of traversing the wilderness. That would use Survival.
- Your character tries to recall the history of a ruin. They would use Knowledge (Lore) for that.

### LORE ( INTELLECT )

Lore represents a character's knowledge of magic, legends, religion, and similar matters. It includes both folktales and recent history, as well as matters so obscure that only sages could know.

Lore encompasses specialized, scholarly, and esoteric knowledge of the type that most common folk would consider impractical.

A character with ranks in Knowledge (Lore) can recall relevant details from ancient legends, recognize rare religious icons, and even identify whether an event is magical or mundane in cause.

#### YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character tries to identify the origins of an ancient sword recovered from a ruin.
- Your character wants to determine the source of a wizard's magic after witnessing it in action.
- Your character attempts to recall a terrible legend of the First Darkness.

#### YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character tries to cast a spell. This would require the use of a magic skill.
- Your character attempts to read a map. That would use Knowledge (Geography).
- Your character wants to chart a safe course through ancient ruins. That would use Knowledge (Adventuring).

## MAGIC SKILLS

Characters use the new magic skills in this section in addition to the magic skills described on page 70 of the Genesys Core Rulebook.

### PSYCHIC (PRESENCE)

Psychic is a character's ability to use only the power of their mind to achieve spell-like effects. This represents a character's tapping into the power of their own force of will, a force colloquially known as Ki.

Wielders of psychic power are typically known by two monikers. Psions, ones whose abilities awakened due to supernatural means, or as Mystics, ones who awaken their psychic talent through training or through natural ability.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to rain down a flaming fist barrage.
- Your character wants to strengthen the resolve of their comrades through willpower.
- Your character wants to cure the wounds of the sick by projecting their spirit.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to recall knowledge of infernal creatures. That would use the Knowledge (Forbidden) skill.
- Your character attempts to translate the glyphs in an ancient Dwarven ruin. That would use the Knowledge (Lore) skill.

### VERSE (PRESENCE)

The Verse skill is a character's ability to achieve magical effects through poetry, song, or performance. In the world of Faerun, words and music are not just vibrations of air, but vocalizations with power all their own. Most users of this skill learn their repertoire and techniques by rote and improvise by instinct. Unlike other magic skills, Verse is defined by its signature methods and practices. A character with ranks in Verse can achieve supernatural effects through the seemingly mundane acts of singing, playing music, or other type of performing.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to fortify their allies in battle with an inspiring song.
- Your character wants to demoralize their foe with a scathing limerick, to the point that it physically hampers their abilities.
- Your character wants to counteract the baleful spells of a necromancer with a rousing speech.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to sing an ordinary song. That would use Charm.
- Your character wants to throw a fireball or otherwise physically damage the foe. That would usually require a different magic skill, such as Arcane.

## NEW RULES

### NEW HEALING OPTIONS AND CONDITIONS

While characters can be afflicted with various ailments and types of damage, and as adventurers they will be taking an abundance of wounds over their careers there are thankfully several options for recovery. This setting assumes that all player characters are exceptional people, with preternatural resiliency. This means they can recover far faster and more efficiently than the average person.

Wounds represent physical exhaustion, but not necessarily physical damage. It is possible for a fighter to take a great deal of wounds in a fight that ultimately represent only bruises, scrapes, and muscle fatigue. Generally speaking, unless a fighter receives a Critical Injury, it is assumed that any wounds they have are of this minor variety, and can be shaken off with relative ease.

- After any encounter, if a character has not taken any Critical Injuries, they may roll to heal wounds. Make a Simple (–) Resilience check. Each ✨ recovers 1 wound. ⚡ may be spent as normal to recover strain on checks

Characters can also heal using a variety of different, yet similar, options. The rate and type of recovery depends on the character's state of health as well as the type of treatment.

- For each full rest, the character heals 1 wound per rank of Resilience, minus 1 for every critical injury the character is suffering (minimum 1).

- A wounded character in a hot spring heals at a rate of 1 wound and strain every two hours. An incapacitated character heals at a rate of 1 wound and strain every six hours.

- Characters may also find healing springs which not only heal at a rate of 1 wound and strain every hour, but can heal a Critical Injury as well. An incapacitated character heals at a rate of 1 wound and strain every hour. Once per day, after a single session in a healing pool, the character may attempt one Resilience check to remove one Critical Injury. The difficulty is equal to the injury's severity rating. On a successful check, the character recovers from the Critical Injury and is no longer affected.

### FATIGUE

Per the GENESYS Core Rulebook (page 113), "when a character has suffered strain greater than their strain threshold, they become incapacitated until their strain is reduced so that it no longer exceeds their threshold." In this setting, a character who exceeds their strain threshold becomes fatigued, in addition to becoming incapacitated. A Fatigued critical injury with a (◆) rating is added to the character and may be healed per normal critical injury rules.

**Fatigued:** A fatigued character suffers 1 strain when they perform a maneuver or action, and 1 additional strain each time they voluntarily suffer strain.

If a character would exceed their strain threshold, or would become fatigued, while they are already fatigued, the rating of any existing Fatigue injury is increased by (◆) to a maximum of (◆◆◆◆).

# ANIMAL COMPANIONS

Several careers have the Animal Companion talent which allows them to acquire a permanent creature companion for as long as the creature survives.

When a character acquires the Animal Companion talent, the character must first find an animal and befriend it before it can be trained. The character could also create a construct like a golem or something similar via Crafting or possibly through magical means. The Game Master and player should agree on how long it would take to first find and befriend an animal, as well as how long it would take to train the animal before it can be used as a Companion.

Animal Companions can be powerful allies in combat as well as social encounters. When engaged with the character, the companion might grant on certain checks or impose against opponents (or remove them from the character). Ultimately, a companion can be used for whatever the player and the GM agree upon. The player should decide with the GM what small bonus might be conferred when the companion is first gained.

## TRAINING A NEW MOUNT

Animal companions can be trained to acquire the Trained Mount ability; each rank of this ability confers to any Riding checks made while the creature is mounted. These dice are in addition to the or indicated by the handling characteristic, if any.

Normally, training a beast for riding takes approximately 21 days of working with the animal. In the context of the game, this would usually happen during downtime and should not occur more than once per session. The PC acting as the trainer makes a Hard (◆◆) Survival check against the beast. The difficulty of the check is upgraded a number of times equal to the creature's Cunning.

A successful check adds Trained Mount 1 to the mount's abilities. ▲ may reduce the time it takes to train the mount, while ⊕ extends the time. ⊕ can indicate a particularly successful training conferring Trained Mount 2. ⊗ may inflict a Critical Injury on the creature, the trainer, or both. A mount can never be trained higher than Trained Mount 3.

## COMPANION COMMANDS

A character can direct their animal companion with the following commands:

**Assist:** The pet can take the Assist maneuver and aid the character they is engaged with. It is up to the GM and player to agree upon what assistance the creature can and cannot provide.

**Attack:** The companion will attack the targeted opponent using a weapon profile for its claws, mouth, teeth, etc. In the case of a mount, its attack replaces the character's attack while the character is mounted. If the character is not mounted, the companion can make a separate attack.

**Distract:** The companion will perform a Distract maneuver. The animal may fly around the target's head or nip at their ankles or otherwise distract the target. All checks the target makes while distracted receive an additional ■.

**Protect:** While engaged with the character or an ally, the animal can perform the Protect maneuver. Any opponent attacking the protected character receives ■ on their attack dice pool.

**Retrieve:** The companion can bring an item to either the character or an ally. A companion cannot carry an item with an encumbrance rating larger than its silhouette plus 2. A companion can also be instructed pick up a specific item or drop it in a location.

## MANEUVERS AND ACTIONS

Riding a beast and piloting or sailing a vehicle are functionally the same, but with several key differences. The first is that Riding is used instead of Driving, Piloting, or Operating for all relevant skill checks. If a mount does not have the right saddle or riding gear, the check difficulty is upgraded once. Like vehicles, mounts do not have their own initiative slot, unless during the course of action they are rendered riderless, in which case they revert back to their personal profile and function as an NPC.

When it comes to maneuvers and actions, a rider may perform any maneuver or action listed in the Vehicle section of the Genesys Core Rulebook (Page 220) provided the action or maneuver makes sense. Players and the GM should employ common sense as to what can and cannot be done by a particular creature.

In addition to the above maneuvers and actions, most rider and mount combos may also perform the following actions:

### CLIMB OR JUMP

Riding beasts of silhouette 3 or less can be used to climb or leap over obstacles on a successful Hard (◆◆) Athletics check by the animal.

### PUSH

Large, bulky animals of silhouette 2 or larger are capable of using their weight as a weapon. A rider mounted on a creature may convince the animal to push through solid objects or vehicles, knocking them out of the way. The base difficulty for a Push action is a Hard Riding check for the rider if it is against an object or creature of the same silhouette. Difficulty is reduced by one for every silhouette smaller the target is when compared to the beast. The animal may attempt to move an object only one silhouette larger by increasing the check to Daunting (◆◆◆) difficulty.

## WOUNDS, INJURIES, AND STRAIN

Animal Companions retain their wound and strain thresholds as described in the creatures statblock.

When a companion is reduced to 0 wounds or strain, it runs away and hides until the encounter has ended; if either of the pet's thresholds are reduced to 0 by a Critical Injury, the animal companion is killed.

A pet can recover wounds and strain the same way a character does. After a good night's rest, a pet will recover all strain unless critically injured.

When a pet suffers from a Critical Injury, it will need medical attention before it can heal the injury.

If a mount suffers a critical injury, the difficulty of all skill checks to ride or control the mount is upgraded once per Critical Injury. A mount that suffers a Critical Injury of Hard severity or higher cannot function as a mount until the injury has been healed.

## MOUNTED COMBAT

Mounting or dismounting from a riding animal requires a maneuver. Once mounted, a rider and steed should be treated as one character in most situations (attacks target the rider, the steed does not act independantly in structured encounters, and both act when a player chooses an initiative slot for their mounted character).

A mounted character can perform a maneuver to direct their mount to move. The rider and mount immediately move as if they had performed two maneuvers to do so (ex: instead of traveling from engaged to short range, they can travel from engaged to medium range). In certain situations, such as controlling a mount not trained for combat in the midst of a large battle, your GM may instead require the character to make a Riding check as an action to direct and control the mount.

Generally, a mounted character has an advantage in melee against opponents and should add ■ to melee combat checks targeting them, while opponents on foot add ■ to melee attacks against mounted characters. Conversely, firing a ranged weapon from the back of a galloping horse is more difficult, and a mounted character should add ■ to ranged attack checks. Your GM will make the final call on adding ■ and ■ to checks performed while mounted, as with any check.

Since we treat a mount and rider as one character, the only way to target a mount is by using the aim maneuver to target specific "parts" of an opponent, as per page 98 of the Genesys Core Rulebook. (In certain circumstances, your GM may allow characters to attack a particularly large mount such as a Silhouette 3 animal without penalty.)

A character whose mount is slain or incapacitated is knocked prone and suffers 3 strain. Depending on the situation and the results of any related check, the character might suffer additional damage or become trapped under the fallen mount.

## MOUNTS AS VEHICLES

When both mounts and vehicles are interacting in an encounter, it is often useful to treat mounts like vehicles.

### SILHOUETTE

If not specified otherwise in its profile, the silhouette is 2. A mount can carry any number of beings with a combined silhouette equal to its own (treat every two silhouette 0 beings as silhouette 1) or less.

### SPEED

One of the primary reasons for using a mount is the speed advantage it gives a rider over variable terrain. A mount's maximum speed is equal to half its Agility, rounded up. For example, a creature of Agility 3 would have a speed of 2 while a creature of Agility 5 would have a speed of 3.

A creature capable of flight might reach astonishing speeds in the air, but often it is physiologically ill-adapted for walking on the ground. To reflect this, any mount with the Flying ability has a maximum flight speed equal to its Agility, but a speed of 1 when on the ground. In addition, unless stated otherwise, a flying mount is not able to hover, and therefore must land if its speed is reduced to 0.

### HANDLING

To determine the handling characteristic of a given mount, start with the beast's Agility, subtracting silhouette and Willpower. A beast that has been specifically trained to accept and work with a rider provides a bonus to skill checks used for riding actions.

### RIDING BEASTS AND ENCUMBRANCE

Any animal that can be a mount may also be a pack animal. As they are considerably larger than most humanoid, they are also capable of carrying more. As a guide, a beast's encumbrance threshold is 5 plus its Brawn score, which is then multiplied by its silhouette. For example, a Horse that is Brawn 4 and Silhouette 2 would have an encumbrance threshold of 18. This allows the Horse to carry a rider and gear, or a rider and a passenger without over-burdening the best.

### THE REST OF THE PROFILE

While a mount is treated as a vehicle for the purposes of moving through an environment and being controlled by a character, the remainder of its profile stays the same. The mount keeps its wound and strain thresholds, its melee and ranged defenses, and its soak value. It does not gain a hull trauma threshold or a system strain threshold. Attacks against the mount are resolved as usual in personal scale combat. If the mount is ever called to suffer system strain for any reason, the mount suffers that amount of strain instead.

## FAME & INFAMY

High Fantasy is a genre that creates larger than life characters from relatively humble beginnings. People from mundane beginnings who earn themselves a place in the history books through their great deeds. Others earn their place in history through their attempts at selfishly gaining power at the expense of others.

Fame and Infamy is a way of tracking a character's accomplishments, as well as tracking the way the general public views them. Characters with low scores are just another person to fit in with the crowds, while characters near the end of their scales are so well known in their exploits that almost everyone they encounter knows who they are, and may even know more about them than themselves.

Fame is earned by helping people, accomplishing heroic deeds, or otherwise contributing positively to society. Something as simple as providing entertainment at a local tavern will gain Fame, though not nearly as much as slaying a terrifying beast that threatens many innocent lives.

Infamy is earned for quite the opposite; acts that harm, damage, or negatively impact people and society. Theft and verbal assault will generate minor amounts of Infamy, while act like murder or kidnapping will earn greater amounts.

Fame and Infamy are tracked from 0 to 10. 0 being someone without any reputation at all, and 10 being someone that almost everybody has heard of in some way.

### USING FAME AND INFAMY

Fame and Infamy both make up your character's reputation. Tracked separately, the GM awards reputation based on the actions your character takes throughout the course of the game. During each session, the player or the GM may use the character's reputation to their benefit or hindrance. In addition to the suggested effects on Table: Fame and Infamy Thresholds, the character's reputation can be used as a resource to make social checks easier or harder, based on the character's Fame and Infamy and who they are interacting with.

When making social checks with reputable individuals, such as upstanding citizens, law enforcement, or merchants, a character may spend a point of Fame to add ■ to the check. They may spend this as many times as they have Fame points, but any one check may not benefit from more than 3 ■ generated by Fame points. Once Fame points have been spent, they are unavailable until the start of the next game session.

Conversely, when making social checks with upstanding individuals, the GM may spend Infamy points, following the same restrictions, to instead add ■ to the check.

In general, Fame is much harder to gain and maintain than Infamy; people are more likely to remember bad deeds than good ones unless particularly noteworthy. If a character spends a notable amount of time without making their deeds known to the public, or without gaining any new Fame, the GM may decide to drop their Fame by 1 point. This is to represent a character fading into obscurity, becoming nothing more than a distant memory to those that might remember them.

Infamy, however, is much easier to accrue and much harder to be rid of. History is filled with criminals, tyrants, and villains whose deeds will not soon be forgotten. A significant amount of time must pass in which a character performs no ill deed before their Infamy begins to drop. Character can take steps in becoming less infamous, rather than waiting for history to forget them. Whenever a character is awarded Fame, they may instead choose to lower their Infamy by an equal amount.

Some suggestions for the values of Fame and Infamy gained based on a character's actions can be found on Table: Gaining Fame and Infamy.

Players and game masters should keep in mind that as a character's reputation increases, less mundane actions will have a lesser effect as that behavior comes to be expected of them. Apprehending a vegetable thief is not as noteworthy if the character is already known for thwarting a plot to destroy the world.



**TABLE: FAME AND INFAMY THRESHOLDS**

THRESHOLD	FAME	INFAMY
0	The character is not noteworthy; just another citizen.	The character is not noteworthy; just another citizen.
1-2	A few locals may recognize and praise the character.	A few locals may jeer as the character passes by.
3-4	Business owners and low ranking nobles know of this character's exploits and may ask them for help or offer them services at a discount.	Business owners and low ranking nobles know of this character's exploits, acting extra cautious around them and may charge them extra for their services.
5-7	Most citizens in villages and smaller towns will recognize the character and know of their exploits. Small crowds may gather, and gifts may be given.	Most citizens in villages and smaller towns will recognize the character and will jeer and confront them. Some citizens may throw food or attempt to start a fight.
8-9	The majority of citizens in large towns and cities know of this character's deeds. Business owners may give free services, and nobles and officials may ask the character for help in significantly important matters. Law enforcement may do small favors for them, such as turning a blind eye in one instance.	The majority of citizens in large towns and cities know what this character is responsible for. Businesses will shut as they approach, traders will refuse to do business. Law enforcement will almost certainly harass this character, looking for any excuse to arrest or even kill them. Notable bounties may be posted for the capture or killing of this character.
10+	The character is essentially a hero. Almost everyone knows who they are and will do nearly anything (within means and reason) for them. High ranking nobles, leaders and officials may grant significant favors for them as a sign of their gratitude.	The character is widely regarded as a villain. Nearly everyone knows who they are and what they are responsible for. Citizens may flee in terror, guards may not even come up with an excuse before attempting to kill them. Nobles, officials and organizations may post significant bounties to anyone willing to kill this character.

**TABLE: GAINING FAME AND INFAMY**

EXAMPLE	RESULT
The character spends an evening performing at a tavern.	+1 Fame
The character returns a lost item or performs a similar small errand for a citizen.	+1 Fame
The character assists law enforcement in a small matter, such as apprehending a thief.	+1 Fame
The character assists law enforcement in a significant matter, such as solving a murder or thwarting a treasonous plot.	+2 Fame
The character puts themselves at great risk or suffers significant harm in the defense of the interests of the people (for example, fighting off a great beast or pulling someone from a burning building).	+3 Fame
The character plays a significant role in successfully preventing a grand disaster in which hundreds or thousands of lives are at stake.	+5 or more Fame
The character is regularly rude and abusive towards citizens.	+1 Infamy
The character is regularly caught stealing items of minor value, such as food or clothing.	+1 Infamy
The character is caught deliberately damaging property without good reason.	+1 Infamy
The character is caught stealing items of significant value, such as weapons, armor or expensive jewelry.	+2 Infamy
The character is caught, or found responsible for the murder or grievous harm of a small number of people.	+3 Infamy
The character is caught, or found responsible for the deaths or grievous harm of several individuals.	+5 or more Infamy

# DUELS

Duels are formal (or informal) bouts of combat, usually between two opposing fighters. They can be done in less than a minute, or last for hours. Sometimes, they're regulated and other times they only rules are those found on the streets. Duels can be fights to the death, or competitions of strength. Sometimes, it's simply a recreational spar or training exercise.

Regardless of the reason, this section offers some guidelines on how to bring these dramatic narrative moments to life.

## SETTING THE STAGE

Unlike ordinary combat, a duel usually consists of only two fighters facing off, each intending to be the last one standing. These two characters should set the terms, if any, for their fight: weapons or none, bending or none, armor or none, to the death or simply to yield.

A duel begins when the opposing fights face off, usually at short range, but possibly closer or farther depending on the type of match and your GM's discretion.

### STEP 1: FACE OFF



During the first step of a duel, the two characters face off, each attempting either to intimidate the other or size them up while patiently waiting for their chance to make their first strike.





Each character chooses one of the options available during this step based on the tactics described.

### TACTICS

The character attempts to assess their opponent, seeking any clues that might give them an edge when the first move is made. Through anything from verbal taunts to twitching their fingers near their hilt, your character attempts to intimidate or fool their opponent into making the first move. They might start bouncing on the balls of their feet, to throw off their body's rhythm, or try to pinpoint an opponent's physical weak points.

During this step, your character makes an opposed skill check against their opponent's own skill, depending on the skill chosen by your character. You may use Table 3-2: Suggested Skills for Duel Tactics as inspiration for your move, or come up with your own skill (keeping in mind the check is opposed). Then choose whether you will help yourself, or hinder your opponent.

If you succeed and choose to help yourself, your character upgrades their ability when determining initiative in Step 2: Draw once, and once again per each   on the check. You and your GM can also spend the other dice symbols as normal.

If you succeed and choose to hinder your opponent, add  to your opponent's check when determining initiative in Step 2: Draw. You also add  per additional   on the check, and may spend other symbols as usual.

### STEP 2: DRAW

Eventually, the tension settles and nerves break. Someone strikes first. Observers must be on guard, because the fighters may not stick to their small area.

Both characters make a competitive Cool check with a difficulty of Simple (-) to determine Initiative, modified based on the results of the checks in Step 1: Face Off. The character who rolls the lowest result tries to attack, while the character with the higher result maintains their composure—they still take the first turn, but must attack.







From here, combat continues as usual, assuming either character survives the initial attack.

### OBSERVERS




Many duels, fights, matches, etc. occur in the public, out in the open for all to see. Even if your character doesn't participate in a fight, they may still be watching from the sidelines.

Players whose characters are not participating in a match or duel can still have fun with it: assume the role of rowdy crowd members or even bystanders on the opposing team. Heckle, howl, cheer, and holler for your favorites during the match!

### AID

During a duel or other match, your character can make a Hard (  ) Charm check to cheer for their favorite fighter or team. If you succeed, your character adds  to that character's next skill check, and that character gains  on the check equal to each additional net  on the check past the first.

### HECKLE

During a duel or other match, your character can make an opposed Coercion versus Cool check to heckle their least favorite fighter or team. If you succeed, your character adds  to that character's next skill check, and that character gains  on the check equal to each additional net  on the check past the first.

## TABLE:SKILLS FOR DUEL TACTICS

SKILL	OPPOSITION	EXAMPLE
Deception	Vigilance	Feints, jukes, flashy jewelry
Coordination	Coordination	Fancy footwork, match opponent's rhythm
Streetwise/ Perception	Cool	Analyze opponent's strategies to counter them
Medicine	Resilience	Identify any physically weak points
Coercion	Discipline	Intimidate or taunt opponent
Charm	Cool	Woo a crowd to demoralize opponent
Stealth/Cool	Perception	Position to hide your moves
Survival	Vigilance	Read opponent's body language

## INTERLUDES

Adventurers lead dangerous, exciting lives full of intrigue and action, but between harrowing combats, dramatic arguments, and intrepid exploration, there are often lulls in the action. Frequently, Adventurers must travel aboard a vehicle from one location to another in order for the next important encounter to occur. The story may also require the Adventurers to wait for a period of time, perhaps having arranged a clandestine meeting with an informant, or prepared an ambush for their enemies.

Interludes occur whenever the GM decides to provide one; typically this should represent at least one week during which the Adventurers are not actively pursuing work. During an Interlude, each character may choose one of the following actions to dedicate their time and efforts towards, and gain the resulting benefits. Many of these options may seem quite powerful, but remember that whenever you choose to earn money, or hone your skills, you're passing up another potential opportunity.

During Interludes, characters should generally have the opportunity to perform basic tasks such as purchasing new items the standard way or adjusting their gear without this counting as an action.

Unless stated, all actions listed below take 7 days, or 1 downtime action, to complete.

### UNCOVERING A BLACK MARKET

During your downtime, you can make a Hard **◆◆◆** Streetwise skill check to uncover a Black Market in a town. Once uncovered you will always have access to that Black Market in that town.

Having plenty of time, the character adds a **■** to the skill roll.

### ILLEGAL TRADING

During your downtime, you can make a Streetwise skill check to buy or sell up to 5 Restricted items. You must have access to the Black Market in town in order to buy or sell Restricted items. The difficulty equals the half the highest items rarity, (rounded up and minimum of 1 difficulty.)

### CUT A DEAL

During your downtime, you can make a Negotiation or Deception skill check to buy or sell up to 6 items below rarity 10 (or different up to GM's discretion) for a different price than is offered. Having plenty of time, the character adds a **■** skill rolls but if they decide to use Deception as their skill check, one difficulty die upgrades to a **◆**.

### EARNING MONEY

An Adventurer can spend their time plying their trade of choice, taking home some extra Gold. Make a Simple (-) skill check, using any non Combat or Magic skill of your choice, so long as a narrative justification can be provided for how it's used to make money; Mechanics could be used to work as a smithy for hire, while Deception could be used to earn a living in gambling rings.

For each **★**, the character earns 100 Gold. **▲** and **⊗** may be spent to gain useful information or make valuable contacts in the course of your work, which could assist in future investigations.

## REST AND RECOVERY

Loss of life and limb are common in the life of an Adventurer, and often time needs to be dedicated to recovery.

If your character chooses this option, you may make two Resilience rolls to recover from Critical Injuries per week, rather than the usual one. These rolls add **■**.

If an appropriately trained medic is available, be they a PC or an NPC, these may be made as *Medicae* rolls instead, still adding **■**.

## REFLECTION

You can spend your downtime relaxing and reflecting on your skills and previous jobs. If you spend at least 1 downtime action reflecting, you gain **■** that can be used one time on a skill check, on the next job you go on.

You can only have one reflection **■** at a time.

## TRAINING

Dedicated adventurers will spend much of their time in training, honing their skills to better carry out their noble mission. When choosing to train, you may select any skill; you could spend time on a shooting range and select Ranged, or spend time on physical conditioning, selecting Athletics.

When your character trains, select any skill that they have at least one rank in. Until the next Interlude, whenever you spend a Story Point to upgrade a skill check for the skill your character trained in, you upgrade the dice pool twice.

If your character dedicates 4 periods of downtime to training a skill without attempting any other actions, they also count their ranks in that skill as one higher until the next Interlude.

Alternatively, a character could use 4 periods of downtime to train two separate skills.

This is a 2 period downtime action.

## ALLIES & COMPANIONS

Across their travels, adventurers are sure to encounter many foes. Bandits, beasts, and daedric creatures are ready to catch the unprepared off guard and lead them to an untimely demise. However, not all who the party encounter have hostile intentions. Many people are happy to help adventurers in their journeys, even through dangerous situations. Whether their cause is justice, a common interest, or simply a professional endeavor, these companions can be trusted to lend a helping hand.

Often during a campaign, player characters will encounter helpful NPCs that accompany them on their quest, whether they are a unique recurring character or simply faceless soldiers. Sometimes, including these characters during encounters can be quite a cumbersome task which sometimes adds unneeded bloat and extra time spent. In addition, NPCs performing checks and succeeding greatly often can sometimes take away agency from PCs, or frequent failure can make them seem incompetent. This section is dedicated to a few ways GMs may wish to include these characters in encounters without the effort of tracking them as their own adversary in the initiative.

### COMBAT ENCOUNTERS

#### UNIQUE COMPANIONS

This option works best for rivals who usually have a unique identity. Named allied characters who have an established personality and role in the story.

To begin with, the GM selects or creates an adversary profile for the character as a baseline. While the Companion typically wont be making skill checks during an encounter, their profile is useful for the occasions when they are required to, as well as provide wound and strain thresholds to track.

Then, the Companion is assigned to a player, typically a player whose character has some kind of bond with the Companion. In mechanical terms, this player is known as the Leader. During a combat encounter, the Leader and the GM may spend  $\Delta \otimes \otimes \otimes$  on any check the Leader makes to trigger the effects listed on Table 4-9: Unique Companion Results. It should be noted that not all results are appropriate for all Companions (for example, a skilled swordsman might be good at taking down enemies, but may be unable to heal wounds on allies with the use of magic) and so GM discretion applies.

#### INCIDENTAL COMPANIONS

This option works best for minions, typically with no individual identity important to the narrative.

Groups of mercenaries, soldiers, students etc. The GM may want to use these Companions during large-scale battles, where PC's are fighting alongside soldiers, so that they do not need to keep track of dozens of allied minion groups.

As before, the GM selects a profile for the minion group being used for the Companions, and assigns them to a Leader. At the GM's discretion, the Companions may be able to provide unskilled assistance on certain skill checks, if the skill check is sensibly within their means. A group of lumberjacks might not be able to assist with magical healing, but they could certainly assist with lifting heavy objects or breaking down doors.

During an encounter, when the Leader performs an attack, they add  $\blacksquare$  to the combat check. This bonus only applies if the Companions are able to attack in the same manner (for example, a Leader attacking with a ranged weapon would gain no  $\blacksquare$  from their Companions if they are armed only with melee weapons and incapable of casting Attack spells.) The Leader may also spend  $\Delta \Delta \Delta$  or  $\otimes$  on a combat check to inflict a number of damage to the target equal to the Companion's base damage +1 per  $\star$  generated on the check.

Additionally, when the Leader is attacked, after the results are checked but before damage is dealt, the Leader may choose to have the damage applied to the Companions they lead instead, following the same rules for dealing damage to minion groups.

The attacker may spend  $\otimes$  from a successful combat check to defeat one Companion, regardless of whether or not the Leader redirected the attack to their Companions.

**TABLE: UNIQUE COMPANION RESULTS.**

SYMBOLS	EFFECT
▲ or ☉	The Companion deals damage to an enemy minion group equal to the base damage of their weapon +1 per ☼. All allied characters in the encounter recover 1 strain.
▲▲ or ☉	The Companion deals damage to an enemy rival equal to the base damage of their weapon +1 per ☼, or the Companion inflicts a Critical Injury on an enemy minion group. All allied characters in the encounter heal 1 wound, or an allied character chosen by the Leader heals 2 wounds. The Companion suffers 2 strain.
▲▲▲ or ☉	The Companion inflicts a Critical Injury on an enemy rival. An allied character chosen by the Leader heals 1 Critical Injury. The Companion suffers 2 strain. An allied character chosen by the Leader increases their soak by 2 until the end of the Leader's next turn. The Companion suffers 2 strain
☉	The Companion removes an enemy minion group from the encounter, or inflicts a Critical Injury on an enemy nemesis. All allied characters in the encounter heal 3 wounds. The companion suffers 2 strain. All allied characters in the encounter increase their soak by 2 until the end of the Leader's next turn. The companion suffers 2 strain. An allied character chosen by the Leader increases a Characteristic by 1 until the end of the Leader's next turn. The companion suffers 2 strain.
☉☉	The Companion removes an enemy rival from the encounter, or inflicts a Critical Injury on all enemy adversaries in the encounter. All allied characters in the encounter heal 1 Critical Injury. The Companion suffers 2 strain. An allied character chosen by the Leader increases a Characteristic by 1 until the end of the encounter. The companion suffers 2 strain.
☹ or ☹	The Companion suffers 1 wound. The Companion suffers 2 strain. All allies in the encounter add ■ to any magic checks made until the end of the Leader's next turn.
☹☹ or ☹	The Companion suffers 4 strain or a Critical Injury All allies in the encounter suffer 2 strain. All allies in the encounter add ■ to all checks made until the end of the Leader's next turn.
☹☹☹ or ☹	The Companion's currently equipped weapon is lost or destroyed, or the Companion is placed into a dangerous situation and can now be attacked and wounded by enemies.
☹	The Companion suffers a Critical Injury +40, or is placed in a dire, life threatening situation that will cause them great harm or death if it is not resolved by the end of the Leader's next turn. An allied character chosen by the GM suffers a Critical Injury.
☹☹	The Companion is killed, immediately suffering the Dead Critical Injury.

## HORDES

Many adversaries (goblins, orcs, kobolds, etc) often deploy in long columns or masses to march across battlefield or against entrenched enemies, overwhelming the opposition through sheer numbers. Hordees can provide a change of pace for combat encounters. They are best used when the PCs need to hold a single location, protect an objective for a brief time, or force their way through a mass of forces.

To use a horde in a game, the GM should select a minion NPC and decide how wide the column is. For determining skill ranks, treat the horde as a minion group of a size equal to this column width. However, when the PCs defeat a member of the horde, the skill ranks do not change as normal; the horde remains at full effectiveness as another minion steps forward to take the casualty's place.

A horde can never perform more than one maneuver in a round to move. If a number of minions in a horde equal to its width were defeated since its last turn, that horde loses its only maneuver. If the PCs defeat twice that number before its next turn, or spend ☉ for the purpose, the horde is pushed back as if it had performed one maneuver to move away. When the horde is attacked with a weapon with the Blast quality, minions equal to the horde's width are considered Engaged.

If a horde uses a maneuver to engage a PC, the PC is overrun. On its turn, a horde can perform an additional attack as an incidental against each overrun PC (in addition to its normal action). While a PC is overrun, treat them as moving through difficult terrain (which means the PC must perform twice as many maneuvers to disengage).

If a PC uses a maneuver to engage a horde on their own terms, they are not overrun, and the horde does not get any free attacks. At the GM's discretion, the character may subsequently become overrun if they fail to destroy the entire front rank, or if the battle otherwise turns against them.

## MAKING PASSIVE CHECKS

Not all checks are of vital importance to the story. Sometimes, a GM just needs to know if the character knows some useful information, or has the necessary skills to overcome a simple problem. In this case, the GM can call for a passive check.

Once the GM determines the difficulty of the check, the PC can spend a maneuver to make the check. The PC simply compares the ranks he has in the relevant skill to the difficulty of the check. If his ranks exceed the number of  $\blacklozenge$  added to the pool, he passes the check, with a number of successes equal to the difference between the two. If his ranks do not exceed the number of  $\blacklozenge$  added to the pool, he fails. He can, however, try to make the check as an action later.

The passive check exists to reduce the need for assembling and rolling dice pools. Making a check in Genesys is a relatively important event. Any check can generate  $\heartsuit$  and  $\spadesuit$ , and many can generate  $\clubsuit$  and  $\diamondsuit$ . These need to be resolved, and may result in effects of great import and excitement for players during a game. However, there may be some situations in the game where the events going on are relatively mundane, and the GM wants to maintain that. (This might occur during narrative downtime, for example). Passive checks remove the check from the occasion, meaning that player characters won't gain  $\heartsuit$  or  $\clubsuit$ , but also won't have to contend with  $\heartsuit$  or  $\diamondsuit$ . Essentially, they exist to determine the success of mundane tasks that a player character should already know how to perform (since they must have one or more ranks in a skill to succeed on a passive check).

However, the GM should keep some aspects of this optional rule in mind when implementing it. This rule can penalize players whose characters have lower skills and higher characteristics, as opposed to players who chose to invest in higher skills and lower characteristics for their characters. Also, if they do employ the rule, they should remember that even if a PC fails a passive check, he can always try again using a regular check.

## ONE-CHECK COMBAT RESOLUTION

The following rule is intended to help GMs resolve ongoing combat encounters more quickly. When the results of a combat encounter are a foregone conclusion but playing through the remaining turns would take additional time that could be better spent continuing the story, the GM can employ this rule.

This rule could also be used to simulate a combat encounter between groups that in bound to end a certain way from the start, such as the characters wading through inconsequential adversaries. Consider increasing the amount of wounds or strain suffered from  $\times$  and  $\heartsuit$ .

At the beginning of the round the GM wants combat to end, he asks each PC to make one final check. The nature of this check depends on what each player wants their character to do to help resolve the remainder of the encounter.

Once each player makes their choice, they roll the check as normal. Success means they accomplish their part in the resolution of the encounter; additional  $\star$  may mean they play an even greater role.  $\heartsuit$  can be spent to recover strain, while  $\clubsuit$  means the member gains an unexpected reward from the encounter; maybe a bag of healing elixirs or pouch of gold from an adversary, or a reputation as an extremely dangerous individual. Conversely, uncanceled  $\times$  should result in the character suffering an equal number of wounds, while  $\heartsuit$  inflicts strain and each  $\diamondsuit$  inflicts a critical hit. These are the injuries acquired as the encounter ends. The encounter resolves successfully no matter how well the PCs do on their check; the checks simply determine whether or not the PCs resolve the remainder of the encounter without incident, or if they pick up some cuts and bruises on the way.

The primary benefit of this rule is that it can resolve encounters where the outcome is foregone. Forcing players to eliminate every adversary can sometimes be tedious, and this helps avoid that sense of frustration. On the other hand, the GM should be careful to only use this when the outcome is certain and never when there's a chance of PC failure. Also, he should avoid using it during especially momentous combats, such as those against particularly noteworthy adversaries.

### EXAMPLE ENCOUNTER RESOLUTION:

Pash, Oskara, 41-VEX, and Lowhhrick are fighting a street gang. The fight has not been going well for the gangers; of the eight original members, only three are left. The GM decides the results of the encounter are foregone and would like to move things along. Each character must select one skill check to determine how they bring the encounter to a close.

Pash selects Athletics as his choice, saying he rams into the pile of crates the gangers are hiding behind to drive them out of cover. Lowhhrick and Oskara both select Ranged, choosing to fire at the suddenly exposed gangers. Finally, 41-VEX selects Streetwise and directing the band to a different location make their escape while evading the authorities.

# DISEASES

While most of the dangers in Toril are visible threats that can be fought with blade and flame, there are more sinister dangers that are invisible to the naked eye.

Diseases are a whole manner of afflictions people can suffer on their travels. Most of them are mundane in nature and can be treated accordingly, such as tiny organisms that survive on the host, or a defect within the individual's body. Other diseases however are purely magical, and cannot be treated without the use of magic.

## BECOMING INFECTED

There are a number of ways a person can catch a disease, the most common being through prolonged contact with an infected individual or creature. Different diseases have different methods of transmission which will be detailed later in the chapter.

Diseases do not affect the infected instantly. They are invisible, silent, and take their time to start wreaking havoc on the host. Typically, diseases start to affect the infected the next day after infection. When a diseased character wakes from rest, they must make a Hard (◆◆◆) Resilience check to resist the effects of stage 1 of the disease. Regardless of success or failure, they still show symptoms and will at this point likely know they are infected.

They will need to seek out treatment as soon as possible, or the disease will progress.

For each day that passes, the character must make another check to resist the disease. When a check fails, they begin suffering the stage 1 effects of the disease. If the next check succeeds, they still suffer stage 1 effects until the disease is cured, but they manage to fight off the effects of stage 2. Each failed check progresses the stage of the disease, and the infected suffers the effects of that stage and any stages prior.

## TREATING DISEASE

The easiest way to treat a disease is to consume Antitoxin potion. This will instantly halt the spread of infection and prevent the diseased from developing any worse symptoms. They must still spend the rest of the day with their current symptoms, but after 24 hours and a sufficient rest, the symptoms are removed and the disease is cured.

Mages may use the Heal spell with the Restoration effect to cure a disease. If successful, the disease is removed and progresses no further, but current symptoms remain until after 24 hours and a sufficient rest.

Without potions or magic, diseases are still possible to treat, but doing so is much more difficult.

Each disease has its own listed difficulty for treating it, which progressively gets more difficult as time passes. Treatment requires the use of a Medicine check, and can only be done if the character has a medical pack or other appropriate item.

This treatment only works on mundane diseases; magical diseases cannot be cured through nonmagical means.

The final option, assuming a disease is not fatal, is to simply wait for the body's natural immune system to fight off the disease. Doing so requires a Resilience check at the start of each day, which gets increasingly difficult as the disease runs its course. If the character survives, the disease dies off and the character is well again.

## EXAMPLE DISEASES

### CHILLS

Despite its rather innocuous sounding name, Chills is an extremely dangerous common disease affecting the victim's mind and coordination. Symptoms include clumsiness and mental confusion.

Stage 1: The character has difficulty thinking and concentrating, with thoughts leaving their mind almost as quick as they enter. They add ■■ to all Willpower and Intellect checks.

Stage 2: The character often finds themselves forgetting words, and sometimes whole sentences. The character cannot cast spells or perform social checks.

Stage 3: The character regularly forgets what they were doing, where they were going or why they entered a room. They become permanently staggered until the disease is cured.

Duration: 7 days (followed by death.)

Treatment: Hard (◆◆◆) Medicine

### SEWER PLAGUE

Sewer Plague is a serious common disease affecting a victim's mobility. Symptoms include uncontrollable muscle spasms and twitching.

Stage 1: The character's legs spasm and buckle at random intervals, causing them to regularly stumble or trip. They must spend twice as many maneuvers as they usually would to move.

Stage 2: The character's entire body experiences frequent spasms and ticks, making anything requiring manual dexterity difficult. They upgrade the difficulty of all Brawn and Agility checks once.

Stage 3: The character experiences a near constant trembling and shaking, making manual tasks and concentration difficult. They add 🌀🌀🌀 to the result of all Brawn and Agility checks.

Duration: 12 days.

Treatment: Hard (◆◆◆) Medicine

## MAGICAL DISEASES

These diseases are magical in nature, and therefore cannot be resisted or treated by non-magical means.

## VAMPIRE FEEDING

Vampires do not gain sustenance from food, drink, or rest as mortals do. Instead, they rely on consuming blood from living beings, particularly the blood of man or beast. When a vampire feeds on a sapient being, they are able to fully recover their Wounds and Strain. Feeding off of animals is possible, but not nearly as nutritious for a vampire. Doing so only recovers 3 wounds and 3 strain. Vampires may feed once every 24 hours, so should choose their next meal carefully.

To feed off of a creature without their awareness, the vampire must make a successful Stealth vs Vigilance check while they are asleep. Success leaves the vampire satiated, and the victim none the wiser, save for waking with a signature bite wound in their neck. If the vampire wishes, they may choose to infect the victim with vampirism.

To feed off of a creature that is aware of the vampire's presence, the vampire must make a successful Opposed Athletics or Brawl check.

If successful, the vampire is able to overpower the victim and drain them of enough blood to feed themselves.

Another option is simply to kill the intended victim and drink from them while still fresh. So long as the character has not been dead longer than an hour, the vampire may feed from them sufficiently. A character must die of vampirism to become a vampire; killing them and drinking the blood will leave them unable to return as a vampire.

It should be noted that the process of feeding is not necessarily fatal, despite how horrifying the idea of it may seem to some mortals. It may be possible for a vampire to convince a trustworthy mortal to allow them to feed off of them indefinitely to survive.

## VAMPIRISM

A disease, evil and from the Shadowfell in origin, there are several strains of vampirism that have evolved and mutated over the many millenia these creatures have walked the lands. Vampirism can only be transmitted by through powerful evil magic, or through injury from other vampires and requires a conscious choice to do so in this manner.

Stage 1: The character suffers vivid, horrific dreams and does not gain the usual benefits of rest.

Stage 2: The character's eyes become sensitive to the sun and other bright light. Whenever such light is present, the character adds ■■■ to all Perception checks.

Stage 3: The character is afflicted with an intense, insatiable hunger. No matter how much they eat, they never feel full. The character adds ■■■ to all Discipline and Resilience checks.

Duration: 3 days (followed by death.) When a character with vampirism dies, they are restored to undeath in the form of a vampire spawn. Once reborn this way they are no longer able to be cured of vampirism and must die again and may then be reborn with powerful resurrection magic.

While consciousness and individuality are retained, these remnants of the person the vampire once was can quickly be lost, if they do not regularly consume the blood of living creatures at least once every few days. Vampire spawn are innately subservient to the vampire that created it. They could only achieve free-will if their creator died or if their creator voluntarily granted them freedom, but once free of their bondage a spawn could not be enslaved again.

A character that becomes a Vampire gains the Tier 1 talent: Vampire at no cost to the character in their next available tier 1 slot.

## LYCANTHROPY

Lycanthropy is contagious, indiscriminate, and brutal. Those unfortunate enough to contract the disease are cursed with transforming randomly into a horrifying werebeast, unable to control themselves. The werebeast acts purely on instinct, hunting and killing like a savage, predatory beast. It is rumored that learning how to control the transformation is possible, but incredibly difficult to accomplish. Most commonly the werebeast takes on the form of a Werewolf; a giant, hideous bipedal wolf creature, but several forms of were-creature exist. The form which the infected takes depends on the strain of lycanthropy they are infected with. Were-Rats, Ravens, Cats, Bears, Sharks, Bats, Boars, and even Crocodiles have been spotted across the realm.

Stage 1: The character frequently feels more irritated and angry. The GM may spend ⚡ on skill checks to cause them to suffer 2 strain instead of 1.

Stage 2: The character becomes restless and aggressive, and the thrill of battle never seems to lessen. They may not roll to recover strain at the end of an encounter.

Stage 3: The character finds themselves becoming more solitary and aloof, detesting the presence of other people. They may not enter social encounters or perform social checks.

Duration: 3 days

Treatment: Daunting Medicine (🔴🔴🔴🔵🔵)

After 3 days have passed with no treatment, on the third night the infected character undergoes a long, agonizing transformation into the werebeast, and the previous symptoms are removed.

A character that becomes a Lycanthrope gains the Tier 1 talent: Lycanthropy at no cost to the character in their next available tier 1 slot.



While in werebeast form, they are no longer in control of their own actions and act on their primal instinct to hunt. Once the transformation is complete, they roll . Then, the GM spends the results on Table: Werebeast Events to determine what happened during the character's time as a werebeast.

The character must roll again each time they rest during a full moon or under other circumstances stated by your GM. If there is no result, then the character has been spared the transformation this night.

### CURING LYCANTHROPY

Similar to vampirism, once it has taken its hold upon someone lycanthropy is considered to be a disease without cure, a Curse. Most denizens of Toril are content to deal with werebeasts by sending dedicated hunters after them to either kill them or drive them far out of town.

Lycanthropes that contracted their condition as a hereditary trait, and could breed with other true lycanthropes to produce lycanthrope offspring. This form of lycanthropy has no cure e.g., a Lycanthropy born to true Lycanthropy parents.

The only people known to possess a cure to the condition are the witch covens of Toril. Unfortunately they keep this cure a closely guarded secret, effectively halting efforts to make a cure readily available to everyone. It is possible that by arranging to meet with the witches, they may assist the infected in removing the disease from them.

If the above are too harsh, perhaps a ritual of Formidable ( difficulty) casted by a Primal caster with suitable knowledge could cure the disease.

Table: Spending in A Werebeast Event

DICE RESULTS	EFFECTS
or	People nearby heard the sounds of scratching and crashing coming from your character's place of rest, but you otherwise wake up normally.
or	Your character wakes up in the middle of the wilderness a short distance away from where they rested. Your character wakes up covered in the blood of an animal they killed. Nearby locals start to report sights of a terrifying creature stalking through the night. Add an additional  to Werebeast Event rolls when resting in this area.
or	Your character wakes up covered in the blood of a person they killed. This could have lasting consequences in the local area. Your character wakes up a great distance away from where they rested, alone and confused.
	Your character kills several people during their transformation, creating a significant investigation in the local area as to the existence of a Lycanthrope. Your character encounters a patrol of town guards, soldiers, or other armed men that may attempt to slay the character. The identity of the Lycanthropy has been linked to your character. Gain 5 Infamy
	Your character turns on their companions, entering a combat encounter with them. A group of dedicated hunters tracks down your character and enters combat with them.

### ISOLATION

As previously mentioned, living in the wilderness, or restraining themselves is the best way for a character with lycanthropy to avoid harm.

If a character goes out of their way to do this, they generally don't need to roll any dice for their Werebeast Event when they rest, and it's assumed they either survived off the wilderness or could not have escaped.

However, the GM may spend a Story Point to say that they may have wandered a little too far during their isolation, or their restraints were not as secure as first thought, to have the character roll a single for the Werebeast Event.

## LYCAN

With GM approval, Lycanthropes who have gain a good enough semblance of control can take this specialization. This specialization counts as a career specialization for all careers listed earlier in this document.

A Lycan adds Brawl, Coercion, Perception, and Resilience to their Career skills.

If Lycan is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Devourer or Toughened.

Lycans gain a discount when purchasing the following talents:

Tier	Talent
1	Lycanthrope +
1	Toughened +
2	Heightened Senses
2	Threaten
3	Nimble
3	Unarmored Defense
4	Enduring
4	Expert Tracker
5	Indomitable

The following talents can only be purchased if your character has the Lycan specialization.

## TIER 1

### DEVOURER

Tier: 1, Ranked

Activation: Active (Maneuver)

Once per encounter, while in Hybrid form if your character is engaged with an incapacitated target that is compatible with their diet, they may use this talent to heal a number of wounds equal to twice their ranks in Devourer.

### LYCANTHROPE

Tier: 1

Activation: Passive

Your character has recently awoken their lycanthropic heritage. The spirit of the Beast can now manifest through their body causing them to change into a terrifying hulk of fur, teeth, and claws. You cannot take this talent if your character already has the Vampire talent. This talent can only be taken if there is a narrative reason and the GM approves.

- **Hybrid Form:** When your character exceeds their strain threshold while in their normal form, as an out-of-turn incidental: they heal all strain, increase their Brawn and Agility by one to a maximum of 5 and reduce their Intellect and Willpower by one to a minimum of 1. They deal +3 damage when making unarmed attacks and their unarmed attacks have a Critical rating of 2, but they cannot use magic skills or make ranged attacks.

Your GM should ensure that NPCs react appropriately to this (at the very least, upgrading the difficulty of social skill checks twice). Your character reverts to their normal form after eight hours or if they become incapacitated (for instance, by exceeding their wound or strain threshold). Clothes that cannot fit over the new form are destroyed. Any carried gear is dropped on the ground.

- **Weakness to Silver:** All opponents must halve the damage dealt to a Lycanthrope in Hybrid Form before applying soak, unless the weapon is magical, made of silver, or uses silver ammunition. Silver weapons (both solid silver and silver-coated) have their Critical rating reduced by 2 (to a minimum of 1) and gain the Pierce 2 and Vicious 2 qualities (or increases existing qualities by 2) against this character.

## TIER 2

### BEAST CONTROL

Tier: 2

Activation: Passive

Your character no longer receives a -1 to Intellect when shifting into Hybrid form.

### BEAST FORM

Tier: 2

Activation: Passive

Your character may now choose to shift into a full beast form. While in beast form they are silhouette 0, upgrade all Perception checks twice, and ignore difficult terrain. Also while in this form your character is unable to use items or weapons that requires hands and gains this attack: Bite (Damage +2; Critical 3; Range [Engaged]; Knockdown, Vicious 1).

### BEYOND THE NATURAL

Tier: 2, Ranked

Activation: Passive

Any non-combat Brawn or Agility checks your character makes while in Hybrid form gain a number of ■ equal to their ranks Beyond the Natural.

### BRING DOWN THE PREY

Tier: 2, Ranked

Activation: Passive

Your character's unarmed attack in Hybrid or Beast form gain a rank of Ensnare for each rank of Bring Down the Prey.

### FEAR THE BEAST

Tier: 2

Activation: Passive

Your character may automatically add ✨**A** to any Coercion checks made while in human form. Your character may spend a Story Point to automatically add 🌀 to any Coercion checks while in Hybrid form. Your GM is the final arbiter if this talent can affect an adversary.

### HEIGHTENED SENSES

Tier: 2, Ranked

Activation: Passive

Your character gains 🟩 per rank of Heightened Senses on any Perception or Vigilance checks.

### LYCANTHROPE (IMPROVED)

Tier: 2

Activation: Active (Incidental, Out-Of-Turn)

Once per session, your character may make a Hard (◆◆◆) Discipline check as an out-of-turn incidental either to trigger Lycanthrope or to avoid triggering it when they exceed their strain threshold. Your character may make ranged attacks while in Hybrid form.

### MOONSKIN

Tier: 2

Activation: Passive

Every full moon your character may select a number of items equal to their strain threshold that mystically absorb when changing from human to any shapeshifted form. When changing back to human form the items are available again. The items chosen are only absorbed if they are being carried or worn when your character shapeshifts.

### SUPERNATURAL REGENERATION

Tier: 2

Activation: Passive

Whenever your creature heals wounds due to natural rest, they heal 1 additional wound. They do not recover 1 additional wound when receiving first aid or medical treatment.

## TIER: 3

### BEAST CONTROL (IMPROVED)

Tier: 3

Activation: Passive

Your character no longer receives a -1 to Willpower when shifting into Hybrid form.

### FIERCE LEAP

Tier: 3

Activation: Active (Maneuver)

Once per encounter as a maneuver you may suffer 3 strain to move and engage an opponent at medium range.

### PACK TACTICS

Tier: 3, Ranked

Activation: Active (Maneuver)

While in Hybrid Form, your character may suffer 2 strain to perform this maneuver and have themself and every ally within Short range receive 🟩 on all combat checks for one round per rank of Pack Tactics.

## TIER 4

### EXPERT TRACKER

Tier: 4

Activation: Passive

Once per session, your character may use this talent to make a Hard (◆◆◆) Perception check. If successful, they are able to know if any character or specific creature they have encountered before, or has an item that character or creature has worn or carried, has been at their location within the last 48 hours. Additionally, your character adds ✨ per rank in Perception to any Survival roll to track any of those characters or creatures.

### LYCANTHROPE (SUPREME)

Tier: 4

Activation: Passive

Your character may trigger Lycanthrope once per encounter instead of once per session. The difficulty for shifting into and out of Hybrid form is now Average (◆◆). Your character may use magic skills while in Hybrid form.

### SUMMONING HOWL

Tier: 4

Activation: Active (Maneuver)

Your character unleashes a howl/screech/etc that can be heard up to Extreme range. Your character makes an Average (◆◆) Leadership check. If successful, all other lycanthropes of the same type as your character and any animals of your lycanthropic heritage that are not hostile toward your character and are willing to assist, begins moving toward your character to defend them. If there are no known lycanthrope characters within that range, the GM determines how many (if any) are in the area and what their stats are.

## VAMPIRE

With GM approval, Vampires who have gain enough semblance of control of their power can take this specialization. This specialization counts as a specialization for all careers listed earlier in this document.

A Vampire adds Brawl, Charm, Coercion, and Vigilance to their Career skills.

If Vampire is your starting specialization, you gain a free rank in one of the following Tier 1 talents: Fearsome or Swift.

Vampires gain a discount when purchasing the following talents:

Tier	Talent
1	Fearsome
1	Grit
2	Entranced +
2	Skitter
3	Bat Form
3	Suggestion
4	Enduring
4	Mist Form
5	Baleful Gaze

### VAMPIRE TALENTS

The following talents can only be purchased if your character has the Vampire specialization.

## TIER 1

### VAMPIRE

Tier: 1

Activation: Passive

Through a complex and taxing ritual, your character has been turned by a vampire to be another member of the immortal undead. This talent can only be taken if there is a narrative reason and the GM approves.

- Undead: They are now undead and are no longer living. They do not need to eat, sleep, or breathe, is unaffected by toxins and poisons, and no longer age.

- Fangs: They gain a Fangs attack (Brawl; Damage +0; Critical 2; Range [Engaged]; Ensnare 1, Pierce 2, Vicious 2). When a vampire inflicts wounds with their fangs (or narratively drinks blood), you may spend a Story Point to have them heal 4 strain and 4 wounds. However, if a vampire kills a person with their fangs, the vampire loses the last their humanity, maintaining their profile but becoming an evil spawn of darkness (what this means for your character is up to your GM).

- Blood Hunger: Your character does not regain strain normally, such as through rest or at the end of an encounter. Abilities that restore strain work normally. Outside of combat, any blood that is reasonably fresh can be drunk to regain strain. The specific amount necessary is up to the GM, but completely draining a human should restore all strain if your character is at their strain threshold. Additionally, your character suffers 1 strain every evening upon waking.

- Weakness to Sunlight: While they are exposed to sunlight, reduce all characteristics by 2, to a minimum of 1, and halve their Wound Threshold and Strain Threshold and suffer one wound per round. If wounds caused by sunlight cause the character to exceed their wound threshold they immediately suffer the Critical Injury of Dead and turn to ash.

- Stake Through the Heart: If an opponent makes a called shot to your character's heart with a wooden melee weapon or a ranged weapon that fires ammunition made of wood, that weapon gains +40 to any critical hits made with it.

- Progeny: When interacting with the vampire that turned your character, upgrade the difficulty of all social checks three times. When interacting with vampires your character turned, upgrade the ability of all social checks three times.

## TIER 2

### ENTRANCED

Tier: 2

Activation: Active (Action)

Your character may suffer 2 strain, choose a target within Short range that is visible and not hostile, and make a Charm versus Discipline check. If successful, the target retains their freewill but regard your character as a close friend for one hour per ✨. The target does not do anything they do not want to do. Convincing them to do certain things or to reveal some information may still require some kind of check.

### SKITTER

Tier: 2

Activation: Passive

Your character can walk across walls and ceilings with no penalty.

### SUPERNATURAL REGENERATION

Tier: 2

Activation: Passive

Whenever your creature heals wounds due to natural rest, they heal 1 additional wound. They do not recover 1 additional wound when receiving first aid or medical treatment.

### VAMPIRIC SPEED

Tier: 2

Activation: Active (Incidental)

At the start of your character's turn, your character may suffer 1 strain to perform a Move maneuver as an incidental. If they use this talent they do not have to perform the Disengage maneuver to move away from an engaged opponent and they may only perform one additional move maneuver this turn.

## TIER 3

### BAT FORM

Tier: 3

Activation: Active (Action)

Your character may suffer 2 strain to transform into a bat until the end of the encounter or they use an action to transform back. Your character's Silhouette and Brawn becomes 0 and they gain Flying. (Page 100 of the Genesys Core Rulebook). While in this form your character has no attack. Your character's carried gear, up to their Encumbrance Threshold, merges with your new form. It is unusable while within bat form but is recovered when changing back to human form.

### ENTRANCED (IMPROVED)

Tier: 3

Activation: Passive

*Your character must have purchased the Entranced talent to benefit from this talent.*

Targets of the Entranced talent may be hostile. ☉ may be spent to extend the duration to 1 day per ★

### SUGGESTION

Tier: 3

Activation: Active (Action)

Once per encounter, as an action, your character may suffer 4 strain, choose a target within Short range that is not hostile to them, and make an opposed Charm versus Discipline check. If successful, your character may give them a simple command of a single simple action to perform now or upon encountering a trigger event.

The suggestion is given aloud. The action cannot be something that would be in contradiction of the target's Strength, Flaw, Desire, or Fear nor may it cause the target to hurt themselves directly. If the trigger does not occur within one day then the target no longer performs the action. The target performs the action only once even if the trigger occurs multiple times. The target has no memory of receiving the suggestion, what the trigger is, or of performing the action.

## TIER 4

### DOMINATE

Tier: 4

Activation: Active (Action)

*Your character must have purchased the Suggestion talent to benefit from this talent.*

Once per encounter, as an action, your character may suffer 4 strain and make an opposed Charm versus Discipline check against one target within Short range. If successful, during the target's next turn, your character dictates what actions and maneuvers they perform, but they does not perform any action that causes them to directly hurt themselves.

### MAJESTY

Tier: 4

Activation: Passive

*Your character must have purchased the Entranced or Project Thoughts talent to benefit from this talent.*

Your character may suffer 2 additional strain to use the Entranced or Project Thoughts talent on a number of targets equal to your characters Presence.

### MIST FORM

Tier: 4

Activation: Passive

When you character suffers damage in excess of their Wound Threshold, they are not incapacitated, but takes the form of a cloud of mist. While in this form, this character can fly (see page 100 of the Genesys Core Rulebook) and does not suffer damage from physical attacks. If they suffer additional damage from a magical attack, they become incapacitated as normal and resumes corporeal form).

### VAMPIRIC SPEED (IMPROVED)

Tier: 4

Activation: Passive

*Your character must have purchased the Vampiric Speed talent to benefit from this talent.*

Your character can perform a second maneuver to move without suffering strain. They still cannot exceed the limitation of two maneuvers in a turn.

# DUNGEON CRAWLS

An important aspect of many fantasy settings is not only the compelling story lines and free world exploration, but the daring delves into long forgotten caves, dungeons and ruins. This section will give advice to GM's looking to capture the feel of a dungeon crawl, while still keeping within the scope and feel of a Genesys game.

## CREATING A DUNGEON

When it comes to creating a dungeon for adventurers to explore, there are a number of things to consider. A dungeon shouldn't be just an area that exists to be plundered, it should have some kind of reason to exist. Additionally, depending on who built the dungeon, the characters delving into it could encounter different adversaries and obstacles along the way.

### THEME

Each dungeon should have a theme, or in other words, its overall appearance. In terms of layout, complexity, and architecture, a dungeon's theme will vary greatly depending on who build it. When constructing a dungeon, choose one of the themes from Table: Dungeon Themes, or if you want to randomly generate one, simply roll a d10 and compare its result to the table.

### PURPOSE

As described earlier, each construction has a purpose; nobody with any sense builds a giant underground lair just for people to explore and loot. The purpose of a dungeon helps guide the GM in generating encounters, giving rewards, and driving the story forwards. After you have selected a Theme for your dungeon, you may now select a Purpose from Table: Dungeon Purposes, or if you prefer, you may roll a d10 and compare its result to the table.

**TABLE: DUNGEON PURPOSE**

D10 RESULT	PURPOSE
1-2	Fortress: This dungeon was built as a fortress or keep, a place to hold a military force ready to defend a location against invaders.
3-4	Mine: This dungeon was built to harvest a resource.
5	Library: This dungeon was built to house knowledge, both ancient and recent. As well as ancient tomes and spells, it may contain unique and interesting magical artifacts.
6	Secrecy: This dungeon was built to be away from curious eyes and was never meant to be discovered. It may be filled with locks and traps to deter unwanted guests, and the secrets hidden within are likely less than moral in nature.
7-8	Interment: This dungeon is a resting place for the dead. Their valuables may still be on their bodies, although their bodies may not have been granted the rest they've earned for whatever reason. Tombs also make good locations for practicing necromancers.
9	Shrine: Citizens all over Toril worship many gods, not all of which are reputable. Their shrines can be found hidden away in every corner. Filled with their fanatic worshipers and possibly evil servants, these shrines can be incredible dangerous for unprepared adventurers. While not as expansive as most constructions, their vile purpose makes them just as dangerous.
10	Lair: In this sense, the word "dungeon" takes on a broader meaning to include any enclosed, monster and obstacle-infested location with a singular Monster at the head. The mere presence of a legendary creature can have strange and wondrous effects on its environment, as noted in this section. Regional effects end abruptly or dissipate over time when the legendary creature dies.

# LAYOUT

Once you have determined the theme and purpose of the dungeon, it's then time to construct its layout. At its core, Genesys does not use maps, so the layout of a dungeon does not refer specifically to a series of rooms on a map. Instead, think of the layout of a dungeon as a series of decisions, obstacles, and encounters that adventurers will run into and need to overcome if they wish to conquer the dungeon.

Dungeons may be vast, filled with winding labyrinthine corridors, and should be described as such. However, navigating these corridors usually isn't very exciting if all characters are doing is walking around and changing directions. Instead, you should stick to flavorful description of their surroundings as they venture about the dungeon, before handing the reigns back over to the players when they reach the next important room. If you wish, you may take into consideration different paths and directions when planning your dungeon, and make a note of which choice will lead to which room.

Each dungeon should have a number of important rooms, the exact number depending on the size of the dungeon. What marks a room as important varies from case to case, but in general each room should at least have a reason to be there, an obstacle to overcome, and a way to progress onward through the dungeon.

**TABLE: DUNGEON THEMES**

D10 RESULT	THEME
1-3	Natural Formation: This dungeon is most likely a cave complex formed naturally over time. Its inhabitants, if any, are creatures seeking shelter from the elements, or disreputable individuals staying clear of prying eyes. Its layout is likely complex and full of twisting paths and narrow crawl spaces with no sense of direction.
4-6	Construction: This dungeon was built by local population deliberately for a purpose. Anyone who resides within should have some kind of direct tie to the dungeon's purpose, whether here willingly or against their will. As this dungeon was purposefully built, its layout should be relatively clear and traversal outside of traps should be trivial. The overall appearance of the dungeon should be influenced by the location in which it is found.
7-9	Ancient Ruin: Long ago forgotten kingdoms inhabited the land, and their remains can be found across the continents to this day. Its inhabitants, if any, are creatures seeking shelter from the elements, or disreputable individuals staying clear of prying eyes. There may be traps lying in wait for the unprepared, remnants of security. The long dead tend to wander these halls, as well as those that seek the treasures left behind so long ago.
10	Magical: Similar to the Construction theme, these were each built with some kind of purpose whether by a powerful mage, or a powerful magical being. Adventurers are likely to find golems or other security, endlessly patrolling the halls for eternity. While traversal should still be fairly easy, adventurers may need to use some of the arcane machinery and magics to lower bridges, open doors, etc. White stone hallways lit by blue-green magical flames, they are rife with magic and mystery. There are several deadly traps lying in wait for the unprepared, but plenty of reward for those with an affinity for the arcane.

## OBSTACLES

Each important room should have something that prevents players from moving forwards. This may be in the form of a trap, an encounter with adversaries, or a literal obstacle that blocks their path to the exit, such as fallen rocks or a broken bridge.

When it comes to placing traps in your dungeon, place them sparingly and with careful thought. Traps that activate and deal some damage are not particularly interesting and do not add any exciting elements to the story. Also, they can result in players feeling like they've been cheated for not explicitly saying they are checking for traps in every room, and will create a habit that will ultimately slow the game down to a crawl. Instead, traps should add a twist to the current ongoing story. Traps that deal damage when triggered may still be used, and suggestions on how to incorporate them will be included later in this section.

For example, the players entering a room only for the doors to slam shut and the room start to fill with a poison cloud creates tension, and leaves the exact solution completely up to player agency; do they try to leave as quickly as possible, breaking down the door or picking the locks? Do they attempt to disarm the mechanism and safely stop the gas? Do they use magic to create a protective bubble for themselves and simply wait for the gas to disperse? Traps like these create their own scenes in the ongoing narrative, instantly creating some kind of tension while still allowing the players to control the situation.

The most important thing to keep in mind when adding traps and obstacles is that there should always be a way to move forwards. Failing to disarm or escape the trap should not end in the characters being killed (usually) or trapped forever, as this is not a satisfying end to their ongoing adventure!

There should absolutely be some kind of consequence, but you should always keep a 'fail forwards' mentality in mind. Perhaps in the previous example, if the characters are unable to escape the gas trap, they are knocked unconscious, and wake up in the prison cells, or are woken up by another adventurer who took pity on them!

While there are many ways obstacles can be overcome, the most common way is to allow PC's to perform a Perception check to look for solutions, the exact difficulty of which depending on how well hidden that solution is. The GM may add ■ depending on how stressful the situation is, and may choose to call for a Vigilance check instead if time is of the essence.

## MAPS FOR LAYOUTS

While it is extra work, and generally not supported by the Genesys rule set, GMs constructing dungeons may of course draw maps for visual reference as they see fit. This does have its advantages, as it lets both the players and the GM have a better understanding of where exactly in the world the characters are, as well as help easily keep track of where they have and haven't been.

However, it does come with a few drawbacks. Unless the GM takes extra care to hide the rest of the layout, all at the table will be able to see exactly how much of the dungeon is left to explore. In addition, an absolute definite layout may limit creative ways of spending dice results and story points to introduce alternate routes or features. GMs should weigh the pros and cons and decide what works best for them and their players.

## OCCUPANTS

Although usually old and decrepit in appearance, dungeons are rarely uninhabited. The people or creatures inside will provide those delving into the dungeon with challenges of strength and wit.

When populating your dungeon, keep its Theme and Purpose at the front of your mind; who are the occupants? Do they belong in this dungeon? If they don't, why are they here?

If you are planning to populate your dungeon with particularly dangerous creatures capable of dealing severe harm to your players, make sure to foreshadow the danger clearly to them. For example if you plan for the final encounter to involve a vicious Chimera, decorate rooms with bodies torn asunder by massive claws, or burnt to a crisp with a powerful flame. Describe how certain doorways or corridors have been smashed apart by something clearly too huge to fit through them normally.

Not only is foreshadowing excellent for building tension and teasing what's to come, but it helps prevent players feeling like the GM is treating them unfairly by throwing encounters at them they have no hope of winning. If the danger is clear and present, and the players have understood that, then they proceed at their own risk...

### EXAMPLE: POPULATING A DUNGEON

Cass is creating a dungeon for her party to explore. As they encountered it along their travels through Faerun and he has no prior plan for this, he rolls a d10 twice to randomly determine its Theme and Purpose, generating a Construction designed for Interment.

He decides that since this tomb is in the Silver Marches, it is the resting place of ancient elven warriors, whose restless bodies still patrol the halls as terrifying Wights. He will use a variety of undead adversaries sparingly across its rooms to provide the bulk of the players' opposition.

He also decides that fighting nothing but Elvish undead might get repetitive after a while, so thinks of a few ways to add variety to the adversaries that populate his dungeon. He decides that and spiders will have made their nests in some of the rooms, and that a group of necromancers has made their way deep into the tomb to the resting place of an ancient mage, whom they are trying to resurrect and enthrall for their own gain!

Just by keeping the Theme and the Purpose of the dungeon in mind, Cass has created an adventure within the world with a reason for existing, a clear end goal, and the potential for plot hooks. Perhaps the players don't want to defeat the necromancers, but instead wish to help them bring the mage back, or even betray them to control him for themselves...

## REWARDS

No good dungeon crawl is complete without a reward. Along the way, players should have plenty of opportunities to pick up gold and treasures. Not every dungeon will have the same rewards, and you should take a moment to think about what kind of rewards players would reasonably find along the way. For example, it would make perfect sense to find shiny sets of weapons and armor within the armory of a fortress, but less so in a library or tomb. However, a library may be home to all sorts of spells and knowledge, and a tomb may contain unusual trinkets and artifacts that the interred carried with them to the grave.

Looting, either from the environment or from fallen enemies, can slow the game down to a crawl in some cases, and you should strive to ensure the game keeps moving forward at a reasonable pace.

To speed it up, you can tell the players at the end of a combat encounter (if there is still reasonable time to loot) all of the things that are worth keeping, insisting that there is nothing else of value to carry around. Quickly hand out a gold reward, maybe one or two weapons, and perhaps an interesting item if there is precedent for it.

Alternatively, you might also consider waiting until they have exited the dungeon before telling them the list of items with value they have picked up along the way. In this case, encourage the players to simply say "I take what I'm able to" when they have the opportunity to loot, and give them a number of Encumbrance of nondescript 'loot' to carry through the rest of the journey. Then, distribute items that total that Encumbrance when they have time to check through what they gathered.

### UNIQUE REWARDS

At the end of a long-fought battle through a torturous, winding dungeon, a handful of coins and a standard sword can seem like an underwhelming reward, especially if the dungeon is a significant part of the ongoing story. To make rewards more interesting, the GM may wish to consider creating new and unique items for the players.

Starting with the item itself, consider changing the material its made of, loading it with an enchantment already, or giving it a brand new special effect of your own making not covered by any of the enchantments in this book. A piece of unique equipment may even grant a character the benefit of a talent, or increase their ranks in a talent without actually having to purchase it (so long as the equipment remains enchanted and in use).



Table: Spending **A** **⊕** **⊗** **⊘** in Construction Dungeons

DICE RESULTS	EFFECT
A or ⊕	The active character sidesteps behind a particularly sturdy column or strut, increasing their ranged defense by 1.
AA or ⊕	The target is backed into a narrow hallway, adding ■ to the next attack they make. If the target is a minion group, instead only one minion is able to attack. The active character extinguishes a nearby torch, creating an area of darkness for themselves.
AAA or ⊕	The active character knocks a lit torch onto the target, setting them alight with a fire of rating 3 for 1 round
⊗	The target tumbles into a rack of equipment, knocking them prone and inflicting 1 strain and 1 wound. The broken rack counts as difficult terrain.
⊕ or ⊘	The active character's vision becomes blurred from a change in light levels. They must perform the Aim maneuver on their next attack, but add no ■ to the pool.
⊕⊕ or ⊘	The active character finds themselves in a narrow area and unable to perform attacks.
⊕⊕⊕ or ⊘	A piece of the active character's equipment becomes snagged and pulled off of their person. It must be recovered with a maneuver before it can be used again.
⊘	The target stumbles into a rope trap and finds themselves suspended from the ceiling. They are immobilized while within.

Table: Spending **A** **⊕** **⊗** **⊘** in Ancient Dungeons

DICE RESULTS	EFFECT
A or ⊕	The attack knocks stones loose and creates an area of dust between the character and the target acting as concealment. The attack strikes a barrel, spilling oil and creating an area of difficult terrain between the character and the target.
AA or ⊕	The target stumbles into and knocks over debris or something similar and suffers 4 wounds from being buried under rock.
AAA or ⊕	The target is knocked back into a trap, which springs and deals 10 damage to them. A log trap swings by, knocking the target and staggering them for 1 round.
⊗	A platform beneath the target comes loose, or they stumble off a chasm, suffering a short range fall.
⊕ or ⊘	The active character trips on mud or a loose rock, either falling prone or suffering 2 strain. The active character becomes snagged on a piece of debris, granting the next attack made against them ■■.
⊕⊕ or ⊘	The active character struck by a trap. They are knocked prone and Disoriented for 1 round. The active character's weapon becomes stuck in the earth and cannot be used until it is pried free with a successful Hard (◆◆) Athletics check.
⊕⊕⊕ or ⊘	The active character suffers 10 damage from accidentally springing a trap. A large piece of rock falls down between the target and the active character, creating cover and difficult terrain.
⊘	The active character steps on a magical rune and becomes staggered and immobilized for one round.

Table: Spending **A** **⊕** **⊗** **⊘** in Natural Dungeons

DICE RESULTS	EFFECT
A or ⊕	A small piece of rock strikes the target, inflicting 1 strain.
AA or ⊕	The target becomes entangled in vines or other plants, immobilizing them for 1 round.
AAA or ⊕	The target is knocked into a narrow crevice and must make a Hard (◆◆) Athletics or Coordination check to escape.
⊗	A section of the cave falls in, trapping the target and dealing 10 damage to them.
⊕ or ⊘	The active character trips on mud or a loose rock, either falling prone or suffering 2 strain. The active character disturbs a nest of insects and may not perform the Aim maneuver until their next turn.
⊕⊕ or ⊘	The active character becomes entangled in vines or other plants, immobilizing them for 1 round. The active character catches a flash of light from a crack in the ceiling, adding ■■ to the next check they make requiring sight.
⊕⊕⊕ or ⊘	The active character's weapon becomes stuck in the earth and cannot be used until it is pried free with a successful Hard (◆◆) Athletics check. A large piece of rock falls down between the target and the active character, creating cover and difficult terrain.
⊘	The active character becomes stuck under a rock or mudslide, knocking them prone and staggering them for 1 round. They must succeed a Hard (◆◆) Athletics or Coordination check to escape during the ongoing encounter.

Table: Spending     in Magical Dungeons

























DICE RESULTS	EFFECTS
 or 	The character activates a magical torch which illuminates the area and removes any ■ added by darkness for the rest of the encounter. Until the end of the active character's next turn, all characters that cast a spell suffer 1 fewer strain when the spell resolves.
  or 	A magical artifact nearby is activated, adding ss to any magic checks made until the end of the active character's next turn.
   or 	A large section of wall moves between the target and the active character, leaving them out of the encounter for 2 rounds.
	A dangerous trap springs on the target. If the target is a minion group, they suffer 2 minions worth of Wounds +1. If the target is a Rival or Nemesis, they instead suffer a Critical Injury with a +40 modifier.
 or 	Until the end of the active character's next turn, all characters that cast a spell must suffer 1 additional strain when the spell resolves.
  or 	The active character suffers feedback from a magical artifact, leaving them unable to cast spells until the end of their next turn. The active character's attack triggers a reaction from nearby crystals, dealing the attacks damage to them as well as their target.
   or 	The active character suffers 10 damage from accidentally springing a trap. Steam blasts into the active character, adding ■■■ to their next skill check and inflicting 3 wound. The active character becomes trapped in a room for 2 turns and can only escape with a Daunting (◆◆◆) Athletics check.
	A large section of floor beneath the active character drops down at great speed. They must pass a Hard (◆◆◆) Coordination check or suffer a Short range fall. Nearby security are alerted. The GM may increase the number of minions in all groups of adversaries by 2, or add a rival adversary to the encounter.

TABLE: SUGGESTED REWARDS BY DUNGEON PURPOSE

PURPOSE	REWARD
Fortress	Sets of armor in good condition, weapons in good condition, ammunition, health potions, stamina potions.
Mine	Valuable ores, gems, mining equipment, useful shortcuts, thankful rulers.
Library	Magic implements, spell tomes, lore books, unique magical artifacts, enchanted items.
Secrecy	Illicit goods, unique weapons, unique armor, grateful survivors, useful shortcuts
Interment	Unique items, valuable antiques, gemstones, jewelry.
Shrine	Forbidden items, grateful survivors, magic implements, deal with a Devil
Lair	Focal stones, enchanted items, gems, unique items, grateful survivors, valuable antiques,

### COMBAT IN DUNGEONS

While crawling through dungeons, combat between its inhabitants and the adventurers delving within is almost certain. Each fight may look drastically different depending on the location of the battle, so this section will provide a number of ways to spend     during a combat encounter within the dungeon. Keep in mind that much like the tables in the Genesys Core Rulebook, these are not exhaustive lists; they are merely a handful of suggestions to spark inspiration and keep the game flowing in a pinch.

When designing combat encounters within your dungeon, also try to consider alternate goals that are not simply defeating all the enemies in the room before moving onto the next one. The combat itself should be seen as more of an obstacle than the purpose of the encounter and should raise the stakes of whatever adventure the players are on.

For example, perhaps the players need to escape with a valuable treasure as greedy bandits pursue them, or maybe they need to destroy some kind of artifact that is continuously reanimating destroyed skeletons. A reason for the combat happening, a way of moving the action forwards, and plenty of opportunity to interact with the environment are the keys to a fun, memorable, and thrilling encounter!

# EXAMPLE DUNGEON: VAULT OF KING KYMIL IANNAN

Centuries ago, the Elvish King Kymil Iannan sat on his throne in the lost city of Thaluria. Thought lost to the ages, recent expeditions have discovered the entrance to this ancient, underground city.

The explorers that went in to investigate, have yet to return. Perhaps a group of skilled, brave adventurers can determine their fate, and avoid whatever horrors lie within...

## THEME

This dungeon is an Ancient Ruin. A complex, underground city of marble-white halls.

## PURPOSE

The vault contains many weapons and armors belonging to the ancient kingdom, ready to be distributed in times of war. There are armories, forges, barracks, and prison cells to stumble upon.

## LAYOUT

The vault of King Kymil Iannan is a modestly-sized dungeon with a number of rooms to overcome. Some creative thinking, lucky skill checks, and plentiful spending of story points can find many hidden areas into a number of rooms. This dungeon has more than 5 rooms, but only these 5 listed have significance.

### ROOM 1: THE ENTRANCE

The entrance to the vault is a long, descending stairway down into the earth. At the top of this stairway, a panicked worker pleads the PC's for help. They explain that their companions went down below to investigate the ruin they unearthed, but the door slammed shut behind them, sealing them inside. They have heard nothing from them yet, and beg the PC's to free the explorers.

Here, the party are met with their first obstacle; opening the door. They may do this a number of ways, particularly with magic or with brute force. If you ask for a skill check, make sure that failure does not halt the story in its tracks; not getting the door open means no dungeon crawl! Instead, consider a failed skill check to represent some kind of harm coming to them, or the exit is blocked off behind them.

Another obstacle could be the explorer, who wants to tag along with the party to make sure their friends are okay. They will more likely be a hindrance than a help, and bringing them along could make the entire crawl much more difficult.

They must either convince them to wait outside for their return, or deal with the consequences of bringing them along.

### ROOM 2: ENTRANCE CHAMBER

The entrance chamber is a wide open room with a tall roof supported by four stone columns. The area is lit with magical stones. At the far end of the room is a stone door, which appears at first impossible to open.

The main obstacle here is how to get the door open. Prodding around, one of the PC's is sure to find a stone platform on the ground, which opens the door when stood on. However, the platform also opens up several smaller passages, and undead guardians

begin to pour in! If the character stood on the platform steps off of it, the door (which is medium range away from the platform) begins to close at the end of their round. Making it through the door with two maneuvers from the platform will require a Hard (◆◆) Athletics or Coordination check, otherwise the party will need to find some other way of keeping the door open!

On the other side of the door, a button can be pressed to close it again, sealing away the undead guardians.

### ROOM 3: THE BARRACKS

After winding through the halls of the vault, the party stumble across the barracks. This area is a long straight corridor, with a dozen or so doors on either side opposite each other. It's here that the party first see signs of what happened to the explorers. Three bodies, recently deceased, lie scattered around the place, killed by the undead guardians. The same guardians still patrol the halls. In one of the nearby rooms, a wounded survivor hears the adventurers poking around and calls for help.

Here the obstacle is the wounded survivor. If they are not treated, they will surely die. If they are not made quiet, the undead guardians will be alerted. If they become alerted and investigate, and the survivor is not brought along, they will surely finish the job. How the players deal with this situation is up to them, but this encounter could end in a number of ways. Successfully saving the wounded explorer should be rewarded in some way, especially if it involves risking their own safety doing so. Consider giving a point of Fame once the dungeon is complete, or perhaps the survivor can give helpful information regarding the coming rooms!

### ROOM 4: THE FORGE

This room is where the weapons of King Kymil Iannan's army are made. Rows of elven swords line the walls, sorted meticulously into categories in their weapon racks. Situated towards the back of the room is a forge, which still glows with a mysterious green flame. There is a door along the left wall, on a seemingly inaccessible balcony that runs around the wall in a square O-shape.

In this room, the adventurers will need to figure out how to get up onto the second level and to the doors. They may use a spell to levitate themselves, or they may try to use their gear or nearby equipment to attempt to climb up to the next level. Alternatively, there is a hidden switch that causes a stairwell in the centre of the room to rise up from the floor, creating a path to the balcony above. If a PC wishes to look for this switch it will require a Hard (◆◆) Perception check. If the wounded survivor from the barracks was saved, they will mention that they saw some of the guardians running their hands along the walls to get around, reducing the difficulty to Easy (◆).

## ROOM 5: THE THRONE ROOM

Through the door on the balcony lies the throne room, a vast, open hall, with half a dozen pairs of columns evenly spaced, following the path of a metal grating that spans from the door to the wall on the far end. Long tables with several seats at them lie bare, save for the odd bit of cutlery decorating them, waiting for a feast that will never occur. Perhaps most striking is the imposing stone staircase which leads up to a raised platform, upon which an enormous throne resides. Sat upon it is the armored, skeletal remains of King Kymil Iannan. At each side of his throne, two more explorers lay unconscious upon marble slabs, crystals hovering above and draining their life energy. Kymil Iannan's phylactery was damaged in the excavation, and so he plans to use their life energy to restore and repair it.

This room is the climax of the dungeon, the final showdown against the King. Several challenges present themselves in this room. First, Kymil Iannan is draining the life force of the two unconscious explorers, who will surely die if the crystals are not destroyed or interfered with in some way within two rounds. Doing so will not be easy, as Iannan himself, a powerful and imposing foe, guards them. Failing to rescue them before their life force is consumed results in Kymil Iannan becoming more powerful and any wounds he has suffered currently healing. Next of all, the room soon fills with a number of his undead minions, who act more as a nuisance and a barrier between the party and their goal; rescuing the explorers and defeating King Kymil Iannan.

On top of this, if the party do not wish for him to be a recurring problem for themselves and the rest of the region, they may take time to find and identify his phylactery, and determine a means of destroying it. Particularly observant PC's might cast their memory back to the green forge in the lower levels and make their way back to extinguish it. With Kymil Iannan defeated, and his phylactery destroyed, he crumples to dust, finally giving up his physical presence on Toril.

The fight will not be easy, but the party always have the option to turn and flee, providing they can get the door open and run. If the entire party is incapacitated by Kymil Iannan and his minions, then they are surely to be taken to the dungeons, and become the next victim of his hunger. Unless, of course, they manage to escape...

### REWARDS

Kymil Iannan was a rich king, and provided they took the time to search for wealth, the players can expect to find anywhere around 1500 gold each. The forge was full of weaponry and armor, much of which is still in usable condition, and some of which may be enchanted if the GM feels it appropriate.

Kymil Iannan himself carries a magical Staff crafted from Bone and an enchanted crown, which is able to make the wearer appear more threatening through manipulation of their voice and facial features, making them appear somewhat twisted and demonic. While wearing the crown, the wearer upgrades the ability of all their Coercion checks once.

## KING KYMIL IANNAN (NEMESIS)

3	3	4	3	3	4
BRAWN	ABILITY	INTELLECT	CUNNING		PRESENCE
SOAK VALUE		W. THRESHOLD		S. THRESHOLD	
5		20		24	
				M/R DEFENSE	
				2 2	

**Skills:** Arcana 4 (○○○○○), Coercion 3 (○○○○), Cool 3 (○○○○), Discipline 3 (○○○○), Knowledge (Forbidden) 4 (○○○○), Leadership 3 (○○○○), Negotiation 3 (○○○○), Perception 3 (○○○○), Vigilance 3 (○○○○).

### Talents:

- **Adversary 2:** Upgrade the difficulty of combat checks targeting this character twice.
- **Dark Insight:** Use Knowledge (Forbidden) to determine spell effects.

### Abilities:

- Undead (an undead is immune to poison, disease, and sleep, and needs no air, water, or food to survive.)
- **Spells** (the king can choose any magic action allowed for the Arcana skill, and may select additional spell effects as normal. The spells they use most often are the following:
  - Ice Storm (choose a target at short or medium range for this attack and make a Hard Arcana check. If successful, this magic attack inflicts 12 damage +1 damage per Success, with the Blast 4, Ensnare 4 qualities, and a Critical Rating of 2. If the Blast quality is triggered, it affects all targets within short range of the target rather than engaged)
  - Arcane Barrier (make a Hard Arcana check; if successful, until the end of the king's next turn, reduce the damage of all hits against them by one, plus one for every Success, and the king gains +4 defense (to a maximum of 4). The king can maintain these effects with the concentrate maneuver).
  - Forbidden Curse (The King chooses two targets within short range or medium and make a Formidable (◆◆◆◆) Arcana check. If successful, until the end of the King's next turn, each time the target makes a skill check, decrease the ability by one and the King may choose to change any die in the pool not displaying ⊕ or ⊗ to any other face. The King may sustain these effects with the concentrate maneuver.)

### Equipment:

- **Bone Staff:** (implement, +4 damage, the king may add the Range effect to a spell without increasing the difficulty. When your character successfully casts an Attack or Curse spell, they heal 1 wound)
- **Kingly Garments** (+2 Soak, +2 Defense)

## SKILL CHALLENGES

Every player and Game Master can see it in their head: the perfect chase scene. Three Player Characters are in hot pursuit of a cat burglar NPC—they've just escaped to the rooftops; in their dark outfit they're hard to spot, even under the moonlight. If the PCs cannot catch up to them, they will make off with the jewels with their heads on a spike.

The thief is several structures away, but one of the PCs, the party ranger, makes a successful leap across the gap in the rooftops. Another uses their magic to form a small ice bridge for they and their ally to cross.

With just the party ranger only one rooftop behind, they narrowly misses the next rooftop and quickly grabs a ledge as they tumbles between the buildings; as the rest of the party worries for their ally, the thief has disappeared from sight. The slowest among them spots a shortcut to the right leading to an open and busy, and they risk it; the thief will want to get lost. But the druid's grasp of magic allows him to swiftly glide across rooftops using vines.

With only meters to spare, the bender manages to cut the thief off from the crowd, allowing their allies to catch up to help subdue the thief.

### WHAT IS A SKILL CHALLENGE?

A skill challenge is an attempt to capture a dramatic action sequence and boil it down into a number of skill checks. As you can see from the encounter above, the tension came not from combat or social skill checks, but from whether the players were going to succeed on each successive general skill check.

Skill challenges are good for dramatic sequences like a moonlight rooftop chase: a bad guy is getting away, trying to escape, maybe they knows something or is trying to do something. Or maybe the players must make a daring escape from a collapsing structure. You can call for a Coordination check; a character who succeeds can leap across the gaps and close the distance. An athletics check might have similar results. Perception could mean the difference between taking a shortcut or previously unnoticed path, and certain demise.

Of course, not all challenges should revolve around the physical skills. Challenges can be puzzles or social encounters, as well.

### THE SKILL CHALLENGE

As a non-combat experience, the skill challenge has a few differences from other types of encounters.

The Player Characters' goal in a skill challenge is to accumulate a target number of successes on skill checks before they accumulate three failures. The more successes you have to accumulate, the more difficult a challenge becomes.

The Game Master's role should be to inform the players what skills will be most useful during the challenge. Players should be encouraged to come up with other skills, and provide explanations on how they would use these skills during the skill challenge.

However, during a skill challenge a PC may only use skills designated as Career skills. Additionally, a player cannot use the same skill twice in a row. Another PC may use that skill instead, and the initial player can use a different skill.

Skill challenges track the party's overall Successes v. overall Failures. Regardless of how difficult a challenge is, i.e. how many total Successes the party attains, if they accumulate 3 overall Failure results, the party fails the challenge.

Of course, it does not have to be so black and white. As the GM, you can easily say that if the group fails, they have to make another Skill check to escape the consequences.

## CHALLENGE THE PLAYERS

A typical skill challenge requires the party to accumulate three Successes in order to beat the challenge. Thus, the difficulty comes is related to how many successes the party requires to move beyond the challenge; more required Success means more risk of Failure.

When designing skill challenges, keep in mind that a simple challenge may only need the party to accumulate 3 successes. A more difficult one might be 6, and a truly impossible challenge may require 9 Success results (but the increment need not be in threes).

As failures accumulate, the consequences could be anything from taking damage to making a final encounter more difficult; say the players couldn't navigate quietly throughout the corridors and so the watchmen are now reinforcing the center of the keep. It should be entirely dependent upon the circumstances of the challenge and narrative.

There should always be a maximum number of failures to fail the challenge, and not pass the test. Three is usually a good number.

Consider what happens narratively if they fail only one or two skill checks during the challenge, but succeed overall. One or two failures should not necessarily impede the players or making the skill checks more challenging (although ⚠ and ☒ certainly might). Players should have a chance to recover from their failures, and carry on to gain enough Successes to pass the challenge.

### USING THE SKILL CHALLENGE

Skill challenges are a great opportunity to take something like a montage scene, or a chase sequence, or escape a collapsing structure...they can be used to hold a powerful Nemesis at bay, perhaps someone the party could not likely defeat, until an ally NPC shows up to help them fight.

It's not important that every character be able to participate in every skill challenge. It is sufficient to simply have just enough skill challenges that every character gets a chance to shine. Otherwise if every challenge is always a physical challenge, only those characters will feel useful.

Not every skill check needs to be turned into a skill challenge. GMs should carefully consider when to use the challenge in place of a typical encounter; challenges may be best implemented when the stakes are high, rather than for handling mundane tasks. As important to consider as what the PCs have to gain if they succeed is what consequences they face when they fail?

Although not everything may end in death, these may be rare opportunities the players feel that their character's lives (or goals) are truly on-the-line.

### EXAMPLE SKILL CHALLENGES

This section briefly describes some generic Skill Challenges which you can use in your adventures, or as a jumping-off point to create your own unique challenges.

A skill challenge may be a single, large hurdle designed for the players to overcome, or it may be broken up into multiple smaller challenges which the players must face in succession. Many of these sub-challenges can be plucked one challenge or adapted for another to help you craft unique and compelling dramatic sequences.

Each skill challenge is named for convenience and given a brief description of narrative circumstances precipitating the Skill Challenge. Skill Challenges are then broken up into Special Rules, Primary Skills, and sections for overall Success or Failure of challenge. Additionally, some challenges may be divided into sub-challenges (also named) with their own unique Special Rules, Primary Skills, or Success and Failure criteria.

## THE HARROWING ESCAPE

The Player Characters have just defeated a large spirit or bandit encampment. Through whatever circumstances, the PCs have only a limited amount of time to grab as much of their horde as they can; the origin of this horde of wealth can be anything as it applies to your story. There are number of parcels (12 works well) that they can transport, but they are deep beneath the earth and can only barely see the exit that lies high above—or maybe they can't see it at all.

### SPECIAL RULES

**Time Limit:** 10 rounds until the structure collapses.

**Hazards:** If at any point during the challenge a player character generates ☹️, ask the other players to make a Hard (◆◆◆) Perception check; if they succeed, they are able to warn the character who generated the threat of a falling rock, causing them to avoid it; if they fail, the character receives 2 wounds and ■ on their next check. Success and Failure results do not count toward the skill challenge criteria.

- Likewise, a ☹️ could inflict a critical injury.

### PRIMARY SKILLS

**Perception:** A successful Hard (◆◆◆) Perception check will cause the player to notice something odd beneath the loot and to see that the parcels are large enough that only one can be carried by hand at a time.

- A second Perception check, or ▲▲ or a ☹️ on the first will let the player notice the “something” beneath the cache is a map carved onto the floor; the PCs gain ■ when making Geography checks.

**Mechanics:** A successful Average (◆◆) Mechanics Check will tell inform the players that there is an old rope and pulley system which could be used to haul the treasure to the surface.

- A second Mechanics check, or ▲▲ or a ☹️ on the first enables the player to deduce that the party has 10 rounds to transport as many parcels as they can, and get themselves out, before the structure collapses.

**Geography:** A successful Hard (◆◆◆) Geography check allows the players to locate the tunnel leading to a network of crude stairs, possibly leading to the surface.

### ROPE AND PULLEY

If they notice this system, the PCs will deduce from its size that it will take more than one lift to obtain all the parcels out of the collapsing structure; perhaps it can only hoist 3 packages or one PC at a time. Additionally, they will notice the system needs to be repaired before it can be used. Repairing the system requires 3 Successes before 3 Failures.

**Athletics:** A Hard (◆◆◆) Athletics check can be used to help reassemble the pulley and later to pull the parcels out of the structure. Each Success result counts as one success toward this aspect of the skill challenge.

**Mechanics:** A successful Hard (◆◆◆) Mechanics check may also be used to repair the pulley system, with each successful result counting as one success toward the Rope and Pulley challenge.

- A ☹️ result should confer ■ to players who use the pulley system to lift parcels out.

**Magic:** A successful Hard (◆◆◆) Magic check can allow spellcaster characters to explain how their spell assisted the pulley system's repair; this could be conjuring rope, repair crucial parts, or whatever else the player can imagine and the GM agrees.

### SUCCESS

Upon completion of the rope and pulley system, the players can begin to transport the treasure up and out of the cavern.

### FAILURE

Failure indicates that the players have damaged the rope and pulley system in their attempt to reassemble it.

### SECRET TUNNEL

If the party notices the tunnel on the far wall (it may be too dark to see), they may instead choose to haul the loot out either by hand or through other means. They would notice that the parcels can only be carried one at a time, unless they have some kind of draft animal, a cart, or can explain some other means. 1 Success for each package before 3 Failures, or until the round limit is reached.

**Geography:** A Hard (◆◆◆) Geography check allows the player to carry a container out of the complex labyrinthine staircase, and to navigate their way back to the room.

- Failure here means that the PC got lost while looking for the exit, and must add ■ to their next check.

**Perception or Survival:** A Daunting (◆◆◆) Perception or Survival check enables the players to notice seemingly-imperceptible shifts in the air patterns, or a faint whiff of air, allow him to navigate himself and a package to the exit, as well as navigate back to the room.

- Success here should also confer ■ to the PCs Perception and Survival checks for the remainder of the encounter.

**Success:** The players can still overcome this challenge regardless of the number of parcels they manage to take back to the surface. If they were required for a particular reason, perhaps the consequences for a partial delivery are proportional to the number of packages left behind.

**Failure:** If the party accumulates too many Failure results before the round limit is reached, their spirits are broken, and the underground system begins to collapse faster.

### RUN FOR IT

Whether they're ditching the loot, or they're running out of time, the players might choose to just run on out of the collapsing system. Each failure causes the number of rounds remaining to reduce by one.

**Athletics:** An Average (◆◆◆) Athletics check lets the player escape within one round. Additionally, Athletics could be used to push a small obstacle out of the way.

**Coordination:** A Hard (◆◆◆) Coordination check can be used by the player to hurdle across broken or uneven terrain with no additional setback, escaping within one round.

**Geography:** A Hard (◆◆◆) Geography check allows the player to remember the details of the map and escape within one round.

### SUCCESS

The party makes it out of the collapsing structure, with or without all of the loot.

### FAILURE

Those who did not make by the last round perish under the weight of the structure, unless they make a last-minute skill check using any of the skills above, or another if they can make a compelling case to the GM.

## ON THE ROAD AGAIN

For one reason or another, the Player Characters need to travel across the country as quickly as possible; travel by sea and air is not possible. Time is of the essence. They could be escaped convicts heading toward the border. Or maybe they were hired to recapture these criminals before they escape jurisdiction.

Certain members, or all of, the party are framed for a crime they did not commit and are to be arrested. Or maybe the PCs receive word that they are needed urgently elsewhere, and immediately begin their travels.

### SPECIAL RULES

This challenge requires 6 successes before acquiring 3 failures. Unless otherwise noted, each skill may only be used to acquire 1 success toward the challenge requirements per day.

**Time limit:** The party has only 3 days to acquire these successes, and must stop to rest each night.

### PRIMARY SKILLS

**Geography:** If the PC succeeds on a Hard (◆◆) Knowledge (Geography) check the party spots a shortcut through difficult and hazardous terrain.

- Success should allow the players to 'buy time' to get where they need to go, adding +1 to the failure threshold of the challenge.

Geography could also enable the PC to try to predict the weather.

- A success allows them to accurately predict and avoid a storm system, buying them time and increasing the failure threshold of this skill challenge by one.

- Failure results in an inaccurate prediction, costing the party valuable time, increasing the success threshold by one and imposing ■ on all checks for the remainder of the day.

**Survival:** Similarly to Geography, the PCs may notice trails or other natural features which present favorable travel conditions. The character must pass a Daunting (◆◆◆) Survival check. This skill may be used more than once.

- A failed Survival check could mean that the party got lost, costing them time. The number of successes needed to complete this challenge increases by 1.

**Survival:** If the characters are using animals for travel, and they succeed a Hard (◆◆) Survival check, it means they are able to keep their animals well-fed and in good health. They also gain ■ on subsequent checks which would involve travel through the use of the animal companion.

- Failure here imposes ■ on those same checks.

An Average (◆◆) Nature check does not count toward success or failure, and allows the party to forage for food. Success grants the party ■ on other checks made that day.

or could enables the PC to try to predict the weather.

- A success allows them to accurately predict and avoid a storm system, buying them time and increasing the failure threshold of this skill challenge by one.

- Failure results in an inaccurate prediction, costing the party valuable time, increasing the success threshold by one and imposing ■ on all checks for the remainder of the day.

**Athletics:** Your experience traveling long distances and your endurance allow you to guide some of your less-experienced companions. You must pass an Average (◆◆) check. This skill may be used more than once.

**Resilience:** You take on extra responsibility during your travels setting up camp, cooking, guard duty, breaking firewood, etc. You must succeed on a Hard (◆◆) check. This skill may be used more than once.

- ☉ here might allow the party to bypass the nightly rest requirement and travel through the night, effectively gaining more time. Add one to the failure threshold of this challenge.

- Failure means that the character suffers ■ on their next check.

**Lore:** Passing a Daunting (◆◆◆) check allows the PC to recall the location of nearby ruins used during the Hundred Year War.

- Success means the party finds the ruins which can provide safe shelter. They receive ■ on all checks the next day.

- Failure means you are unable to find the ruins, and have to spend the night camping in the open exposed to the elements. PCs suffer ■ on all checks the next day.

**Perception:** An Easy (◆◆) check lets you realize that some of the party is less experienced and you are able to grant ■ to their next check. This does not count toward success or failure of the overall challenge. The party may only make this skill check once.

A Hard (◆◆) check represents your attempt to find a short cut. This skill check may only be made once.

**Survival:** A Hard (◆◆) check represents the PCs innate ability to pursue a target or outrun a pursuer.

- A successful Survival check increases the failure threshold by one, buying the players more time to reach their destination.

- A failure will increase the success threshold of the challenge by one, in addition to counting as a failure for the challenge overall.

### SUCCESS

After three days the PCs arrive at their intended destination; or ahead of schedule, if the party accumulates the required number of successful skill checks before that, allowing them to establish an ambush.

### FAILURE

The PCs arrive too late to accomplish their primary goal or, if they reach their failure threshold before the final day, are ambushed by their pursuers.

## THE WAITING GAME

The Player Characters are to rendezvous with an escaped prisoner and help him to safely cross the border, or reach a designated safe house. This skill challenge can easily be adapted for any scenario where the PCs need to wait in hostile territory for the delivery or arrival of any item or person of interest.

### SPECIAL RULES

Whatever the circumstances may be, the target of interest should become targetable at sundown. The PCs have been instructed to accomplish their task undetected by sunrise with or without the package. This challenge requires 6 successes before 3 failures. Unless otherwise noted, each skill may only be used to acquire 1 success toward the challenge requirements for the entire night.

**Time limit:** At sundown, the GM should roll a d10 to determine how many hours the PCs wait before the prisoner, package, or other object of interest shows up. If the result is 1 or 10, then the party was either too eager, or waited too long, and the rendezvous is unsuccessful. Do not inform the PCs if this happens. Let them decide what course of action to take come sunrise.

**Group checks:** The PCs must complete both group skill checks as part of this skill challenge. Group checks are unique from other skill checks in that the outcomes affect the entire party. A PC may only make one Group check per round and cannot make the same group check two rounds in a row.

**Stealth:** At the end of every other round, beginning with the first, the PCs must make a Hard (◆◆◆) check to remain undetected.

- Success means the party remains undetected and is one step closer to completing the challenge.
- Failure causes the party to be detected by a local resident or some form of wildlife or spirits. The success threshold for the skill challenge increases by one.

**Resilience:** At the beginning of every other round, beginning with the second, the PCs must make a Hard (◆◆◆) check to stay alert.

- Success means all PCs remain alert and are one step closer to completing the challenge.
- Failure means in addition to counting as a failure, the PCs add ■ to their checks for the remainder of the skill challenge.

### PRIMARY SKILLS

**Athletics or Coordination:** Climbing atop a rock or a large tree gives you a better vantage point. You can spot approaching danger and the package. A successful Average (◆◆◆) check also grants ■ to any Perception check. Can also be used to cover ground quickly if the party is on the move.

**Charm or Coercion:** If discovered by any locals, you may attempt to persuade, bluff, or intimidate them into keeping silent about your presence with a Hard (◆◆◆) check.

**Nature:** With a Hard (◆◆◆) check you can find a suitable place for the party to hide without disrupting the local animal population, or telegraphing your presence.

- The party gains ■ until the end of the challenge on all Stealth checks.

**Perception:** You are able to spot potential danger or a really great hiding place if you can make a Hard (◆◆◆) check.

### SUCCESS

The prisoner, or other person or item of interest, reaches the PCs and they make for the border or other destination as quickly and quietly as possible.

### FAILURE

The PCs are detected before the rendezvous and they are forced to improvise. They can travel deeper into foreign territory to try to intercept the target or they can retreat.

## TREASURE HUNT

The PCs acquire an old treasure map. They are determined to find the lost treasure. However, the map is really old and it's quite difficult to read. How the characters came upon this map is entirely up to the narrative of your adventure.

Perhaps a retired adventurer, unable to leave home, hires the PCs to recover a buried item depicted on their old map; or maybe the map was picked up at an antique shop or inscribed on the walls of some ruins. Maybe the PCs were hired to find, or are competing with another group of treasure hunters to locate, a lost artifact.

### SPECIAL RULES

This challenge requires 3 successes before 3 failures. Unless otherwise noted, each skill may only be used to acquire 1 success toward the challenge requirement.

### PRIMARY SKILLS

**Lore:** Some of the writing and markings on the map are ancient or spiritual in nature. You are able to decipher some details identifying an important landmark with a Hard (◆◆◆) check.

**Negotiation:** With an Average (◆◆) check you make friends with some of the locals and they share stories of their adventuring days, or about local myths and legends. Some of their details provide clues to deciphering the map.

- Failure here could result in ■ when negotiating and increase the success threshold by one, representing the locals withholding information from you, or collaborating with rivals.

**Geography:** On a Hard (◆◆◆) check, you recall knowledge of this geographical area in the annals of some library, and its history gives your character insight into numerous landmarks and structures depicted on the map.

**Nature:** With an Easy (◆) check, you are able to identify many of the landmarks coded into the map and you gain ■ to all checks for the remainder of the challenge.

**Survival:** Your excellent navigational skills allow you to pinpoint which natural landmarks represent your next step by passing a Hard (◆◆◆) check.

**Streetwise:** You can find a local expert by passing an Average (◆◆) check; the expert's knowledge on ancient maps and cartography enable him to decipher many of the map's symbols and details. The party gains ■ to the next skill check.

### SUCCESS

The PCs decipher the map and know where the cache is located. They arrive at the site before any other interested parties.

### FAILURE

By the time the PCs decipher the map, someone else has already beaten them to the treasure. Now they have to figure out how to resolve this conflict and obtain the item.



## NEW ITEM QUALITIES

**New Quality: Bane (Passive)** - Weapons with bane quality have been enchanted or represent something that is anathema to a certain type of creature.

When a creature of the type is hit by a weapon with bane quality, reduce the crit rating of the weapon by 1 and the creature suffers a number of wounds equal to the rating of Bane in addition to the damage of the attack.

**New Quality: Elemental (Passive)** - Items with elemental quality have been enchanted or represents something that inherently has a natural element ties to its source of damage, potentially boosting or hindering the effectiveness of the damage.

The elements are Acid, Electricity, Fire, Ice, Necrotic, Poison, and Radiant.

**New Quality: Exhausting (Passive)** - Some weapons require a great deal of energy to deploy. Examples include controlling large machine guns in auto-fire mode, using particularly heavy melee weapons, and certain unarmed attacks.

Whenever an attack is made with an exhausting weapon, that character suffers a number of strain equal to the exhausting rating **after** the check is resolved.

**New Quality: Poison (Active)** - This attack inflicts the target with a poison or venom.

When triggered, the target must make a Hard (◆◆◆) Resilience check or suffer wounds equal to the Poison rating. ☠☠ or ☠ can be spent to have the target suffer the effect again on the start of their next turn causing them to make the Resilience check again with the opportunity to spend ☠☠ or ☠. This can continue until ☠☠ or ☠ are not spent.

**New Quality: Push (Active)** - When Push is applied to a target, they are moved one range band away. Unless otherwise stated, Push requires ▲▲ to trigger, plus one additional ▲ per silhouette of the target beyond silhouette 1. Push can be activated multiple times, increasing the range band pushed by one. If multiple targets suffer hits from an attack with Push, the quality may be triggered multiple times, affecting a different target each time.

If the target moved by Push would strike a solid, immobile object before completing the distance moved (a wall, vehicle, or other structure or object too large or heavy to be moved by the character) the target takes additional damage as if it had fallen the distance travelled, reduced by half. For example, if the target would strike a stone wall at short range, the target would hit the wall, stop moving, and take 5 wound damage and 5 strain damage (half the normal damage for a fall from short range). The target may roll to reduce that damage as normal.

**New Quality: Reach (Passive)** - Weapons with this quality allow the user to attack targets at Short range with standard Melee difficulty (◆◆). Due to the unwieldy nature of these weapons, melee attacks performed against a engaged target are increased in difficulty one time (from base ◆◆ to ◆◆◆).

## BRAWL WEAPONS

Remember that unlike other weapons, Brawl weapons augment basic attacks. Brawl weapons can add damage to the attack (as indicated in the Unarmed profile, on table Brawl and Melee weapons) and may have an improved Critical rating and additional item qualities. When using a Brawl weapon, the user can choose to use its Critical rating instead of the standard Brawl Critical rating. They also add any additional item qualities to the qualities already provided by the Brawl attack. If the weapon provides an improved version of an existing quality, the character uses the improved version.

## INNATE QUALITIES

Just as with certain specialized weapons, certain weapons and attacks may exhibit certain active qualities which are sometimes inherent to the attack itself.

If an item describes an innate quality, the character does not require ▲▲ to activate that quality (and any additions or subtractions to that quality) on a successful hit. Innate qualities do not activate on ✕, but can still be activated with one extra ▲ on a ✕. For example, a weapon with Ensnare 2 (Innate) would automatically apply the Ensnare quality on a successful hit for two rounds.

## TABLE: ARMOR

NAME	DEFEN	SOAK	ENCUM*	HP	PRICE	RAR
Chainmail	1	+2	5	2	600	5
Half-Plate	1	+2	4	0	1,000	6
Heavy Clothing	1	+0	1	0	50	0
Leather	0	+1	2	1	75	2
Platemail	1	+3	6	4	1500	7
Reinforced Leather	1	+1	3	2	200	5
Ringmail	0	+2	5	1	350	3
Scale	2	+1	4	2	600	4
Splintmail	0	+3	5	3	1250	6

\*Reminder: Armor actively worn by a character counts as having 3 less Encumbrance when worn

# EQUIPMENT

## WEAPONS

Listed below are weapons with unique properties.

### BATTLEAXE

Though originally a simple woodcutter's tool, in skilled (or desperate) hands, an axe can be a vicious weapon. The curved and heavy blade of the axe-head takes brutal bites out of flesh as well as timber, and many cultures have crafted axes designed specifically for war.

You may wield a battleaxe with two hands with the following profile: (Melee (Heavy); Damage +3; Critical 3; Range [Engaged]; Accurate 1, Sunder, Vicious 1).

### CHAKRAM

A simple-looking metal ring with a wickedly sharp outer blade and smooth interior, chakrams are favored by assassins. The technique of twirling a chakram on one's fingers before releasing makes them difficult to use.

After throwing a chakram, the wielder may spend **AA** to have the weapon return to their hand, regardless of success or failure.

You may wield chakrams as a melee weapon with the following profile: (Melee (Light); Damage +2; Critical 3; Range [Engaged]; Vicious 1)

### CROSSBOWS

The Prepare maneuver must be taken before each attack made with crossbows. Crossbows, Repeating Crossbows, and Heavy Crossbows require two hands to wield.

### FIREARMS (MUSKET, PISTOL, ETC)

The GM may spend **☒** on any check involving a firearm to cause the item to become damaged by two steps instead of one.

Increase the difficulty of mechanics checks to repair or modify firearms by one.

The Prepare maneuver must be taken before each attack made with firearms. The Musket requires two hands to wield.

### HIDDEN BLADE

Falling somewhere between brass knuckles and a sword, hidden blades are dagger-length blades extending from vambraces, which mount the blade and provide a degree of protection to the wielder's forearms. Hidden blades includes a locking mechanism that allows the user to retract or extend the blade. While the blades are retracted, a heavy coat, robe, or similar garb easily conceals the vambraces, making these weapons a favorite of assassins.

When used as a pair, Hidden Blades gain the Sunder and Accurate 1 item qualities. (This applies even if they are not used with two weapon combat rules to gain an additional hit.) Hidden blades cannot deal damage to a target's strain threshold.

### KNUCKLE DAGGERS

Designed by an exotic nomadic warrior species, Petars, informally known as knuckle daggers, are brass knuckles with wicked curved blades extending from either side as if the wearer were holding a dagger in a standard and backhand grip simultaneously. Often used in pairs, petars lend themselves to dizzying twists and spins in close-quarters combat.

A pair of knuckle daggers counts as a melee weapon for the purposes of the Parry talent. When used as a pair, Knuckle Daggers gain the Sunder and Defensive 1 item qualities. Knuckle Daggers cannot deal damage to a target's strain threshold.

### SLING

Basically a leather cup attached to two lengths of cord, a sling is dirt cheap and its ammunition (any roughly spherical rock) even more so. A sling is more likely to be carried by shepherds and street urchins than by seasoned warriors, but a few adventurers keep one tucked away in a pouch as a weapon of desperation.

**☒** or **☒** cannot be spent to cause a sling to run out of ammo.

### STAFF

Cheap to buy (or make from fallen branches), staves can be found across Faerun, where they often serve as walking sticks or prods to move herds along. Those expert in their use, though, can use them to defend against many of the fell creatures that lurk across wilderness areas.

You may wield a staff with two hands with the following profile: (Melee (Heavy); Damage +3; Critical 4; Range [Engaged]; Defensive 1, Disorient 2).

### SWORD

A longsword, also called a hand-and-a-half sword, is a compromise between the smaller sword and the larger greatsword. While not as deadly as its larger brethren, it is better balanced than either other swords.

You may wield a sword with two hands with the following profile: (Melee (Heavy); Damage +3; Critical 3; Range [Engaged]; Accurate 1, Defensive 1).

### WARHAMMER

Hammers were once tools that have been converted into weapons of war. It has a large, flat head on the end that is perfect for stunning those struck.

You may wield a warhammer with two hands with the following profile: (Melee (Heavy); Damage +3; Critical 3; Range [Engaged]; Accurate 1, Stun 2).

### WHIP

Whips cannot be used in conjunction with the Parry talent. Whips can be used to disarm a target at range. As an action, a character wielding a whip may roll a Ranged check opposed by Athletics or Vigilance. Success indicates the target is disarmed and the whip wielder may spend **AA** to bring the item into hand. To use this action, the wielder must first use the Aim maneuver to target the item, as a called shot. GM has final say as to whether an item may be disarmed.

**TABLE: BRAWL AND MELEE WEAPONS**

NAME	SKILL	DAMAGE	CRIT	RANGE	ENCUM	HP	PRICE	RARITY	SPECIAL
Battleaxe	Melee (Light)	+3	3	Engaged	2	1	200	2	Vicious 1, Special
Cestus	Brawl	+1	4	Engaged	1	0	75	1	Disorient 3
Dagger	Melee (Light)	+1	2	Engaged	1	1	150	1	Accurate 1
Flail	Melee (Light)	+2	4	Engaged	4	2	200	3	Linked 1
Greataxe	Melee (Heavy)	+4	3	Engaged	4	2	300	4	Cumbersome 3, Pierce 2, Sunder
Greatsword	Melee (Heavy)	+4	2	Engaged	3	2	200	4	Defensive 1, Pierce 1, Unwieldy 3
Halberd	Melee (Heavy)	+3	3	Short	5	2	350	4	Cumbersome 4, Pierce 3, Reach, Unwieldy 3
Heavy Flail	Melee (Heavy)	+4	3	Short	5	2	400	5	Cumbersome 4, Linked 1, Prepare 1, Reach, Sunder, Unwieldy 3
Hidden Blade	Brawl	+1	3	Engaged	1	1	450	7	Defensive 1, Pierce 1, Special
Javelin	Melee (Light)	+2	3	Engaged	1	0	80	1	Accurate 1
Knuckle Dagger	Brawl	+2	3	Engaged	1	1	450	4	Pierce 1, Special, Vicious 1
Mace	Melee (Light)	+3	4	Engaged	2	1	75	1	
Maul	Melee (Heavy)	+5	4	Engaged	5	1	450	5	Cumbersome 4, Disorient 3, Knockdown, Innaccurate 1, Stun 2
Push Dagger	Brawl	+1	2	Engaged	1	0	100	2	Pierce 1
Rapier	Melee (Light)	+1	2	Engaged	1	2	300	5	Accurate 1, Defensive 1, Pierce 3
Shield	Melee (Light)	+0	6	Engaged	1	0	60	1	Defensive 1, Deflection 1, Inaccurate 1, Knockdown
Shield, Large	Melee (Light)	+1	5	Engaged	2	0	120	3	Defensive 2, Deflection 2, Inaccurate 2, Knockdown
Shield, Bulwark	Melee (Light)	+2	5	Engaged	3	0	250	5	Cumbersome 4, Defensive 2, Deflection 3, Inaccurate 2, Knockdown
Short Sword	Melee (Light)	+2	3	Engaged	1	1	225	2	Accurate 1, Defensive 1
Spear	Melee (Heavy)	+3	4	Engaged	2	1	200	2	Accurate 1, Defensive 1, Pierce 1
Staff	Melee (Light)	+2	5	Engaged	2	1	50	0	Special
Sword	Melee (Light)	+3	2	Engaged	2	2	350	4	Defensive 1, Special
Unarmed	Brawl	+0	5	Engaged	-	-	-	-	Knockdown
Warhammer	Melee (Light)	+2	4	Engaged	3	2	100	3	Stun 2, Special
Whip	Melee (Light)	+1	3	Short	1	1	150	4	Accurate 1, Disorient 2, Ensnare 2, Reach, Special, Unwieldy 3

**TABLE: RANGED WEAPONS**

NAME	SKILL	DAMAGE	CRIT	RANGE	ENCUM	HP	PRICE	RARITY	SPECIAL
Blowdart Pipe	Ranged	1	3	Medium	2	0	150	1	Accurate 1, Pierce 5, Prepare 1
Bow, Short	Ranged	7	3	Medium	2	1	300	2	Unwieldy 3
Bow, Long	Ranged	9	3	Long	3	2	700	4	Cumbersome 3
Crossbow	Ranged	7	2	Medium	3	1	600	4	Pierce 1, Prepare 1
Crossbow, Hand	Ranged	5	3	Short	2	0	700	5	Accurate 1, Pierce 1, Prepare 1
Crossbow, Heavy	Ranged	8	2	Long	5	2	1,200	5	Cumbersome 3, Pierce 2, Prepare 2
Crossbow, Repeating	Ranged	6	3	Short	4	1	1,300	7	Linked 2, Prepare 2
Musket	Ranged	8	2	Medium	4	3	1000	8	Innaccurate 1, Pierce 3, Prepare 3
Pistol	Ranged	6	2	Short	2	2	700	6	Inaccurate 1, Pierce 2, Prepare 2
Sling	Ranged	4	4	Medium	1	0	50	0	Disorient 2, Prepare 1, Unwieldy 3

## TABLE: THROWING WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	ENCUM	HP	PRICE	RARITY	SPECIAL
Alchemist Fire	Ranged	6	4	Short	1	0	100	5	Burn 4, Elemental (Fire), Limited Ammo 1
Throwing Axe	Ranged	+2	4	Short	2	0	25	1	Limited Ammo 1, Inaccurate 1, Vicious 1
Bottled Lightning	Ranged	7	5	Short	1	0	100	6	Blast 7, Elemental (Lightning), Limited Ammo 1, Stun 3, Stun Damage
Bottled Thunder	Ranged	4	6	Short	1	0	250	7	Blast 4, Disorient 3, Limited Ammo 1, Stun Damage
Chakram	Ranged	+2	3	Medium	2	1	450	6	Limited Ammo 1, Pierce 2, Unwieldy 4, Vicious 2
Dagger	Ranged	+1	3	Short	See Melee Weapons Table			Limited Ammo 1, Inaccurate 1, Pierce 1	
Dart	Ranged	4	3	Short	1	0	20	2	Limited Ammo 1
Dwarven Bomb	Ranged	8	3	Short	1	0	50	5	Blast 6, Limited Ammo 1,
Gnomish Icebomb	Ranged	7	4	Short	1	0	150	6	Blast 5, Elemental (Ice), Ensnare 3, Limited Ammo 1,
Goblin Acid Bomb	Ranged	10	3	Short	1	0	400 (R)	8	Blast 8, Burn 2, Elemental (Acid), Limited Ammo 1, Sunder
Javelin	Ranged	+1	3	Short	See Melee Weapons Table			Limited Ammo 1, Pierce 1	
Net	Ranged	+0	6	Short	1	0	50	0	Ensnare 5, Knockdown, Limited Ammo 1, Stun Damage
Throwing Knife (3)	Ranged	+1	3	Short	1	0	50	1	Accurate 1, Limited Ammo 1
Thunderclap Explosive	Ranged	10	5	Short	1	0	650 (R)	10	Blast 8, Concussive 1, Disorient 5, Limited Ammo 1,

## ARMOR

Listed below are armors with unique properties.

### CHAINMAIL

As heavy as it is reliable, chainmail offers protection matched with flexibility. Thousands of small linked rings make up a suit of chainmail, providing a reliable defense against slashing and piercing weapons. Some adventurers wear suits of chainmail passed down from their ancestors; others still use the set they looted from the first tomb they explored. The only drawback is the time it takes to forge and link the numerous rings together adds significantly to the cost.

Chainmail is restrictive and noisy, so your character adds ■ to Stealth checks they make while wearing it.

### RINGMAIL

This armor is Leather Armor with heavy rings sewn into it. The rings help reinforce the armor against blows from Swords and axes. Ring mail is inferior to Chain Mail, and it's usually worn only by those who can't afford better armor.

Due to its bulk and poor construction, your character adds ■■ to Stealth checks they make while wearing it.

## PLATEMAIL

Few things on the battlefield are more impressive and awe-inspiring than a full suit of plate armor, and few items are a sterner test of the smith's craft. Forging even a light breastplate takes time and care, and constructing an entire suit of interlocking armor plates can take months of painstaking work. Unsurprisingly, only the finest knights or richer adventurers wear plate armor, although occasionally a wandering adventurer may discover a set of plate buried in some long-forgotten crypt or dungeon and claim it for their own.

Plate armor is heavy and very noisy. Your character adds ■■ to Stealth checks they make while wearing it.

## SCALE

Something of a compromise between leather and chainmail armor, scale armor consists of hundreds of tiny metal scales attached to a leather jerkin. It is easier to forge than chainmail, but the scales and the leather combined make the armor heavy and unwieldy.

The rattling of hundreds of scales is fairly noisy, so your character adds ■ to Stealth checks they make while wearing it.

## SPLINTMAIL

This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible Chain Mail protects the joints.

The armor is restrictive, so your character adds ■ to Stealth checks they make while wearing it.

# CRAFTSMANSHIP

The quality of materials that go into an item and the skill of the crafter contribute greatly to its effectiveness and durability. Most weapons and suits of armor aren't particularly remarkable; the standard item profiles presented in this book represent items crafted by a competent creator using the standard material in Faerun—namely steel. This section includes rules for representing items of truly exceptional craftsmanship, constructed with rare and potent materials.

An item can only have one type of craftsmanship, which your GM determines when the item is bought or obtained. The type of craftsmanship can never change after the item is created or obtained.

## DRACONIC

Draconic armor is made from the scales of dragons. Scales from dragons can be molded into many types of armor. Draconic armor is fearsome to behold and impervious to element respective to the dragon it is made from. Draconic weapons can be made from tooth, horns, or bones of dragons. As light as they are fast, these weapons retain sharpness as if the deceased dragon thirsts for blood beyond the grave.

**Armor:** Increase the armor's soak and defense by 1. The wearer of the armor reduces damage from any source of the elemental effect associated with the breath of the dragon used to craft the armor by half before soak. Reduce the armor's hard points by 1 (to a minimum of 0).

**Weapon:** The weapon increases its damage by one and also gains the Reinforced item qualities. The weapon gains the Accurate 1 quality, or increases an existing Accurate quality by 1. The weapon also gains the Elemental quality from the source of the element associated with the dragon used to craft the armor (see Dragonborn Archetype) and this weapon considered magical for the purposes of bypassing supernatural resistances. Reduce the weapon's hard points by 1, to a minimum of 0.

Price: Cost x 6

Rarity: +5.

## DWARVEN

Dwarven smiths are masters of metallurgy. The alloys they concoct and from which they forge armor and weapons are superior to those made from simple steel.

**Armor:** Increase the armor's encumbrance value by 1 and add 1 hard point.

**Weapon:** Increase the weapon's damage by 1 and encumbrance value by 1.

Price: Cost x 2.

Rarity: +2.

## ELVEN

Elven craft weaves ironbark with iridescent moonstone and inlays of gleaming silver. The resulting items are as beautiful as they are light and durable, and blades crafted from moonstone are said to be as sharp as starlight on the coldest winter nights.

**Armor:** Reduce the armor's encumbrance value by 2, to a minimum of 0. In addition, your character removes ■■ from all Stealth checks they make while wearing this armor.

**Weapon:** Reduce the weapon's encumbrance and damage by 1, to a minimum of 1. The weapon gains the Accurate 1 quality, or increases an existing Accurate quality by 1.

Price: Cost x 2

Rarity: +3.

## GNOMISH

Gnomes are the masters of mechanics and tinkering. All Gnomish creations have some kind of mechanical innerworkings, and are often fueled by magical power.

**Weapon:** All weapons gain 2 hard points. Ranged weapons also add the Prepare 1, or increase an existing Prepare quality by 1.

**Tools:** Any tools crafted with Gnomish crafting add a ■ to checks when they are used.

Price: Cost x 3 (x1 ½ for tools).

Rarity: +3.

## INFERNAL

Infernal weapons and armor take many forms and sometimes their vile origin can easily be seen in the design of the weapon; however, sometimes the weapon may appear mundane revealing its sinister nature later.

**Armor:** Increase soak and defense by 1. Add ■ to Coercion checks they make while wearing this armor. Whenever your character recovers strain while wearing this armor, they decrease the strain recovered by 1, to a minimum of 0. Reduce the hard points of the armor by 1 (to a minimum of 0).

**Weapon:** The weapon increases its damage by two. Reduce the weapons Critical rating by 1, to a minimum of 1. Also, whenever your character involuntarily suffers strain while wielding or wearing this weapon, they increase the strain suffered by 1. The weapon gains the Superior quality. This weapon considered magical for the purposes of bypassing supernatural resistances. Reduce the hard points of the weapon by 1 (to a minimum of 0).

Price: Cost x 5

Rarity: +6.

## IRON

Iron is not as strong or workable as steel, but the smelting of that alloy is beyond many smiths. Further, when both iron and steel items are available, steel fetches a higher price. Many adventurers, militia members, and soldiers in the service of lesser nobles must make do with iron weapons and armor.

**Armor:** Increase the Armor's encumbrance by 2. In addition, your character adds ■ to Athletics, Coordination, Riding, and Stealth checks they make while wearing this armor.

**Weapon:** Increase the weapon's Critical rating by 1 and the weapon gains the Inferior quality.

Price: Cost x ½.

Rarity: -1.

## MASTERWORKED

Masterworked weapons and armor are finely crafted versions of normal items. Masterworked items are remarkably tough, resistant to corrosion, and able to hold a sharp edge despite heavy use.

**Armor:** Increase the armor's soak and defense by 1. The armor gains the Reinforced item qualities. Reduce the item's hard points by 1, to a minimum of 0.

**Weapon:** Increase the weapon's damage by 1 and reduce its Critical rating by 1, to a minimum of 1. The weapon gains the Reinforced and Superior item qualities. Reduce the item's hard points by 1, to a minimum of 0.

Price: Cost x 10

Rarity: 10.

## RARE METALS

Lightweight, yet just as durable, items made from these materials can often be distinguished by their smooth, reflective finishes, and their distinctive, vibrant, hues. E.g., Mithral, Malachite, Orichalcum

**Armor:** Armor made of Rare Metals reduces its encumbrance by 2 and increases its defense by 1.

**Weapon:** Weapons made of Rare Metals gain the Pierce 2 quality (or increase any existing Pierce quality by 1.) The weapon gains the Reinforced quality.

Price: Cost x 4.

Rarity: +4.

## SHADOWSTEEL

Deep underground, the darkness is sometimes so thick that it can hardly be traversed. Its essence fuses with the surrounding rock and metals making the metal lightweight and flexible. Shards of these metals are rare on the surface since exposure to sunlight corrodes the metal.

Daylight renders the item completely useless and will take one step of damage per round of exposure to direct sunlight.

**Armor:** Reduce the armor's Encumbrance by 3, to a minimum of 1. Increase the armor's defense by 1. In addition the Armor grants ■ on any stealth check. The wearer of the armor can remove and don the armor as a maneuver. When not worn the armor retains its encumbrance but can be carried in a small case. Reduce the armor's hard points by 1, to a minimum of 0.

**Weapon:** Reduce the weapon's Encumbrance by 1, to a minimum of 1. Increase the weapon's damage by 1. The weapon gains the Disorient 2 and Accurate 1 quality, or increases an existing Disorient or Accurate quality by 1. Reduce the weapon's hard points by 1 (to a minimum of 0).

Price: Cost x 2 (x4 for Armor)

Rarity: +4.

# MAGICAL IMPLEMENTS

A character with a magic skill can use an implement to enhance magic skill checks, as described in Part III, Chapter 2 of the Genesys Core Rulebook.

## CONJURER'S CIRCLET

Conjurer circlets could be simple bands of entwined metal, elaborate headdresses, or even crowns. They help those using summons to extend their use.

When a character makes or obtains the circlet, you, the GM, determine one summon Template. When the user casts the Conjure spell to summon that template, adding the Summon Ally effect does not increase its difficulty. In addition, the creature remains summoned until the end of the encounter without your character having to use the concentrate maneuver.

## FOCUSING RING

What appears to be a rather mundane band of metal worn around a user's finger, the focusing ring stores a small amount of magical energy. Wearing this ring allows the wearer to more easily manifest magically conjured equipment, essentially acting as a buffer for a particular weapon.

When a Focusing Ring is first acquired, choose a single one-handed weapon profile, up to GMs discretion. While wearing this ring, the wearer may cast the Conjure spell to summon the chosen one-handed weapon as a maneuver instead of an action.

## HOLY ICON

Holy icons are items that represent your character's faith and help them focus that faith to cast spells. These are generally religious symbols of some sort, perhaps necklaces, rings, emblems, or medallions. But they just as easily can simply represent your character's beliefs. Holy icons enable divine spellcasters to perform unique miracles.

When they are casting a spell, adding any Divine Only effects increase the spell's difficulty one less than they would normally. In addition, the number of wounds healed by heal spells cast by the user increases by two.

## MAGIC GAUNTLET

Favored by a certain kind of muscle-bound war wizard, a magic gauntlet bears a superficial resemblance to a gauntlet from a suit of plate armor, save for the lacework of silver inlay arrays that channel magical energies. Most magic gauntlets are bulky, ornate and ostentatious, immediately identifying the wearer as a mage and making it difficult to perform tasks that require a great degree of manual dexterity — which is why war-mages only wear one at a time, rather than two.

Attack spells cast by your character while using a gauntlet increase their base damage by 4; in addition, adding the Close Combat and Impact effects does not increase the difficulty of the magic check.

The Magic Gauntlet can be wielded as a Brawl weapon with the following profile: (Range: Engaged, Damage: +2, Crit: 4, Special: Disorient 2).

## MAGIC ORB

These can be orbs of glass, gems, or other semitransparent minerals, and are generally small enough to be carried. Magic orbs help augment the user's ability to affect more targets with their spells.

When the user casts a spell, adding the Additional Target and Additional Summon effects do not increase its difficulty. In addition, attack spells cast by the user increase their base damage by three.

## MAGIC RING

Magic rings are items of great power and danger. When a character obtains a magic ring, the GM chooses one type of magic skill, then select three effects that can be added to spells cast by that skill. Two of the effects can normally only increase the difficulty of the spell by one; the third can normally only increase the difficulty of the spell by two. When the user casts a spell, adding these effects do not increase the spell's difficulty.

However, when using a magic ring, you must always upgrade the difficulty of any spells you cast once, and ☒☒ cannot be spent to destroy the ring. In addition, attack spells cast by the user increase their base damage by two.

An example of this might be a Ring of Divine Protection, which allows your character to add the Range, Additional Target, and Sanctuary effects to a Barrier spell without increasing the difficulty.

## MAGIC SCEPTER

A magic scepter superficially resembles a mace, though many are wrought from the finest materials or are intricately decorated with words of power. Silverymoon scholars claim that the resemblance to a weapon helps the scepter boost and channel magical energies in battle.

When your character casts an Attack spell while using a magic scepter, add ■ to the check and adding the Close Combat effect does not increase the difficulty. In addition, Attack spells cast by your character increase their base damage by two.

The Magic Scepter can be wielded as a Melee Light weapon with the following profile: (Range: Engaged, Damage: +2, Crit: 3, Special: None)

## MAGIC STAFF

Magical staffs have long been a staple of magic in a variety of settings. Used by wizards, druids, and shamans, these can look like ornate, rune-encrusted rods of brass and obsidian, simple wooden staffs, or pretty much anything else.

Magical staffs almost universally augment the user's ability to cast spells at range. When they are casting a spell, adding the first Range effect added to the spell does not increase the spell's difficulty. In addition, attack spells cast by the user increase their base damage by four.

## MAGIC TOME

Most magic tomes are found in the depths of the tombs of long-forgotten spellcasters. A tome is not simply an instruction manual on how to cast a spell. The very act of writing spells upon the page can leave some small resonance with the world's energies, and if the reader can read and follow the instructions exactly, they can call upon that resonance to boost their own spells.

When your character makes or obtains a tome, your GM determines up to two effects that the tome lets your character add to any appropriate spell without increasing the spell's difficulty. The effects your GM chooses should normally (without the tome) only increase the difficulty of a spell by a total of three.

## MAGIC WAND

Magical wands are as much a tradition of magic as staffs. Usually small sticks about the size and shape of a conductor's baton, they can be constructed from just about anything and worked with any number of designs. Magic wands help augment the user's ability to cast spells in a very specific way.

When a character makes or obtains the wand, you, the GM, determine one effect that the wand lets users add to any appropriate spell without increasing the spell's difficulty. The effect chosen must be one that, without a wand, only increases difficulty by one. In addition, attack spells cast by the user increase their base damage by three.

For example, your character could have a wand of hindering, which lets them add the Hindering effect to any magic attack actions they perform. They could also have a wand of enervation, which lets them add the Enervate effect to any curse actions they perform. However, they cannot have a wand of empowered, because the Empowered effect increases the difficulty of the spell by two, not one.

## MUSICAL INSTRUMENT

Bards do not craft magical implements as other spellcasters do, but over time, they tend to infuse the instruments they play with some small measure of power. Some instruments have even been passed from bard to bard and, over generations, have become magical relics in their own right. Of course, a great many more instruments get passed off as magical relics when their owners need to make up the money lost in an ill-advised night of carousing.

When your character casts a spell using the Verse skill while using a musical instrument, adding the Additional Target effect does not increase its difficulty.

## ORACLE BONES

Two carved, flat bones on a chain or leather cord, usually worn about the neck. Ancient oracles would inscribe animal or human scapulars with invocations and questions before heating the bones over a gate to the spirit realm and divining the spirits' answers from the pattern of cracks that would spread across the bone. Pairs of oracle bones — one with an ill omen, one with a good one — are a potent magical instrument, bringing luck to the caster and misfortune to their enemies.

When your character casts a Predict spell while using a set of oracle bones, they add **■** to the check. In addition, adding the Commune effect to a Predict spell does not increase the spell's difficulty.

## POUCH OF DRUIDIC HERBS

This tiny pouch is made of raw silk, filled with whole magical herbs, and tied close with silk ribbon. Though easily constructed, no common druid can just slap some sage in a bag and achieve the same effect.

When casting the Heal spell, users may add Restoration effect without increasing the difficulty. Additionally, the amount of strain healed increases by two.

## CREATING YOUR OWN IMPLEMENT

While using pre-made implements from the Genesys Core Rulebook or even this setting, many players and GMs would prefer to make their own.

To determine the cost of your implement, consult the table below to find the cost of any damage add and difficulty reduction. Note that if the implement allows for multiple effects to be reduced, you add together the total number of difficulty reduction.

For example, if the implement allow a character to add both the Range and Destructive effects to an Attack spell, that's **◆◆◆** reduction and thus increases the cost by 2,400 (ignore **◆◆◆**) not 750 (ignore **◆** plus ignore **◆◆**).

Most implements are encumbrance 1 or 2. But if it's small enough, like a ring or other piece of jewelry, you can make it encumbrance 0.

**TABLE: CREATING MAGICAL IMPLEMENTS**

EFFECT	ADDITIONAL COST
+1 or +2 damage	100
+3 or +4 damage	250
+5 or +6 damage	1000
Ignore <b>◆</b>	150
Ignore <b>◆◆</b>	600
Ignore <b>◆◆◆</b>	2400
Ignore <b>◆◆◆◆</b>	9600
Spell lasts until the end of the encounter without needing the concentrate maneuver	600
Other Positive Qualities	250
Other Negative Qualities	-100

## IMPLEMENT MATERIALS

Like the metal in arms and armor, and perhaps even more so, the material used in crafting magic implements such as staffs and wands is an important choice that greatly affects the performance of the resulting object. Many types of wood and other substances have inherent mystical properties that are only unlocked when fashioned into a magic implement. A magic implement can only have one implement material, which your GM determines when the item is bought or obtained. This can never change after the implement is created or obtained.

### BONE

Implements carved of animal bone have long been used by spiritspeakers, witches, and the warlocks. Implements crafted from the bones of Humans and their kind are associated with necromancy and other dark magics. When properly prepared, the bones of an ordinary mortal creature can produce frightening effects.

When your character successfully casts an Attack or Curse spell, they heal 1 wound. If your character successfully casts a Predict spell, they may add **▲▲** to the results.

Price: Cost x 1½.

Rarity: +2.

### CORAL

Underneath the surface of the sea, life flourishes as much as on land, and nowhere is it more diverse than the coral reefs. The reefs themselves are formed from colonies of small creatures that are held together with "coral skeleton", which is usually just called coral. Corals can have different colors: red, pink, white, blue, and even black -- and are often valued as much as precious gems. Being the basis of such thriving ecosystems corals amplify healing and protection magic.

When your character casts a Barrier, Dispel, or Heal spell using a coral implement, you may add **★** to the results.

Price: Cost x 2.

Rarity: +2.

### DRACONIC

Implements crafted from bone, blood, or tooth from a Dragon carry ancient power which enhances spell casting.

Decrease the difficulty of all magic checks casted with this implement by one. Upgrade the difficulty of all magic checks casted with this implement by one. Any implement increases their base damage by +1.

Price: Cost x 3.

Rarity: +4.



## HAZEL

Hazel is associated with inspiration, prophecy, and wisdom. Some magic practitioners prefer it for their implements, attributing their greatest successes to moments of inexplicable inspiration.

When your character generates ☉ while casting a spell with this implement, you may roll ■ and add it to the results, in addition to spending the ☉ normally. When your character casts a Predict spell using a Hazel implement, you may add ✨ to the results.

Price: Cost x 2.

Rarity: +1.

## INFERNAL

Implements crafted from Infernal material comes with high risk and great rewards. The Fiendish influence ever eager to corrupt the soul of mortal casters.

Upgrade the difficulty of all magic checks once when using an Infernal implement. When your character generates ☹ while casting a spell with this implement, add ☹ to the results of the check without the normal failure associated with ☹.

When casting with this implement, you can add one additional effect with no higher cost than ♦♦, in addition to any other effect the implement has, with no increase in difficulty.

☹☹ cannot be spent to destroy Infernal implements. All spells cast with this implement gain the Exhausting 1 quality or increase their existing Exhausting quality by 1. Any implement increases their base damage by +1.

Price: Cost x 4.

Rarity: +4.

## IRONWOOD

Ironwood implements amplify protective magic but are harder to use due to magical resistance.

Upgrade the difficulty of all magic checks casted with this implement once. When your character generates ☹ while casting a Barrier or Conjure spell with this implement, you may spend the ☹ to add the Reinforced additional effect to the spell, even if your character does not normally have access to Reinforced. ☹☹ cannot be spent to destroy Ironwood implements.

Price: Cost x 2.

Rarity: +2.

## MASTERWORKED

Masterworked items are remarkably tough, resistant to corrosion, and able to hold a sharp edge despite heavy use.

Masterworked implements gain the Reinforced and Superior item qualities. Reduce the difficulty of spells cast with this implement by 1 to a minimum of Easy (♦). Add to ■ all checks to cast spells with Masterworked implements. Masterworked implement increases their base damage by +2.

Price: Cost x 6

Rarity: +6.

## SHADOWSTEEL

Implements crafted from Shadowsteel carry the cold of darkness with them.

When your character successfully casts an Attack spell it gains the Ensnare 1 (Innate) quality, in addition to any other effect the implement has.

When your character casts an Illusion spell using an Shadowsteel implement, you may add ✨ to the results.

Price: Cost x 3.

Rarity: +3.

## WILLOW

Relatively uncommon in Faerun, willow trees are associated with the potential for great purification and healing as well as great despair and death. Willow wands and books bound in willow bark are highly prized among sorcerers.

When your character successfully casts a spell using a willow implement, you may add ♠ to the results.

Price: Cost x 2.

Rarity: +2.

## YEW

Students of shamans and old magical traditions associate the yew with the natural cycle of renewal and rebirth. The Elves who guard the forests prize it for this natural resonance, and sometimes even bind tomes between thinly laminated sheets of yew.

When your character successfully casts an Augment, Heal, or Predict spell using this implement, they heal 1 strain.

Price: Cost x 1½.

Rarity: +1.

## TABLE: MAGICAL IMPLEMENTS

NAME	DAMAGE	ENCUM	PRICE	RARITY
Conjurer's Cirlet	+0	0	1500	6
Focusing Ring	+0	0	800	5
Holy Icon	+0	0	250	4
Magic Gauntlet	+4	1	1,000	5
Magic Orb	+3	1	1,000	7
Magic Ring	+2	0	-	10
Magic Scepter	+2	2	400	5
Magic Staff	+4	2	500	5
Magic Tome	+0	1	1000	8
Magic Wand	+3	1	800	7
Musical Instrument	+0	1	750	5
Oracle's Bones	+0	0	500	6
Pouch of Druidic Herbs	+0	1	600	6

# GEAR & SERVICE

## ADVENTURING GEAR

This section presents items that characters in Faerun might find useful in the course of their travels.

### ALCHEMIST'S KIT

Alchemists work with an impressive array of specialized tools to craft their potions and elixirs. Those who travel tend to rely on a portable kit of the devices most essential to their trade, such as a simple mortar and pestle along with a number of flasks, tin measuring cups, and pouches in which to store various alchemical ingredients. Those with access to fully stocked labs, though, can use also use alembics, crucibles, glassware, and more to create even more wondrous concoctions.

When your character uses an alchemists' kit, they have the right tool for the job (as per page 93 of the Genesys Core Rulebook) when making Alchemy checks, although some potions and elixirs may require specialized ingredients. At your GM's discretion, some complex alchemical items may not be crafted with the limited resources of an alchemists' kit.

### ARTIFICE FORGE

An artifice forge is found as a large metal box with a relief depicting a forge. On a command word, this box expands into a burning brazier full of coals, billows, and an anvil, along with smithing tools. Once "unshrunk" (activated by command word), the forge remains in operation until reactivated to shrink.

When your character uses an Artifice Forge, they have the right tool for the job (as per page 93 of the Genesys Core Rulebook) when making Mechanics checks, although some projects may require specialized ingredients and tools. At your GM's discretion, some complex items may not be crafted with the limited resources of an Artifice Forge.

### ARTISAN'S TOOLS

Aside from farmers, adventurers and merchants are artisans. These people, as the blacksmith, the cobbler, the carpenter and many others, need some tools to make a living. Artisan's Tools is a kit that include everything someone needs to craft their goods.

Artisan's Tools are specific to a profession. You cannot benefit from a Carpenter Artisan's Tools when working when fishing.

Using a Artisan's Tools counts as having right tool for the job (as per page 93 of the Genesys Core Rulebook). You can only have Artisan's Tools for a craft that does not already have an existing gear in the table. For example, Artisan's Tools cannot act as an Alchemist's Kit.

### BACKPACK

Few things are more essential to the traveler and adventurer than the humble backpack. Without its copious storage space, one could not carry the supplies needed for a lengthy journey or escape from a spider-infested tomb with a haul of loot. While wearing a backpack, your character increases their encumbrance threshold by four.

### BEDROLL

Whether camping beneath the boughs, sleeping on a dune, or lying amid the rubble of a ruined castle, a good bedroll can be just what one needs to get a restful night's sleep. Bedrolls usually consist of a thick lower blanket for padding and an upper blanket for warmth. Wealthier individuals sometimes use blankets treated with an alchemical resin to resist rain and damp.

### CLIMBING GEAR

Ropes, pitons, and a small hammer make climbing up a sheer cliff or wall merely difficult, rather than nearly impossible (and possibly fatal). When your character uses climbing gear they remove ■■ from any Athletics checks they make to climb something.

### EXTRA QUIVER

This can include additional arrows in a spare pouch, crossbow bolts wrapped in a leather pouch, or missiles for other ranged weapons such as blowpipes or dart throwers. If your character has an extra quiver, they can spend a maneuver to replenish their ranged weapon when it has suffered an "out of ammo" ☒ result. Note this does not replenish weapons with the Limited Ammo quality as they do not actually run out of ammunition.

### FINE CLOAK

Whether it is cut from bolts of vibrant, colorful silk or fashioned from rich, fur-lined velvet, nothing says someone is ludicrously wealthy and powerful (or wants to pass as such) like a fine cloak.

When wearing a fine cloak, your character removes ■ from any Charm, Deception, or Leadership checks they make. While worn, a cloak's encumbrance is 0.

### FLASK

A clay or pewter flask can be just the thing for carrying water on a long journey. Of course, a Dwarf would probably consider carrying water a waste of a good flask. Most flasks can carry roughly ten ounces of liquid, and have a cork or latching top to keep the contents from spilling.

### FLINT AND STEEL

As long as an adventurer has time, patience, and a supply of fine, dry kindling, they can use a flint and steel to strike sparks and start a fire.

### HEALER'S KIT

Like alchemists, apothecaries (more often called healers) often travel with specialized kits. These kits commonly contain bandages, salves, poultices, and other items necessary to heal the injured and sick.

A Healer's kit allows your character to perform Medicine checks to heal wounds and Critical Injuries without penalty.

## HEWARD'S HANDY HAVERSACK

This Backpack has a central pouch and two side pouches, each of which is an extradimensional space. Each side pouch can hold up to 3 encumbrance worth of items. The large central pouch can hold up to 4 encumbrance of items. The Haversack is always 3 encumbrance regardless of its contents.

The haversack has a few limitations. If it is overloaded, or if a sharp object pierces it or tears it, the haversack ruptures and is destroyed. If the haversack is destroyed, its contents are lost forever, although an artifact always turn up again somewhere. If the haversack is turned inside out, its contents spill forth, unharmed, and the haversack must be put right before it can be used again. If a breathing creature is placed within the haversack, the creature can survive for up to 3 rounds, after which time it begins to suffocate.

## LAB

A lab includes all the items in a kit and more. When your character uses a lab, they add ■ to checks pertaining to the lab's use. While the many tools and devices included are extremely heavy and cumbersome (and thus require a room to contain them), a lab can be considered somewhat portable if a wagon and draft animal are given over entirely to transporting it.

## LANTERN

An iron lantern is easier to handle than a torch and can be hung from a belt or shield. Protected inside a cage of metal and sturdy glass, its flame is relatively safe even if the lantern is knocked about and can last up to 6 hours. This can prove vital in the darkest caverns that run through Faerun.

A lit lantern provides light and removes ■ added to checks due to darkness. (If it becomes important to determine how far the light reaches, a lantern can provide light out to medium range.)

## POLE ( THIRTY HANDS LONG )

While some may consider a long pole to be an odd thing for an adventurer to carry, clearly those people have not been on many adventures.

## RIDING SADDLE

Allows you to ride without animal's penalty.

## ROPE

No self-respecting soldier, sailor, miner, merchant, or traveler would ever be caught without a length of sturdy rope close at hand, and that goes doubly for an adventurer.

The richest adventurers sometimes carry rope woven from silk, but hempen ropes work just as well. A length of rope stretches out to roughly medium range, but other lengths can be purchased at your GM's discretion.

## SPYGLASS

May be used to view at extreme range with crystal clear quality.

## THIEVES' TOOLS

Thieves' tools allow those without keys to attempt to open any mechanical locks or latches, even complicated ones.

When making a Skulduggery check to open a lock or latch, your character adds ♠ to the results.

## TORCHES ( 3 )

Wrap the end of a length of wood in cloth, dip it in pitch or tar, and light it. The resulting torch should burn for an hour or so, and is a simple way to light up the darkness. A lit torch provides light and removes ■ added to checks due to darkness. (If it becomes important to determine how far the light reaches, a torch can provide light out to short range.)

## TRAIL RATIONS

Most races craft daily trail rations to be compact as possible and last as long as possible without molding or rotting. Any edibility is incidental. Trail rations generally include smoked jerky with the consistency of shoe leather, biscuits that can double as sling bullets, and bricks of fat mixed with berries and ground dried meat.

Elves, of course, forgo such foodstuffs and subsist off a mix of delectable dried fruits, cunningly preserved cheeses, and thin-baked bread that lasts for months without losing its light and fluffy texture. Without exception, travelers from other races resent them mightily for this.

## TRAINING CLOTHES

Apprentices of martial arts find that wearing loose, open clothing gives them the most freedom of movement. Without the restrictions of armor or tight clothing, a martial artist can move easily and strike their opponent.

A character wearing training clothes adds ♠ to all Brawl checks, and removes ♠ from any Athletics and Coordination checks. In addition, the character suffers 1 fewer strain from use of the Parry incidental.

## UTILITY BELT

A utility belt is a common item for those on active adventures where quick access to tools and gear is a necessity. Their contents will vary with their user and their planned actions; Some belts also have weapon holsters or clips.

Utility belts increase the character's encumbrance threshold by two.

## VIAL BELT

Alchemists and adventurers make great use of elixirs and potions. The vial belt is a piece of leather added to an existing belt. Some people prefer to have a vial belt slung rather than around the waist.

A vial belt can hold up to three potions and elixirs. These potions won't add their encumbrance to the character's encumbrance value.

## WATERSKIN

Generally made from the bladders of sheep or cows, waterskins provide a simple and effective way to transport liquids from well water to traveling wines. Some Gnomes have experimented with making them from canvas treated with alchemical resins, but most people complain about the bitter taste and insist that these will never replace the natural version.

A waterskin can carry enough liquid to quench the thirst of two people per day. When full, its encumbrance increases to 2.

## WINTER CLOTHING

Made of thick wool and furs, winter clothing keeps the wearer warm in the coldest environments.

When wearing winter clothing, your character removes ■■■ from any Survival or Resilience checks they make due to cold weather. When worn, winter clothing's encumbrance is 1.

### TABLE: GEAR

NAME	ENCUM	PRICE	RARITY
Alchemist's Kit	3	300	5
Artifice Forge	3	500	6
Artisan Tools	2	175	3
Backpack	+4	50	3
Bedroll	1	15	1
Climbing Gear	1	75	2
Extra Quiver	2	25	2
Fine Cloak	1	90	4
Flask (empty)	0	1	1
Flint and Steel	0	10	2
Healer's Kit	2	150	4
Heward's Handy Haversack	3	2,000	10
Lab	8	600	6
Lantern	1	50	1
Pole (30 hands long)	2	10	1
Riding Saddle	2	100	2
Rope	1	5	1
Spyglass	1	150	3
Thieves' Tools	1	75	5
Torches (3)	1	1	0
Trail Rations (1 day)	0	2	0
Training Clothes	1	90	5
Utility Belt	+2	25	4
Vial Belt	1	50	5
Waterskin (empty)	1	5	1
Winter Clothing	4	100	3

# POTIONS AND ELIXIRS

Unless stated otherwise, consuming a potion or elixir (or administering one to an engaged character) is a maneuver and consumes the item in the process. The effects of multiple doses of the same potion do not stack.

Some alchemists and herbalists produce highly specialized potions for sale, and such items vary greatly in quality, potency, and safety. Some potions are simply too rare to be purchased like ordinary goods.

### TABLE: POTIONS

NAME	ENCUM	PRICE	RARITY
Acid Flask	0	200	6
Antitoxin	0	100	6
Healing Elixir	0	25	3
Invisibility Potion	1	1,300	10
Poison	0	-	-
Potion of Power	1	900	8
Potion of Resistance	1	200	6
Potion of Speed	1	400	7
Potion of Vitality	1	700	6
Rejuvenation Potion	1	100	5
Renewal Elixir	1	1200	8
Restoration Potion	1	1500	9
Smokebomb Vial	0	25	4
Stamina Elixir	0	50	3
Tonic of Deep Eyes	1	1000	8

## ACID FLASK

Alchemists often use acids to etch metals or break down components into their constituent parts. These acids are usually strong enough to also serve as dangerous—albeit dangerously indiscriminate—weapons.

As an action, your character can throw an acid flask at a point within short range, where it releases a cloud of acidic mist large enough to encompass a single character and other characters engaged with the target. The cloud is a corrosive atmosphere with a rating of 4 (see Fire, Acid, and Corrosive Atmospheres on page 111 of the Genesys Core Rulebook). The cloud remains for the duration of the encounter, unless the GM determines that circumstances (such as an outdoor location or a strong draft) cause it to dissipate faster.

## ANTITOXIN

Antitoxin is concocted to act as antidotes to a wide variety of common poisons and diseases. Once a person has imbibed antitoxin, they will not as easily succumb to the disease or poison it is designed to counteract for a short period of time thereafter.

Using antitoxin immediately nullifies any mundane poisons or toxins currently afflicting your character (some magical or otherwise extraordinary poisons might not be affected, at the GM's discretion). In addition, for the rest of the encounter or scene, your character upgrades Resilience checks made to resist poisons and toxins twice.

## HEALING ELIXIR

Healing elixirs are the most common potions created by apothecaries. They imbue the taker with feelings of warmth and nourishment and are used to ward off illness.

They do not actually heal injuries, although they can help comfort and stabilize an injured individual.

A healing elixir is a painkiller, as described on page 116 of the Genesys Core Rulebook.

## INVISIBILITY POTION

When your character imbibes an invisibility potion they become invisible for 3 rounds. During this time, your character cannot be seen and casts no reflection or shadow. They produce noise, smells, and so on as usual, and they have a physical presence. An invisible character may also be detected through magical means.

An invisible character benefits from concealment worth +4 dice (see Concealment on page 110 of the Genesys Core Rulebook).

## POTION OF POWER

Power potions are potions made to imbue a person with strength, speed, intelligence, or anything they might need to accomplish a task. While the effects are temporary, they certainly are potent and undoubtedly useful.

When obtaining a power potion, one of the six characteristics is specified. When consumed, this potion increases the chosen characteristic by 1 until the end of the encounter. If your character's characteristic is already 5, they instead add **■** to all checks using characteristic. When the potion wears off, your character suffers 5 strain.

## POTION OF RESISTANCE

Potions of Resistance imbue the drinker with reserves of physical and psychological resilience. They do this through mildly soporific effects that deaden pain and increase feelings of well-being. They also have an effect on the body, shrinking the capillaries near the skin's surface to reduce bruising and bleeding, and speeding the clotting process.

When your character imbibes a Potions of Resistance they gain +1 soak for your character's next three turns.

## POTION OF SPEED

Potions of Speed affect the muscles of the drinker, especially those used for running and other forms of movement. Once a Potion of Speed is taken, the imbiber is better able to sprint for a short period. Potions of Speed allow for short and immediate bursts of top performance. Some people have been known to combine stamina elixirs and Potions of Speed for longer periods of high performance. The morning after can only be described as truly nightmarish.

When your character imbibes a Potion of Speed they gain one additional maneuver during their turn. While under the effects of a Potions of Speed, your character can perform a maximum of three maneuvers in a turn, rather than two. A Potion of Speed lasts for your character's next three turns, after which your character suffers 6 strain.

## POTION OF VITALITY

A translucent green liquid made with cereal, powdered gold, some hairs of a giant and a tiny emerald that are dissolved in a mixture of specific alcohols. When the stopper is removed, an abrasive metallic smell comes out of the bottle.

Anyone who drinks this potion has their wound threshold increased by 3 until the end of the encounter.

## REJUVENATION POTION

These potions help heal injuries and get people back on their feet quicker.

Before your character makes a skill check to recover strain after an encounter, they may drink this potion. If they do so, they not only heal 1 strain per **★** but also 1 wound per **▲**.

## RENEWAL ELIXIR

A stamina elixir enhanced with an assortment of powdered gems. When the stopper is removed, a soothing smell of vanilla and lavender comes out of the bottle.

Anyone who drinks this elixir immediately heals all strain.

## RESTORATION POTION

A health elixir enhanced with the right amount of powdered obsidian and dragon scales. When the stopper is removed, a subtle scent of fresh peppermint can be smelled.

Anyone who drinks this elixir immediately heals all wounds and one Critical Injury of Hard severity or lesser.

## SMOKEBOMB VIAL

Smokebomb vials contain yet smaller vials that each hold different concoctions. When the vials are broken, typically by flinging the main vial to the floor as hard as possible, the various chemicals mix to produce a cloud of thick, choking fog. The fog is not harmful (unless treated with poison, which must be purchased separately), though it is unpleasant to be caught within and is impossible to see through.

As a maneuver, a character can throw a smokebomb vial at a point within short range. Upon impact, the vial shatters to create a thick smoke screen large enough to conceal a single character and other characters engaged with the target. The smoke screen provides concealment worth +2 dice for 3 rounds (see the Concealment section on page 110 of the Genesys Core Rulebook).

### STAMINA ELIXIR

Stamina elixirs can be taken to provide the patient with a feeling of improved vitality. When a stamina elixir is drunk, the imbiber benefits from increased reserves of energy over a lengthy period. It ought to be mentioned that hangovers from stamina elixirs can be particularly dire.

When your character uses a stamina elixir they immediately heal 5 strain. Each subsequent elixir used in the same day heals 1 less strain, so that the sixth elixir (and further) has no effect. After one day, the lingering effects of the stamina elixir wear off, and your character may again use a stamina elixir to full effect.

### TONIC OF DEEP EYES

A deep red tonic made with demon blood and ground ghost orchids. When the stopper is removed, a strong acrid smell comes out of the bottle.

When a character drinks this tonic, their eyes become of a very deep tone, giving them a very alluring and menacing presence.

Until the end of the encounter, whenever they make a social skill check, they reduce the difficulty by 1, to a minimum of Easy (◆).

At the end of the encounter, your character suffers 4 strain and may not make a skill check to recover strain.

## POISON

Every culture in Faerun has its own poisons, ranging from abundant botanical extracts to refined alchemical potions. Most are easy to use, if not easy to obtain. Your character can apply poison to a target's food or drink, in which case the target suffers the effects when they ingest it.

Poison can also be applied to smokebombs or other items at your GM's discretion. As a maneuver, it can also be applied to a weapon with a sharp point or edge, such as a dagger or arrow, that can induce the poison into the target's bloodstream.

If applied to a weapon, the first successful hit that deals at least one wound causes the target to suffer the effects of the poison. Once the poison has affected one target, it is depleted and another dose must be applied.

## TABLE: POISON

NAME	PRICE	RARITY
Essence of Ether	500	7 (R)
Malice	700	8 (R)
Pale Tincture	750	8 (R)
Purple Worm Poison	1,500	11 (R)
Standard Poison	200	5
Sleep Powder	450	6
Wyvern Venom	1,000	8 (R)

### ESSENCE OF ETHER

A single dose of Essence of Ether has a Hard (◆◆) difficulty, Resilience check while two or more doses combined have a Daunting (◆◆◆) difficulty. The poison inflicts 5 wounds if the target fails a check at the relevant difficulty (this ignores soak). In addition, each ♀ generated inflicts 2 strain on the target (this ignores soak), who becomes overwhelmed by the nausea and muscle spasms caused by the choking gas. The gas lingers in the air for up to 3 rounds unless dissipated by high winds.

### MALICE

Malice is a complex distillation of black lotus and deadly nightshade berries that has been boiled down into a syrupy oil. At any dose size, this poison has a Daunting (◆◆◆) difficulty Resilience check. If the target fails, the poison causes an immediate Critical Injury, but instead of rolling on the Critical Injury Result table, the character automatically suffers the following special Critical Injury:

Wracking Venom (Hard ◆◆◆): Whenever this character would otherwise suffer 1 or more wounds or 1 or more strain, this character suffers that number of wounds or strain plus 2 instead.

### PALE TINCTURE

Pale tincture is an exceedingly lethal toxin favored by assassins who prefer their victims to suffer. Once exposed to the poison, the victim begins to suffer fatigue and dull pain, which gradually increases until they is paralyzed and in agony.

Any sized dose has a Daunting (◆◆◆) difficulty Resilience check. If the target fails the check, the poison inflicts 1 strain at the end of their next turn, 3 strain at the end of their subsequent turn, and 5 strain at the end of the turn after that one (this ignores soak). In addition, the target suffers ■ to any check they attempts while under the effects of the poison, and each ♀ they generates on those checks inflicts 1 additional strain (this ignores soak) as the target is wracked with pain and violent muscle spasms. The GM may spend ⚡ on the initial Resilience check to make the target make another check against the poison at the end of their third turn or suffer an additional 5 strain (this ignores soak) as the poison torments him.

## PURPLE WORM POISON

This must be harvested from the body of a purple worm. A reddish-brown sticky paste, this poison has seen a fair amount of use. Once injured, the poison begins igniting the blood, causing a creature to quickly burn from within. Often the toxin burns through the victim so quickly and intensely that the remains are little more than charred bones.

Characters affected by poison must immediately make a Formidable (◆◆◆◆) Resilience check as an out-of-turn incidental or suffer 8 wounds (this ignores soak). You can spend ☹☹☹☹ or ☹ on the target's check to force the target to repeat the check at the beginning of their next turn, as the poison continues to work itself through their blood.

## STANDARD POISON

Characters affected by poison or within a poison cloud must make a Hard (◆◆◆) Resilience check as an out-of-turn incidental or suffer 4 wounds (not reduced by soak) plus 1 strain per ☹. You or your GM can spend ☹ on the check to inflict a Critical Injury or to force the target to repeat the check at the beginning of their next turn, as the poison continues to wrack their body.

## SLEEP POWDER

This poison may be introduced into a target's body via aerosol deployment, food ingestion, or injection (via an applicator or dart). A single dose has an Average (◆◆) Resilience check, while two or more doses combined into a single application have a Hard (◆◆◆) difficulty. The poison inflicts 5 strain if the target fails the check. If the check generates ☹☹, the target must also give up their free maneuver during their next turn (they may still take two maneuvers, however); if it generates ☹☹☹, they're staggered during their next turn. Finally, the GM can spend ☹ to make the target test against the poison again during the next round, as the poison remains in their system.

## WYVERN VENOM

Extracted from the glandular toxin sacs of Wyverns, wyvern venom is a powerful paralytic enzyme inhibitor. Significantly harder to shake off than most poisons, wyvern venom is harvested by beastmasters and commands a high price on the black market among bounty hunters.

Any sized dose incurs a Daunting (◆◆◆◆) Resilience check. The poison Staggeres the target for 1 rounds if the target fails the check. In addition, each ☹ generated inflicts 2 strain on the target (this ignores soak), and the GM may spend ☹ to immobilize the target for 2 rounds.

# TRANSPORTATION

The land of Toril is wide, vast, and expansive. It can take an extended period of travel to move between cities, especially without the proper modes of transportation. Thankfully, travel over land and sea is well developed with the use of mounts and vehicles.

For most adventurers, riding mounts are the preferred method for traveling over long distances.

## MOUNTS AND RELATED GEAR

Certain creatures are bred to be strong and enduring work animals, capable of transporting people, equipment, and carriages across great distances. While some creatures are common across every part of Toril, others are specific to certain areas. Some animals may not be suited for riding, but are well suited for traveling alongside a group, carrying their equipment so that they don't have to.

Some cultures make use of riding beasts that are not typically for sale. Creatures that either show some degree of intelligence and choose their rider as much as the rider chooses them, or creatures so rare or difficult to train that those that bond with them would not put them up for sale.

## BARDING

Barding is metal armor or similar protection for a horse or other mount. Generally, only war mounts can tolerate the weight and discomfort of barding.

Barding counts as armor for a mount and provides an increase to its soak by 3 and its defense by 1.

## CARRYING HARNESS

A set of straps and buckles fitted around the mount, allowing bags and satchels to be attached as needed.

While wearing a carrying harness, a mount may use its encumbrance capacity to carry weapons, items, and gear.

## CART

A fourwheeled construction, the simplest of carts features a wooden platform with four sides and an open top, capable of transporting passengers and cargo. Typically pulled by horses, this construction makes carrying equipment and people over the roads much easier.

2	1	-2	DEFENSE	ARMOR
SILHOUETTE	MAX SPEED	HANDLING	0	0
			HT. THRESHOLD	ST. THRESHOLD
			4	4

Control Skill: Riding.

Complement: 1 driver 1 guard.

Passenger Capacity: 2.

Encumbrance Capacity: 60.

## SADDLEBAGS

Just as the mounts of Faerun come in a variety of forms, so do the saddlebags. Saddlebags allow creatures to carry more gear and traveling supplies than usual, and thus provide their riders a wider range of operation.

Saddlebags increase a mount's encumbrance threshold by four.

## STAGECOACH

Designed for carrying passengers rather than cargo, the stagecoach resembles a cart in its basic construction. A stagecoach usually has an enclosed area for passengers to sit inside of and rest on long travels. Its slightly larger size sees it being pulled by four horses instead of two, allowing it to reach faster speeds



Control Skill: Riding.

Complement: 1 driver, 1 guard.

Passenger Capacity: 6.

Encumbrance Capacity: 8.

## BEAST OF BURDEN (MINION)

Mules, oxen, draft horses, and other strong, hearty animals are put to many working uses, such as pulling wagons and carts.



Skills (group only): Athletics, Resilience.

Talents: None.

Abilities: Encumbrance Capacity 18, Silhouette 2.

Equipment: Harness.

## RIDING BEAST (MINION)

Although they can carry riders over great distances, most horses, ponies, and other such steeds are neither bred nor trained for the violence of battlefield conditions. A Riding check is required to maintain control of a riding beast in combat or a similarly stressful situation.



Skills (group only): Athletics, Resilience.

Talents: None.

Abilities: Encumbrance Capacity 12, Silhouette 2.

Equipment: Riding tack.

## WAR MOUNT (RIVAL)

War mounts are those bred and trained for war. Just like their riders, such mounts do not shy away when facing combat and can use their stomping feet, grasping talons, or other natural weapons to aid in battle.



Skills: Athletics 3, Brawl 1, Discipline 2, Resilience 3, Survival 2.

Talents: None.

Abilities: Encumbrance Capacity 13, Silhouette 2.

Equipment: Hooves or claws (Brawl; Damage 6; Critical 4; Range [Engaged]; Knockdown), riding tack.

## TABLE: ANIMALS AND GEAR

NAME	ENCUM	PRICE	RARITY
Barding	5	900	4
Beast of Burden	-	200	1
Carrying Harness	-	75	2
Cart	-	400	2
Riding Beast	-	400	3
Saddlebags	+4	75	3
Stagecoach	-	1,800	6
War Mount	-	1,500	6

## SAILING

Some of the provinces are separated by lakes, rivers or other large bodies of water. Dotted along many of Toril's coasts are harbors full of ships build for traveling the seas and reducing the time needed to journey to some provinces. The Iliac Bay is a body of water between the provinces of Hammerfell and High Rock that sees frequent ship travel, significantly speeding up the journey that would otherwise take travelers all the way around the coast.

## HIRING BOAT TRAVEL

If a character doesn't wish to purchase their own sea transport (which admittedly can be very expensive) they may hire the services provided by those that own them. Small distances can be traveled by locals on rowing boats and small fishing vessels, such as across a river, or the short journey between mainland Morrowind and the island of Vvardenfell, while longer distances are typically traveled over days on larger vessels owned by trading companies.

These larger ships usually hold a number of passengers and provide them food, drink, and a bed to rest in. The quality of the food depends on the nature of the ship and how much the character is willing to spend. Typically, citizens are able to purchase travel on cargo ships for a much cheaper price than travel on luxury ships, though the quality of the conditions is significantly lower, and those traveling are limited to the destinations the ship normally stops at.



**TABLE: TYPICAL SHIPFARING PRICES**

SHIP	COST PER PERSON
Sub=Par Standards	1
Row Boat	5
Basic Passenger Travel	50
Luxury Passenger Travel	100
Private Hire	100 per day

## BOATS AND SHIPS

### ROWBOAT

A small, wooden vessel typically propelled by a pair of oars, though some may have a small sail to catch favorable winds. Rowboats are nimble and a quick, affordable way to transport a small number of people and goods across small bodies of water.

2	3	-1	DEFENSE	ARMOR
SILHOUETTE	MAX SPEED	HANDLING	0	0
			HT. THRESHOLD	ST. THRESHOLD
			4	4

- Control Skill: Operating.
- Complement: 1-2 boatmen.
- Passenger Capacity: 5.
- Consumables: 3 days.
- Encumbrance Capacity: 20.
- Price/Rarity: 1,000/2.

### SAILING SHIP

Typically between 50 - 100 feet long, these ships are mainly used for transporting large numbers of passengers, soldiers, or cargo across greater distances. Some designs may sport two large sails on the deck to propel the vessel in favorable winds, while others may have rows of oars along the deck

for a team of soldiers to operate.

The profile listed is an example of a sailing ship suited to carry cargo. When purchasing a sailing ship, the character may decrease the encumbrance capacity of the ship to 50 and increase the passenger capacity to 100.

4	2	-2	DEFENSE	ARMOR
SILHOUETTE	MAX SPEED	HANDLING	0	2
			HT. THRESHOLD	ST. THRESHOLD
			20	16

- Control Skill: Operating.
- Complement: 20 crew.
- Passenger Capacity: 20.
- Consumables: 1 month.
- Encumbrance Capacity: 500.
- Price/Rarity: 21,500/4.

### LARGE SAILING SHIP

Larger ships more suited for warfare or luxury passenger travel, these ships range anywhere between 100 - 200 feet long. Large and imposing, these ships typically require a large crew complement to keep it running efficiently. It's wide, spacious top deck allows it to carry a number of armaments for offense and defense; a must have for anyone looking to sail through dangerous waters.

5	2	-3	DEFENSE	ARMOR
SILHOUETTE	MAX SPEED	HANDLING	0	3
			HT. THRESHOLD	ST. THRESHOLD
			45	30

- Control Skill: Operating.
- Complement: 150 crew.
- Passenger Capacity: 50.
- Consumables: 3 months.
- Encumbrance Capacity: 800.
- Price/Rarity: 60,000/6 or 40,000/4 unarmed.

Weapons: 2 port and 2 starboard cannons (Fire Arc Port or Fire Arc Starboard; Ranged; Damage 4; Critical 3; Range [Long]).

1 forward and 1 aft ballista (Fire Arc Forward, Port, and Starboard or Fire Arc Aft, Port, and Starboard; Ranged; Damage 2; Critical 2; Range [Long]; Inaccurate 1).

### FIRST-RATE SHIP OF THE LINE

These enormous warships are few and far between, rarely seen on the open waters outside of times of war. A minimum of 200 feet long, these vessels are several decks tall with up to 50 cannons on each of its broadsides. The crew requirement to keep the ship running optimally is significantly high, meaning this ship rarely sees use outside of established military factions.

6	3	-4	DEFENSE	ARMOR
SILHOUETTE	MAX SPEED	HANDLING	1	3
			HT. THRESHOLD	ST. THRESHOLD
			4	4

- Control Skill: Operating.
- Complement: 700 crew.
- Passenger Capacity: 100.
- Consumables: 3 months.
- Encumbrance Capacity: 1500.
- Price/Rarity: 1,823,000/8

Weapons: 30 port and 30 starboard cannons (Fire Arc Port or Fire Arc Starboard; Ranged; Damage 6; Critical 3; Range [Long]).

20 port and 20 starboard light cannons (Fire Arc Port or Fire Arc Starboard; Ranged; Damage 4; Critical 3; Range [Long]).

10 port and 10 starboard ballistas (Fire Arc Forward and Port or Forward and Starboard; Ranged; Damage 2; Critical 2; Range [Long]; Inaccurate 1).

# ATTACHMENTS

Item attachments follow the rules on page 206 of the Genesys Core Rulebook.

Each additional modification made to equipment beyond the first increases the difficulty of the Mechanics check by one.

## TABLE: ATTACHMENTS

NAME	HP	PRICE	RARITY
Balanced Hilt	1	650	6
Bipod Mount	1	250	2
Counterweight	1	250	4
Custom Grip	1	700	5
Duelist Cross Guard	1	300	5
Engravings	0	900	2
Extended Barrel	1	500	4
Paired Set	1	200	4
Quick Loader	2	1500	8
Razor Edge	1	450	4
Recurve Limbs	1	300	4
Serrated Edge	1	125	2
Teleoptic Sight	1	350	4
Weapon Sling	1	100	2
Weapon Tassel	1	400	4
Weighted Head	1	250	2
Arctic Modification	0/1	250	2
Battle Gauntlets	1	300	3
Custom Fit	1	400	4
Deflective Plating	1	750	4
Gilded	0	1,250	5
Integrated Sheathing	2	1,000	8
Intimidating Visage	0	200	3
Reinforced Plating	2	3,000	8
Spikes	1	600	4
Superior Customization	1	2500	8

# WEAPON ATTACHMENTS

## BALANCED HILT

This attachment represents modifying a melee weapon's balance (particularly around the hilt or haft) to make it easier to control.

Use With: This attachment can be applied to any weapons that use the Melee (Light) skill.

Modifiers: The weapon gains the Accurate 1 quality, or increases any existing Accurate quality by 1. (If the weapon has the Inaccurate quality, it reduces that quality's rating by 1 to a minimum of 0, instead.)

Hard Points Required: 1.

## BIPOD MOUNT

Bipods are simple, two-legged stands used to stabilize weapons and make them easier to operate.

Use With: This attachment can be applied to any two-handed Ranged weapon.

Modifiers: As a maneuver, a character can deploy the bipod, reducing the weapon's Cumbersome or Unwieldy quality by 2, to a minimum of 0, and reducing the weapons encumbrance by 2, to a minimum of 0, while the character fires from a prone position (or can brace the bipod against something solid).

Hard Points Required: 1.

## COUNTERWEIGHT

For weapons that are particularly long or awkwardly shaped, the center of balance can be difficult to find and maintain. Adding a counterweight to a weapon helps improve handling it, making its weight more comfortable to hold.

Use With: This attachment can be applied to any weapon.

Modifiers: When applied to a weapon, reduce the rating of the Unwieldy quality by 1.

Hard Points Required: 1.

## CUSTOM GRIP

A skilled tinkerer can tailor a weapon to perfectly fit its wielder's hand. A custom grip is crafted to uniquely match its owner, allowing the weapon to act as an extension of the wielder's body. While the weapon fits perfectly in the hands of its owner, others who try to use it find the grip uncomfortable or the weapon off-balance.

Use With: This attachment can be applied to any weapon with a handle.



Modifiers: Remove ■ from all combat checks the weapon's owner makes using this weapon. Anyone other than the owner instead adds ■■ to all combat checks made using it. Also, the weapon gains the Accurate 1 quality, or increases any existing Accurate quality by 1. (If the weapon has the Inaccurate quality, it reduces that quality's rating by 1 to a minimum of 0, instead.)

Hard Points Required: 1

## DUELIST CROSS GUARD

This attachment represents modifying the cross guard of a sword to better catch and lock the blade of an opponent.

**Use With:** This attachment can be applied to any sword, whether one-handed or two-handed.

**Modifiers:** When an opponent resolves a melee combat check against the wielder, if the check generated at least one uncanceled , the wielder may suffer 1 strain as an out-of-turn incidental to add  to the results.

Hard Points Required: 1.

## ENGRAVINGS

This attachment serves no tactical purpose, some warriors adorn their weapons with intricate patterns of art engraved into their weapons to impress, fascinate, or intimidate onlookers.

**Use With:** This attachment can be applied to any weapon that could conceivably be engraved.

**Modifiers:** When the attached weapon is prominently displayed, the characters Charm, Coercion, and Deception checks are upgraded once.

Hard Points Required: 1.

## EXTENDED BARREL

This attachment extends the barrel (or makes similar modifications) to make the weapon fire farther.

**Use With:** This attachment can be applied to any Ranged weapon (excluding thrown weapons).


**Modifiers:** The weapon's range increases by one range band, to a maximum of extreme range. The weapon gains the Cumbersome 3 quality, or increases its existing Cumbersome quality by 1.

Hard Points Required: 1.

## HAIR TRIGGER

A "hair trigger" represents a modification that allows the user to fire a weapon very quickly, although this can be at the expense of accuracy.

**Use With:** This attachment can be applied to any firearm or crossbow.



**Modifiers:** When the user makes the first combat check with this weapon in an encounter, add  to the results.

Hard Points Required: 1.

## PAIRED SET

This attachment represents a special modification to two weapons, allowing them to be used together more effectively.

**Use With:** This attachment can be applied to any one-handed weapon.

**Modifiers:** When making a two-weapon combat check with the paired weapons, the cost to activate the second weapon's attack is reduced from  to .


Hard Points Required: 1.

## QUICK LOADER

Usually, a crossbow or firearm requires loading after every shot. With the use of a quick loader, an attachment that holds several additional bolts, its simply a matter of squeezing the trigger once and allowing the mechanism to slide the next bolt in, ready to load.

**Use With:** This attachment can be applied to crossbows and firearms.

**Modifiers:** When applied to a crossbow, replace the Prepare quality with the Limited Ammo 4 quality. The wielder may reload the weapon as a maneuver.

The GM may spend  on a combat check with the weapon. If they do so the weapon becomes damaged two steps and may not be reloaded until repaired to at least Minor Damage.

Hard Points Required: 2.

## RAZOR EDGE

This attachment represents sharpening a blade to a razor edge, then reinforcing or treating that edge so that it can withstand repeated blows.

**Use With:** This attachment can be applied to any close combat weapon that has a blade.

**Modifiers:** The weapon gains the Pierce 2 quality, or increases any existing Pierce quality by 1.

Hard Points Required: 1.

## RECURVE LIMBS

Making the limbs of a bow or crossbow curve away from the wielder increases the penetrating power of the bow's shots, even if it also makes the bow larger and more difficult to wield.

**Use With:** This attachment can be applied to any bow or crossbow.

**Modifiers:** The weapon gains the Pierce 1 quality, or increases any existing Pierce quality by 1. The weapon also gains the Unwieldy 3 quality, or increases any existing Unwieldy quality by 1.

Hard Points Required: 1.

## SERRATED EDGE

Adding jagged sawteeth to a bladed weapon means the wounds it makes are particularly brutal and damaging.

**Use With:** This attachment can be applied to any close combat weapon that has a blade.

**Modifiers:** The weapon gains the Vicious 1 quality, or increases any existing Vicious quality by 1.

Hard Points Required: 1.

## TELEOPTIC SIGHT

A telescopic sight magnifies a target, allowing the user to shoot targets that they could normally barely be able to see.

**Use With:** This attachment can be applied to any ranged weapon that could logically benefit from the addition of a telescopic sight.

**Modifiers:** The user reduces the difficulty of ranged combat checks made with this weapon at long and extreme range by 1.

**Hard Points Required:** 1.

## WEAPON SLING

A sling helps a user carry a particularly heavy weapon by taking up part of the weight.

**Use With:** This attachment can be applied to any Ranged weapon that require two hands to wield.

**Modifiers:** The weapon decreases its encumbrance by 2 and its Cumbersome rating by 1.

**Hard Points Required:** 1.

## WEAPON TASSEL

This attachment represents adding a tassel of cloth or other material to a weapon's pommel, hilt, or other location to signify rank, or other significance.

**Use With:** This attachment can be applied to any Melee (Light) weapon or two-handed polearm such as a Spear or Halberd.

**Modifiers:** The weapon gains the Disorient 2 quality, or increases any existing Disorient quality by 1.

**Hard Points:** Required 1.

## WEIGHTED HEAD

Adding extra weight to the head of a blunt weapon lets the wielder strike with greater impact and do more damage.

**Use With:** This attachment can be applied to any close combat weapon that deals bludgeoning or crushing damage (not one with a cutting edge).

**Modifiers:** The weapon increases its base damage by 2. The weapon increases its encumbrance by 2. The weapon gains the Cumbersome 3 quality, or increases its existing Cumbersome quality by 1.

**Hard Points Required:** 1.

# ARMOR ATTACHMENTS

## ARCTIC MODIFICATIONS

Faerun can be a world of placid summers and brutal winters. Those who live in the frontier are often in need of heavier clothing to survive the long desolate cold of winter, and have developed ingenious ways of adding to their clothing to adapt.

**Use with:** Any armor

**Modifiers:** +1 encumbrance. The wearer is not required to make resilience checks to endure light and moderate cold, and the difficulty of Resilience checks to resist extreme cold is reduced by 1. If a character wears this armor in an arid or hot area, they are disoriented as long as the armor is worn.

**Hard Points Required:** 0 for encumbrance 0-2 armor, 1 for encumbrance 3+ armor.

## BATTLE GAUNTLETS

Although those with heavy armor in the battlefield are rarely lacking killing power, sometimes it's necessary to give an enemy at close range a good, old-fashioned pummeling. This modification represents reinforced gauntlets made specifically for swinging fists.

**Use with:** Any armor with soak of 2 or higher

**Modifiers:** While wearing armor with this attachment, the wearer can make a brawl attack using the armor as a weapon. It has the following profile: (Range: Engaged, Damage: Brawn + armor's Soak value, Crit: 4, Special: Disorient 3).

**Hard Points Required:** 1

## CUSTOM FIT

Although standard "off-the-shelf" armor can provide invaluable protection, it can also prove bulky or awkward, even after adjustments. For those who require their armor to feel like a second skin, personalized customization can make a drastic difference. Such work requires a skilled armorer, but it can make armor a much more enticing option for some.

**Use With:** This attachment can be applied to any armor.

**Modifiers:** Remove ■■ from Athletics, Coordination and Stealth checks while wearing the armor.

**Hard Points Required:** 1

## DEFLECTIVE PLATING

This attachment applies angled plates or mildly reflective surfaces to help deflect incoming ranged attacks.

**Use With:** This attachment can be applied to any armor.

**Modifiers:** Wearer increases their ranged defense by 1.

**Hard Points Required:** 1.

## GILDED

Though it serves no practical purpose, many nobles like to adorn their armor with gold leaf. It certainly makes the wearer seem impressive, but acts as a lure for every bandit within eyesight.

Use With: This attachment can be applied to any armor.

Modifiers: While wearing this armor, your character adds ■ to Charm, Negotiation, and Leadership checks.

Hard Points Required: 0.

## INTEGRATED SHEATHING

By mounting their sheathes and such into the framework of their armor, a combatant can ensure no one catches them unarmed. Not only does the wearer have easy access to their weapons at all times, but powerful magnets and magic can be set up to assist the wearer in drawing or stowing their weapons more rapidly.

Use With: This attachment can be applied to any armor.

Modifiers: Increases encumbrance threshold by 4. The character may holster up to two weapons of encumbrance 3 or lower in the armor. While holstered, these weapons do not count toward the character's encumbrance value. Checks made to find anything hidden within Integrated Sheathing while it is being worn are opposed by the Skulduggery of the wearer. Once per round on your character's turn, they may draw or holster an easily accessible weapon or item as an incidental.

Hard Points Required: 2

## INTIMIDATING VISAGE

Warriors from many cultures paint their armor or add imposing face masks to intimidate opponents.

Use With: This attachment can be applied to any armor.

Modifiers: When wearing this armor, the user adds ✨ to Coercion checks they make, and 🌀🌀 to Charm, Deception, and Negotiation checks they make.

Hard Points Required: 0.

## REINFORCED PLATING

This attachment represents adding extra layers of armor or using stronger materials to reinforce the armor.

Use With: This attachment can be applied to any armor that uses hardened plates for protection.

Modifiers: The armor gains the Reinforced quality. The armor also increases its encumbrance by 1.

Hard Points Required: 2.

## SPIKES

Warriors sometimes add sharp spikes or barbs to their armor. In the press of a melee, they can use a shoulder check or a wild swing to slash or even impale an opponent.

Use With: This attachment can be applied to any armor.

Modifiers: If your character is targeted by a melee combat check, you may spend 🌀🌀🌀 or 🌀 to cause the attacker to suffer 3 wounds.

Hard Points Required: 1.

## SUPERIOR CUSTOMISATION:

Any piece of armor can benefit from retooling at the hands of a superior craftsman.

Use With: Any armour

Modifiers: Reduce the armour's encumbrance by 1, and increase its soak value by 1.

Hard Points Required: 1

# ENCHANTMENTS

Enchantments are attachments that are magical in nature. Enchantments do not follow the normal rules for attachments and are generally much harder to obtain, as they can only be "installed" by someone with magic ability.

Enchantments may be applied to items with a Mechanics check, but may only be attempted by someone with at least 3 ranks in a magic skill. The difficulty of the check is equal to half the rarity of the enchantment. If installing enchantments after the first, increase the difficulty of the check to install the enchantment by one for each prior enchantment. Enchantments take a number of hours equal to the rarity of the enchantment.

Enchantments are placed onto items in the form of a Rune. The rarity and price of the enchantments themselves represent the price and rarity of finding the reagents needed to infuse the rune with power.

## WEAPON ENCHANTMENTS

### BANE

This weapon is meant to purge something from the world. A weapon enchanted with such energy radiates with a dark glow.

Use With: Any weapon.

Modifiers: The weapon has the Bane quality towards a certain kind of creature, (Beast, Dragon, Fiend, or Undead, enchanter's choice) with a rating equal to the enchanter's ranks in Mechanics at the time this enchantment is applied.

Hard Points Required: 1

### BASIC ENCHANTMENT

This enchantment imbues a weapon with magical energy, often the first effect that beginner enchanters learn.

Use With: Any weapon.

Modifiers: This grants the weapon the Accurate 1, or increases an existing quality by 1, and Superior qualities.

Hard Points Required: 1

## EXPLOSIVE MISSILE

Through means of runic inscription on the weapon applied to each arrow, bolt, or piece of ammo a weapon with this attachment launches projectiles that explode on impact.

Use With: Any Ranged weapon.

Modifiers: The weapon gains the Blast 5 item quality.

Hard Points Required: 1

## FLAMETONGUE

The weapon becomes charged with the element of fire. A dim, orange glow is emitted from the weapon, especially useful in dark areas, providing a small amount of light for near vision. More importantly, strikes with the weapon are capable of setting flammable materials alight.

Use With: Any weapon.

Modifiers: A weapon with the Flametongue Enchantment gains the Burn 2 and Elemental (Fire) qualities.

Hard Points Required: 1

## FLARE

This enchantment releases a blinding flash of light.

Use With: Any weapon.

Modifiers: Once per encounter, as a maneuver, your character may use this Enchantment to disorienting all enemy characters within medium range for one round and have all affected enemies suffer one strain.

Hard Points Required: 1

## FROSTBRAND

The weapon becomes charged with the element of Ice. The weapon is incredibly cold to the touch, and appears to be coated with a thin layer of frost and ice at all times, regardless of the surrounding temperature.

Use With: Any weapon.

Modifiers: A weapon with the Frostbrand Enchantment gains the Elemental (Cold), Ensnare 2, and Stun 2 qualities, or increases existing qualities by 2.

Hard Points Required: 1

## KEEN

It made a weapon magically sharp, making the wielder more likely to inflict wounding, critical cuts.

Use With: Any bladed or piercing weapon.

Modifiers: A weapon with the Keen Enchantment increases its Vicious rating by 1, or increases an existing quality by 1, and decreases its Crit rating by 1, to a minimum of 1.

Hard Points Required: 1

## LIGHT

Foregoing the need for a torch or lantern, the light enchantment causes a weapon to glow with a bright light, illuminating dark areas and allowing for normal vision within a short distance.

Use With: Any weapon.

Modifiers: A weapon with this enchantment may have its light activated or extinguished as an incidental. While active, the light removes all ■ imposed due to darkness within short range, and a single ■ at medium range.

Hard Points Required: 1

## LIGHTNING

The weapon becomes charged with the element of lightning. While mundane looking at a glance, every few seconds a minor, blue-white flash emits from the weapon, with arcs of electricity visible across the weapon for a fraction of a second.

Use With: Any weapon.

Modifiers: A weapon with the Lightning Enchantment increases its damage by 1 and gains the Elemental (Electricity) and Stun 4 quality, or increases an existing quality by 2 to a maximum of 5.

Hard Points Required: 1

## POISON

Through sorcerous means, the weapon constantly sweats a deadly poison, so that a mere scratch can lead to a painful death.

Use With: Any weapon

Modifiers: The weapon gains the Poison 4 quality.

Hard Points Required: 1.

## TETHERED WEAPON

Particularly useful on thrown weapons, this enchantment allows the user of the weapon to recall a weapon to their hand. Usually requiring a gesture towards the weapon, typically an open palm ready to catch it, the weapon soars through the air at speed before decelerating safely to retrieve. Individuals unfortunate enough to be caught between the wielder and the weapon as it flies may find themselves accidentally struck.

Use With: Any Melee weapon.

Modifiers: As an incidental, the character wielding this weapon may cause it to return to their hand as an incidental, so long as it is within Short range. At Medium range, it requires a maneuver, and at Long and Extreme range this is not possible.

Hard Points Required: 1

## THUNDER

When its weapon strikes a foe, this rune carving flashes white like a bolt of lightning. The deafening boom of thunder comes a half-second later, staggering the foe with concussive force.

Use With: This attachment can be applied to any weapon.

Modifiers: The weapon gains the Concussive 1 item quality.

Hard Points Required: 2.

## ARMOR ENCHANTMENTS

Armor may only be enchanted one time and cannot be removed unless specially created so during the crafting process.

### CHARACTERISTIC EMPOWERMENT

Powerful magics can allow a user to push past their own capabilities.

Use With: Any armor.

Modifiers: When this enchantment is created, choose one Characteristic. While this armor is worn, add ✨▲ to all skill checks your character makes using the Characteristic chosen.

Hard Points Required: 2

### DISPLACEMENT

The magic behind this was conceived from and partially powered by displacer beasts. Its fabric parts are interwoven with strands of sinew of the beasts' tentacles. This left the cloth of the armors distorting and wrapping light that hit its surface.

Use With: Any armor.

Modifiers: Once per encounter, when an attacker makes a combat check targeting your character, your character may, as an out-of-turn incidental use this Enchantment to upgrade the difficulty of the check twice. Your character may then spend ☁☁ or ☁☁ from the check to move themselves up to one range band in any direction after the attack is resolved.

Hard Points Required: 1

### ELEMENTAL FLARE

An elemental sigil creates an aura of power around the wearer, often taking the form of wings or tendrils that autonomously protect the wearer from nearby attackers.

Use With: Any armor.

Modifiers: When this enchantment is made, choose an element: Acid, Electricity, Fire, Ice, Necrotic, Poison, and Radiant. The wearer can spend a maneuver to activate or deactivate this trait. While it is active, the armor increases its defense 1. Also, if they are targeted by a melee combat check the user may spend ☁☁ or ☁☁ to cause the attacker to suffer 4 wounds from the intense power. When making a melee combat check, they may spend ▲▲ or ☁ to inflict 4 wounds onto the target. Being covered in the elements may have other narrative effects, at your GM's discretion.

Hard Points Required: 2

## ELEMENTAL RESISTANCE

While armor can protect its wearer from physical harm without issue, without the proper enchantment it cannot protect the wearer against magic. A set of armor can be empowered with elemental magic, which helps protect it against conditions where that element is present, as well as direct damage from spells of the chosen element.

Use With: Any armor.

Modifiers: Choose one of the elements: Acid, Cold, Electricity, Fire, Holy, Poison, or Unholy.

While wearing this armor, your character removes ■■ added by effects relevant to the chosen element. In addition, damage dealt to your character by the chosen element is reduced by half (before soak).

Hard Points Required: 1

### EMPOWERED SKILL

Armor enchanted with empowered magical energy provides benefits to the wearer beyond the protection it normally provides. This enchantment allows armor to give the wearer additional strength, shine or glow with a noticeable light, protect them from the elements, or bend light to keep them in darkness.

Use With: Any armor.

Modifiers: When applying this enchantment, choose one of the following skills; Athletics, Charm, Coordination, Leadership, Resilience, or Stealth. When wearing this armor, your character making a check with the chosen skill, the wearer gains one additional rank in the chosen skill.

Hard Points Required: 1

### LIGHTWEIGHT

Sometimes, an adventurer needs to be carrying a lighter load. Whether it's to make haste across awkward ground, or to carry away their latest loot haul, this enchantment provides them with swiftness and lightens their burdens.

Use With: Any armor.

Modifiers: While wearing armor with the Lightweight enchantment, your character increases their encumbrance capacity by twice the enchanter's ranks in Mechanics at the time of enchantment. In addition, your character does not suffer the usual maneuver penalty for moving through difficult terrain.

Hard Points Required: 1

## PHOENIX RISE

A few different mages have designed suits of armor that are intended to function under the most extreme of circumstances. These are capable of completely protecting the wearer from a catastrophic event, but they exhaust themselves in the process.

Use With: Any armor with Encumbrance 4 or more.

Modifiers: As an incidental, the wearer of this armor can have it fully heal all strain and wounds, and remove all conditions and Critical Injuries. This effect also automatically and immediately takes place if the wearer dies.

Once used, the armor is reduced to ash and lost.

Hard Points Required: 3

## TWILIGHT

Armor with this rune always seems to be tucked into a dark corner, along with its wearer, even when worn in the brightest sunlight. In actual darkness, the wearer becomes a akin to a wraith, able to slip past the most alert sentries.

Use With: Any armor.

Modifiers: While wearing this armor your character benefits from concealment worth +2 dice (see the Concealment section on page 110 of the Genesys Core Rulebook). In addition, your character's melee attacks gain the Disorient 3 item quality.

Hard Points Required: 1

## WINGED

Majestic formations of feathers, metal, or energy extend from the back of the protective gear.

Use With: Any armor with Encumbrance 3 or less.

























Modifiers: As a maneuver your character may activate this enchantment; they may then fly aerodynamically (see the Genesys Core Rulebook, page 100) for the remainder of the encounter or narrative scene. Your character does not need to use a maneuver in order to remain aloft (the armor does all the work and allow the wearer to hover in place) but cannot go above medium range from the ground. Your GM might call for a Coordination check in dangerous or unusual circumstances.

Hard Points Required: 2

## TABLE: ENCHANTMENTS

NAME	HP	PRICE	RARITY
Bane	1	1000	7
Basic	1	500	6
Explosive Missile	1	1000	6
Flametongue	1	2000	7
Flare	1	1750	7
Frostbrand	1	2500	8
Keen	1	2000	9
Light	1	1000	6
Lightning	2	2000	8
Poison	1	1500	7
Tethered Weapon	1	1500	8
Thunder	2	2000	9
Characteristic Empowerment	2	5000	10
Displacement	1	2000	9
Flame Wreathed	2	4000	8
Elemental Resistance	1	3000	8
Empowered Skill	1	6500	10
Lightweight	1	2500	8
Phoenix	3	9000	10
Twilight	1	5000	9
Winged	2	3500	9

## TABLE: SPENDING , , , AND ON ENCHANTING CHECKS.

SYMBOLS	EFFECT
 or 	Reduce the time to enchant the item by one hour, to a minimum of one.
  or 	Characters using the enchanted item add  to the first check made using that item.
   or 	The enchanted item may have its enchantment removed or replaced at a later time without destroying the item.
	The enchantment is better than expected. Its effect is increased or it gains a new bonus effect (at the GM's discretion).
 or 	Your character suffers 5 strain after the enchanting process (This can be chosen multiple times). Increase the time it takes to enchant the item by 1 hour. (This can be chosen multiple times)
  or 	Characters using the enchanted item add  to the first check made using that item.
  or 	The item receives one step of damage during the enchantment process.
	The item gains an unintended magical effect that your character did not plan for. Your GM may spend  on checks made by your character to have the Enchantment cease to function until the end of the encounter.
 	The item is destroyed, and your character suffers a Critical Injury.



## WONDROUS ITEMS

There are wonders aplenty in this world, many that would be impossible to imagine, let alone create without magic. Whether as the result of a runeshard worked into the item, a runic inscription, or some other form of enchantment. Some wondrous items are the intentional creation of a wizard or other crafter, while others might have developed their power through exposure to arcane energies, proximity to great events, or even stranger ways.

If no magic shop is available, the PCs can try to look for someone interested in buying or selling magic items — maybe some adventurers who came upon some treasure, or maybe some criminals who need to get rid of some stuff. When that is the case, anyone looking for a specific object can make a Streetwise check with a difficulty equal to half the item's rarity rounded up.

Whichever is the case, use the table below to determine item prices. When bargaining, most shops won't buy for over half the item's price, or sell for less than half the price. Independent parties, however, are more likely to be flexible. Follow standard negotiation rules for those.

Items over rarity 10 are extremely rarely bought or sold. However, in a big commercial city, the PCs might be able to find someone looking to either buy or sell one particular item of such grandiosity.

A character can make a Formidable (◆◆◆◆) Streetwise check when trying to find someone to either buy or sell a Wondrous item of rarity 9 or 10. For rarer items, a Story Point must be spent before attempting the Streetwise check, and the difficulty is upgraded once for each level of rarity above 10. A search of this kind takes days, sometimes even weeks.

When looking for a buyer, succeeding will let a character find someone who has the funds and is willing to pay 25% of the item's price. A ☉ can be spent to find a buyer willing to pay 50% of the item's price. If the check is successful and generates ☉☉, the buyer offers 75% of the item's price.

For items of rarity 8 or lower, if a shop doesn't carry a specific item or is not willing to buy it from the PCs, independent traders may be found following the rules in pages 82 and 83 from the Genesys Core Rulebook.

Among likely buyers are collectors, nobles, guildmasters, crimelords and wealthy people in general. Among likely sellers are powerful adventurers, scoundrel groups, crimelords and powerful but shady people in general.

### POWER DAMPENING

When using the rules for magic and magical items, it should be of note that some places that are expected to have a higher density of magic items and powerful mages within their area (magic shops, temples, castles etc.) likely have safeguards to prevent major catastrophes from happening.

A location can be surrounded by special magic sigils and runes that both dampen the arcane signatures of magic items and make it harder for unauthorized characters to cast spells in the area, or even prevent it from happening. A special sizeable object, like a statue, an obelisk or a monolith can also be part of the whole power dampening ensemble.

When an area is under the effect of a power dampener, every magic item within it is considered non-magical. They may or may not retain their special abilities while inside. Additionally, an unauthorized character who tries to cast a spell inside a power dampened area increases the difficulty of the check by 1 to 5, depending on the dampener's effect.

As a general rule, the castle of a king who is concerned with being targeted by some crazy spell can be particularly protected with dampeners that increase the difficulty of casting checks by 5. An enchanter's workshop, on the other hand, may have a dampener that doesn't even increase the difficulty of casting checks, but still prevents magic items from functioning inside to prevent mishaps when working.

**TABLE: WONDROUS ITEMS**

NAME	ENCUM	PRICE	RARITY
Amulet of Spell Shield	1	6000	11
Animated Shield	2	5000	10
Bag of Holding	2	1500	8
Boots of Speed	1	4500	10
Boots of Striding and Springing	1	3000	9
Cloak of the Mists	1	6000	9
Cocoon Cloak	0	7500	11
Disc of Luminos	2	5000	9
Eversmoking Bottle	1	2000	9
Elixir of Gods	1	7000	11
Elixir of Memory Shaping	1	3000	9
Flask of Invulnerability	1	2000	9
Frailward Amulet	1	4000	10
Goggles of the Night	1	2000	8
Horn of Courage	1	4000	10
Immediate Regenerative Oil	1	3000	10
Iron Bands of Binding	1	4000	11
Keoghtom's Ointment	1	1000	7
Key of Darkness	0	6000	11
Miracle Seed	0	-	13
Oathbow	3	-	12
Ring of Protection	1	5000	9
Ring of Water Breathing	1	2500	9
Tonic of Protection Against Death	1	4000	8
Truelight Lantern	1	3000	8
Warding Talisman	0	2000	8
Winged Boots	1	5000	11

## AMULET OF SPELL SHIELD

In a world so rife with magical energies, there are many without magical capabilities who rightfully fear incurring the ire of a wrathful spellcaster. It was with this in mind that these amulets were created. When one wears one of these specially enchanted amulets, it becomes nearly impossible, and even dangerous, to cast a spell at them.

When a spellcaster targets someone wearing an Amulet of Spell Shield with a spell, the difficulty of the check is upgraded twice. On ☒, the amulet redirects the spell and it strikes the spellcaster instead.

## ANIMATED SHIELD

Animated shields use the power of the arcane to levitate, deflect, and block incoming projectiles.

As a maneuver, you may activate the shield, having it float around you and protect you as if it was in your hands. The shield lasts for as long as the charge holds, you deactivate it as a maneuver, or you become incapacitated or die. When the wielder is using an animated shield, the GM can spend any ☒ the wielder generates or Ⓢ generated against the wielder to have the shield shutdown for the remainder of the encounter.

## BAG OF HOLDING

A bag of holding is a deceptively normal-looking leather backpack whose interior is substantially larger than its exterior. How this is possible is a secret known only to the most learned wizards. It is, obviously, magical.

A bag of holding can carry items of up to 15 encumbrance total. The bag is always encumbrance 2, regardless of how much it's holding.

## BOOTS OF SPEED

Some believe them to have been crafted by elven magisters, while others claim they were made by human magi who envied elven swiftness. Whatever their origins, these boots are renowned for providing their wearers with surefootedness, superior ankle support, extreme comfort, and almost supernatural swiftness. An adventurer wearing Boots of Speed will find themselves able to hike tirelessly through difficult terrain and outpace companions in mundane footwear.

While wearing Boots of Speed your character reduces the number of maneuvers required to change range bands by one, to a minimum of 1. Boots of Speed have an encumbrance of 0 when worn.

## BOOTS OF STRIDING & SPRINGING

Boots of Striding & Springing make the wearer very acrobatic and mobile. They are always made of the finest leathers and typically are inset with gems and precious metal fittings.

The wearer of Boots of Striding & Springing gains one additional rank in Athletics. Once per round as a maneuver, he or she may make an Average (◆◆) Athletics check to jump to any location within Medium range (including vertically), leaping over obstacles and ignoring intervening difficult terrain. (As always, the GM may modify the difficulty of this check as appropriate).

## CLOAK OF MISTS

The cloak is enchanted in such a way that the wearer can dissipate into a cloud of mist for a time. Its magic while very powerful, is vampiric in origin.

While wearing the Cloak of Mists, as an out-of-turn incidental after suffering any amount of damage, your character can spend one Story Point and choose to suffer any amount of strain up to the amount of damage suffered but not exceeding their strain threshold. They then reduce their damage total by the amount of strain suffered. The Cloak of Mists' encumbrance is 0 when worn and while worn the Cloak reduces your strain threshold by one, to a minimum of 1.

## COCOON CLOAK

A green cloak with dark veins running along its length which seem to pulsate in the same rhythm as its wearer's heartbeat.

While wearing this cloak, once per session, a character can use a maneuver to envelop themselves in the cloak, which turns into a rigid cocoon. The cocoon has a soak of 15 and a wound threshold of 10.

While inside the cocoon, the character is impervious to attacks, and cannot be targeted by any effect. They are also completely immobile and cannot do anything on their turn. Additionally, at the start of each of their turns, they must make a Simple (-) Resilience check, healing 2 wounds, plus 1 for each ✨, and 1 strain for each ▲. When the wearer's wounds are completely healed, the cocoon reverts back to its cloak form.

If the cocoon's wound threshold is exceeded, both the cloak and the cocoon are destroyed and the character is freed. The cloak can heal 50 wounds before becoming inert.

## CURSE DOLL

Curse Dolls may not appear to be powerful magic items, but their unique benefit can often turn the tide of battle. Curse dolls are made from the prepared hide of a large creature. They are stitched together with Bane Spider silk and stuffed with dried Mistvine seeds.

A curse doll can only be used one time. Activating a curse doll is an incidental at the start of your turn before any ongoing effects take place. A curse doll negates one ongoing status effect (such as burned, poisoned, immobilized, staggered, etc.). The doll itself immediately suffers the effect (if it can be manifested visually on the doll) instead. The doll then becomes non-magical.

## DISC OF LUMINOS

A thick disc of solid glass with tapered edges with a flat black metallic structure on top, paired with a small purple jewel.

The disc can be activated by sliding a finger across the jewel's surface. When activated, the glass disc will float at a fixed distance from the ground, and it emanates light up to medium range, removing any penalties resulting from the lack of illumination. At long range, characters remove ■ added due to darkness from every check.

When active, the disc will always stay within short range from its controlling jewel. If it can't, it will slowly fall to the ground and cease to emit light. If the disc is further from the jewel than short range, it cannot be activated.

Whoever holds the jewel may command the disc through touch gestures made on the jewel's surface. As a maneuver, the jewel holder can command the disc to move horizontally in any direction, emit light or cease to emit light. The light produced by the disc is always bright, and cannot be dimmed in any way.

The disc supports an object of encumbrance 6 or less placed on its top metallic structure. If an object of larger encumbrance is placed on the disc, it slowly falls to the ground and stays there until the object is removed.

## ELIXIR OF MEMORY SHAPING

A bright red liquid, the result of an exotic mixture of fey blood, hairs of a unicorn's mane, petals of a wild rose, powdered starshard, alcohols and oils. When the stopper is removed, a strong acidic and citric smell comes out of the bottle.

Anyone who drinks his elixir feels a strong ferrous taste, followed by a rapid and intense burn going from the esophagus to the stomach, and, for the next hour, between foggy lights, some of their memories start to slowly mix themselves with the images of events that may or may not have happened. Add ■■■ to any skill check made during this period.

After 1 hour, the character may choose to forget up to 2 talents, being refunded for the corresponding XP. If a talent is a prerequisite for another one of higher level the character has, it cannot be removed this way. A lower level ranked talent cannot be forgotten if the character has it on a higher level, unless the higher level is also forgotten. The character can then immediately learn one new talent to prevent a break in the talent pyramid from happening.

## EVERSMOKING BOTTLE

Eversmoking Bottles may seem like minor magic, but the item can be used very creatively. These bottles can come in many different designs and materials, but often are made to appear menacing (and always of fine materials).

When the stopper is removed, a great amount of smoke pours forth, extending out to Short range in 1 round, and out to Medium range in 2 rounds, Long range in 3 rounds (the maximum area affected). Treat as Heavy fog on Table 1.6-7: Concealment, page 110 of the Genesys Core Rulebook.

## FLASK OF INVULNERABILITY

Mystical elixirs can cause a person to lose the sensation of pain or gain high levels of resistance to damage. Upon consumption, the imbiber gains a tremendous resistance to poisons and environmental effects, and can even recover from injuries much faster.

As a maneuver, a character may drink some of the elixir of the flask to add ☉ to their Resilience checks for the remainder of the encounter. ☼ may be spent from a failed Resilience check to indicate the flask's supply is exhausted.

## FRAILWARD AMULET

A round silver amulet with a spherical stone that spins erratically on its center. It protects those who most need protection.

Its wearer replaces the soak granted by their Brawn by 3.

## GOGGLES OF NIGHT

Goggles of Night are red glass lenses set in frames of gold or silver, with leather cups and straps to comfortably fit over the eyes and around the head. They are used by creatures without Dark Vision to navigate in the darkness alongside creatures with the ability

When wearing the Goggles of Night the wearer removes up to ■■■■ imposed due to darkness.,

## HORN OF COURAGE

Horns play an important role in the mythology of the Weik, for they state that the gods themselves blow war horns when preparing for battle. This horn, made from a cracked, ancient cattle horn and banded with bright silver, is rumored to have been made by priests of Nordros, and certainly attests to their myths. When an adventurer blows the horn, their allies are filled with encouragement and inspiration.

As an out-of-turn incidental, your character may blow the Horn of Courage; until the end of the following round, your character and their allies within medium range reduce the difficulty of fear checks by one, to a minimum of Simple (-). Obviously, the horn is very loud; under most circumstances, it can be easily heard by all characters and creatures out to extreme range, and likely farther.

## IMMEDIATE REGENERATIVE OIL

A dark viscous oil made with a mixture of campion petals, whale fat and an assortment of salts. When the stopper is removed, a smooth and excessively sweet smell comes out of the bottle.

When this oil is imbibed, it gives a character a brief window of protection against bodily harm. All damage dealt by the first hit of the next attack targeting the character is reduced to 0.

## IRON BANDS OF BINDING

When not in use, the Iron Bands of Binding take the shape of a small rusty iron sphere 3 inches (7.6 cm) in diameter. When deployed, they opened into a series of metal straps that tangled around their intended target.

The user activated the Iron Bands of Binding by speaking a command word and throwing the sphere at the desired target. Once in place, a sufficiently strong individual could in principle break free and destroy the iron bands through sheer strength, but only with great difficulty.

A character can throw this sphere by making a Ranged check against a living target within Short range as an action. If the attack is successful, your character may activate the Ensnare item quality without spending **A**. A creature, including the one ensnared by the Bands can make a successful Formidable (◆◆◆◆) Athletics check to break free (instead of the Hard [◆◆◆] check normally associated with the Ensnare quality). On a success, the item is destroyed, and the restrained creature is freed. If the check fails, any further attempts made by that creature automatically fail until 24 hours have elapsed.

The target is Ensnared until you take time to speak the command word again to release it. Doing so, or missing with the attack, causes the bands to contract and become a sphere once more. Once the bands are used, they can't be used again until the next session.

## KEOIGHTOM'S OINTMENT

Keoghtom's Ointment takes the form of a poultice to be applied to the wounded area. The ointment causes torn flesh to knit back together and broken bones to fuse.

When your character uses Keoghtom's Ointment, they make a Simple (–) Resilience check, healing 1 wound for each ✨ and 1 strain for each **A**. You may spend ☉ to repeat the check at the start of your character's next turn, as the ointment continues to accelerate their healing.

## KEY OF DARKNESS

Some of the most accomplished thieves among Shadows possess rare keys crafted from materials that absorb all light. rumors indicate that anyone who possesses such a key can bypass any lock.

When used to pick a lock, a key of darkness lowers the difficulty of the associated Skulduggery check by one.

## RING OF PROTECTION

A thick silver ring with a skull on top. In the skull's mouth sits a perfectly polished elliptic ruby of deep dark red tones.

Its wearer gains +1 soak and +1 defense.

When a combat check targets the wearer, after it is fully resolved (including rolling for Critical Injuries), they can, by sheer willpower, negate all of the attack's effects (damage, conditions, Critical Injuries etc.). If used in this manner, the ring loses all of its powers and the ruby on top becomes dull and opaque.

## RING OF WATER BREATHING

Rings of Water Breathing are often of silver with blue malachite with various gems (though often onyxes) for eyes. They can be of different nautical themes, but these are most common.

The wearer of a Ring of Water Breathing never treats water as difficult terrain and can breathe underwater.

## TONIC OF PROTECTION AGAINST DEATH

An opaque and viscous pale blue tonic made with ancient yew bark, ground mountain giant's bones and dragon's teeth dissolved in a dense quicksilver solution. When the stopper is removed, a scent of death comes out of the bottle.

Anyone who drinks this tonic has the power to cheat death. For the next 24 hours, the first Critical Injury of value 141 or higher suffered by the character is reduced to 5. The effects of the tonic end immediately thereafter.

## TRUELIGHT LANTERN

The Truelight Lanterns are wrought by the magic of the Elves. They look more like large, multifaceted jewels than the glass-and-iron lanterns. When activated, the lantern gives off a soft green glow that somehow illuminates the surrounding area as effectively as a flaming torch. The light cast by the lantern also pierces illusions, allowing the bearer to see things like magically concealed doors and traps.

A Truelight Lantern provides illumination out to short range. Within the area of illumination, all characters upgrade their Perception checks to notice concealed doors, illusions, hidden objects, and similar details twice.

## WARDING TALISMAN

Warding Talismans have a form and appearance similar to beautifully crafted silver ailettes: small badges in the shape of shields worn on the upper chest or shoulder. They don't offer much physical protection, but they carry enchantments that can cause an opponent's strike to falter or go awry.

While wearing a Warding Talisman, your character increases their defense by one.

## WINGED BOOTS

An adventurer equipped with winged boots can hover a few dozen yards above the ground or use the boots to safely slow a descent from a height.

While wearing Winged Boots your character can fly (see the Flying sidebar on page 100 of the Genesys Core Rulebook). Your character does not need to use a maneuver in order to remain aloft (the boots do all the work and allow the wearer to hover in place) but cannot go above medium range from the ground.

Winged boots have an encumbrance of 0 when worn. When not worn, Winged Boots have a tendency to spring upwards and fly away on their own.

## EXAMPLE LEGENDARY ITEMS

### ELIXIR OF THE GODS

A bright yellow liquid, produced by the mixture of health and stamina elixirs and a speed potion, half a bottle of acid and a paste made of cinnamon and powdered bismuth as a catalyst. When the stopper is removed, a very pungent but sweet smell comes out of the bottle.

When a character drinks this elixir, they immediately heal all wounds and strain.

Until the end of the encounter, their wound and strain thresholds are increased by 5, and they gain 1 free additional maneuver during each of their turns, which can increase their limit to 3 maneuvers per turn. Furthermore, while the effects last, whenever they suffer strain, they suffer 1 less strain (limited to 1).

When the effects expire, the character immediately suffers wounds and strain equal to their wound and strain thresholds.

Additionally, they suffer 3 Critical Injuries, adding 30 to the result of the first one, 50 to the second and 70 to the third.

### OATHBOW

An oathbow is a magical longbow that can be set to become particularly deadly to a sworn opponent of its user.

The Oathbow has the following profile:

(Ranged; Damage 10; Critical 2; Range [Extreme]; Accurate 2, Pierce 5, Reinforced, Sworn Enemy, Superior, Unwieldy 4)

Sworn Enemy: When you nock an arrow on this bow, it whispers in Elvish, "Swift defeat to my enemies." Once per encounter, your character may spend a Story Point when taking the Aim maneuver to mark an enemy as your sworn enemy. The next attack made with the Oathbow against the marked target has its difficulty reduced by 2, to a minimum of Simple (-). This effect lasts until an attack is made or the wielder moves.

### MIRACLE SEED

Miracle seeds are highly sought due to their extremely potent regenerative properties. Unfortunately, their properties only work on the deceased—meaning the user has to wait for someone to actually die before they can heal them. No one knows if the seeds are the result of a bizarre magical experiment or a gift from the gods themselves, but many an adventurer is very happy they exist.

As an action, a character may place a Miracle Seed onto the body of a character who was killed or died earlier in that session. At the end of the current encounter (or 30 minutes later in narrative time), the seed crumbles to dust and the deceased character heals all wounds, all strain, all criticals, and removes all conditions they are suffering from. The character then gains the Head Ringer Critical Injury (see page 115 of the Genesys Core Rulebook).

## PROTHESICS AND TATTOOS

Prosthetics, otherwise known as prostheses, were artificial limbs designed to replace missing body parts.

The adventurer line of work is dangerous, and sometimes danger costs limbs. Magical Prothesis are replacements for organic components that function at least as well as the original ones. Many are significantly more effective and offer alternative abilities to biological origins.

Each characteristic, derived attribute, or skill may only be increased once due to Magical Prothesis or Tattoo, no matter how many different implants a character has that could increase that value.

Blending magic and artistry with ink and needles, magic tattoos imbue their bearers with wondrous effects and abilities. Magic tattoos are initially bound to magic needles, which transfer their magic to a creature. The designs of magic tattoos vary greatly in appearance depending on who created it, but they share general characteristics that hint at the effect of the tattoo. Once inscribed on a creature's skin, damage or injury doesn't impair the tattoo's function, even if the tattoo is defaced. Tattoos can be applied by or removed by anyone with a Hard (◆◆◆) Medicine check.

All modifications unless specified, reduce a character's strain threshold by 1, to a minimum of 1.

### TABLE: MAGICAL ENHANCEMENTS

NAME	PRICE	RARITY
Barrier Tattoo (Lesser and Greater)	4000/7000	8/10
Clockwork Arms or Legs	7000	11
Displacer Tattoo	4000	9
Ersatz Eye	5500	9
Lifewell Tattoo	8500	9
Sheath Tattoo	3000	8
Tattoo of Resilience	6000	10
Tattoo of Thundrous Voice	3500	8
Tattoo of the Waves	4500	9
Vine Tendril	5500	9

### BARRIER TATTOO

Produced by a special needle, this tattoo covers the skin with a metallic shine.

While this tattoo is on your character, you cannot benefit from Armor.

Lesser Barrier: You increase your soak and defense by 1 and reduce your encumbrance threshold by 2

Greater Barrier: You increase your soak and defense by 2 and reduce your encumbrance threshold by 3.




## CLOCKWORK ARMS AND LEGS

By replacing one of your appendages with those of a magical construct, you can improve your natural ability to do things.

You may choose either Brawn or Agility and increase them by 1, to a maximum of 6.

## DISPLACER TATTOO

Produced by a special needle, this tattoo shifts and wavers on the skin, parts of it appearing blurred.

Once per encounter, when an attacker makes a combat check targeting your character, your character may, as an out-of-turn incidental, use this tattoo to upgrade the difficulty of the check two times. Your character may then spend   or  from the check to move themself up to two range bands in any direction after the attack is resolved.

## ERSATZ EYE

When embedded within one's eye socket, they could see through this orb as though it were a real eye. In addition, only the one wearing an ersatz eye can remove it from their eye socket.

You gain +1 to Perception and Vigilance.

## LIFEWELL TATTOO

Produced by a special needle, this magic tattoo features symbols of life and rebirth.

Once per session, your character may use this tattoo to recover from being incapacitated due to exceeding their wound threshold. On any of their next turns after having become incapacitated, they may as an incidental spend a Story Point. If they do, decrease their wounds to half their wound threshold.

A Lifewell Tattoo reduces your character's strain threshold by two.

## SHEATH TATTOO

Produced by a special needle, this magic tattoo appears on your body as a longsword sheath.

While this tattoo is on your skin, you may use an action to store or retrieve a weapon of Encumbrance 2 or less in a pocket dimension that is represented by this tattoo. When a weapon is stored on your body, the longsword sheath is replaced by an image of your stored weapon.

## TATTOO OF RESILIENCE

Produced by a special needle, this magic tattoo depicts protective imagery and uses ink that resembles liquid metal.

Once per session, the wearer may spend a Story Point as an out-of-turn incidental immediately after suffering a Critical Injury and determining the result. If they do so, they count the result rolled as "01."

Also, once per encounter when your character suffers a Critical Injury, they may activate the tattoo as an out-of-turn incidental. Until the end of the encounter, they ignore any penalties that Critical Injury would otherwise impose on skill checks they make. (At your GM's discretion, this may not apply to penalties inflicted by certain Critical Injuries, such as blindness or loss of a limb.)

At the end of the encounter, your character no longer ignores those penalties and suffers the effects of that Critical Injuries.

A Tattoo of Resilience reduces your character's strain threshold by two.

## TATTOO OF THUNDEROUS VOICE

The tattoo of thunderous voice can be activated as an incidental by suffering 2 strain to boost the wearer's voice so that he can be heard up to long or extreme range (this depends on terrain, environmental conditions, and even the weather).

## TATTOO OF THE WAVES

Produced by a special needle, this tattoo covers the neck with ice blue gills.


You gain the ability to breathe underwater, can hold your breathe for a number of rounds equal to 10 times their Brawn rating before they risk suffocating, and never suffers movement penalties for traveling through water.

## VINE TENDRIL

By replacing one of your arms with the primary limb of a vine-like plant, you retain the ability to use your arm and hand normally.

However, as a maneuver, you can unravel (or re-ravel) your arm into a long mass of vine tendrils. While in the mass of vines you cannot use that arm to hold anything over 0 encumbrance. The tendrils can be used as a weapon:

(Skill: Brawl; Damage: +2; Range: Short; Crit: 4; Ensnare 3).

This tendril also grants you  on any checks that require you to grapple things and have grip. A tendril can be easily severed and if severed, you lose the ability to use that arm for 24 hours, at which point until it completely regenerates.

# CRAFTING

Characters may craft almost anything, from swords and crossbows to ships and clockwork devices, given sufficient time, resources, and skill. Although fletching, blacksmithing, and tannery are very different trades, for simplicity, most crafting uses the Mechanics skill. The use of Alchemy to create potions is a kind of crafting, but is distinct enough for its own skill and so it has additional rules. Regardless of the skill used, we also call a skill check to craft an item a crafting check.

All crafting follows the same basic guidelines, although the process your character undertakes within the narrative of the game may vary greatly. Of course, your GM might modify these rules based on the situation and the specific item, and might impose additional requirements.

## THE CRAFTING PROCESS

To craft an item, your character must have appropriate tools and components. For instance, to craft a sword, your character must have access to a forge, smiths' tools, and a supply of iron or steel. Typically, the cost of raw materials to craft an item is equal to half of the cost of the item. A Negotiation check may be required to obtain said materials but your GM may waive this depending on the situation. To determine the number of  $\blacklozenge$  in the pool, divide the rarity of the item by 2 and round up. These materials are consumed in the process, whether the crafting check succeeds or fails. Tools can generally be used multiple times before wearing out, but are often quite expensive. The rules in this section provide GMs and players with options for crafting their own weapons, armor, and more.

The process of crafting an item takes one day, plus a number of days equal to the rarity of the item. This does not include any time spent gathering tools or supplies. Your GM may decide that some items take significantly more or less time, depending on the nature of the item and its construction.

To undertake the actual process crafting the item, your character makes a Mechanics check with a difficulty based on the rarity of the item; to determine the number of  $\blacklozenge$  in the pool, divide the rarity of the item by 2 and round up. For instance, a Mechanics check to craft a steel sword (rarity 2) is Easy ( $\blacklozenge$ ). Your GM might further modify this difficulty or add  $\blacksquare$  or  $\blacksquare$  to represent the particular circumstances.

When crafting an item, the base material in the construction is Steel. A character may choose to craft a weapon from another material listed in the Materials section on Page 39. If they do this, the cost and rarity modifiers are applied to both the check to find and purchase the materials, and the check to craft the item.

## CONSTRUCTION

After acquiring the materials to make the item, the character must make the check. If the character succeeds, the item is fully functional and has the profile listed in its template. If the character fails on the check, the product that comes out of the attempt is unusable, and the materials are lost. Construction checks are special. Only  $\star$  and  $\times$  on these checks cancel each other. All  $\blacktriangle$  and  $\blacklozenge$  rolled on the check is spent by the PC and GM respectively. This is to promote uniqueness among all creations.

The Crafting results tables include suggestions on how to integrate other results into construction. First, crafters can use  $\blacktriangle$  and  $\blacklozenge$  results to make improvements to the item. Then, the GM can spend  $\blacklozenge$  and  $\blacklozenge$  to add flaws. Unless specified an option from these tables may be only be selected once.

### ROUGHING IT

Your Game Master may allow characters to use the Survival skill to craft certain simple items, such as crude spears and traps. This follows the normal rules for crafting, but such items are not made to last, and generally wear out quickly. The GM may spend  $\blacklozenge$  on any check involving an item crafted using Survival to cause the item to break and become unusable.





































### EXAMPLE: CRAFTING A WEAPON

When crafting a Steel Greatsword (Cost: 400, Rarity 4) the character would require 200 gold and an Average ( $\blacklozenge\blacklozenge$ ) Negotiation check to gather the necessary materials. It would then take an Average ( $\blacklozenge\blacklozenge$ ) Mechanics check and 5 days to construct the weapon.


### EXAMPLE: SUBSTITUTING MATERIALS





If the character instead wanted to craft a Masterworked Greatsword, they would apply the 10x cost modifier (4000 gold) and +6 rarity modifier (Rarity 10) to the Greatsword profile. This means the Greatsword would require 2000 gold in materials and the check required to gather the materials for a Masterworked Greatsword is now a Formidable ( $\blacklozenge\blacklozenge\blacklozenge\blacklozenge$ ) Negotiation check, and the check to craft the weapon is a Formidable ( $\blacklozenge\blacklozenge\blacklozenge\blacklozenge$ ) Mechanics check. As the rarity has been increased by 6, it also takes an additional 6 days to craft.

**TABLE: SPENDING , , , AND  ON CRAFTING CHECKS.**

SYMBOLS	EFFECT
 or 	The character learns something valuable, and gains  on the next check they makes with the same skill before the end of the session. Reduce the time to craft the item by one day, to a minimum of one.
  or 	Your character saves enough materials to reduce the cost of the next similar item they craft by half. (You may only select this option once) Decrease the item's encumbrance by one, to a minimum of 0. (You may select this option multiple times.) If the item has the Limited Ammo 1 quality or is otherwise limited to a single use, craft one additional identical item. (You may select this option multiple times.)
   or 	Increase the rating of one quality the item possesses by one, excluding damage, critical rating, soak, and defense (e.g., the extra encumbrance capacity a backpack adds). Increase the item's hard points by one. Reduce the difficulty of future checks to craft the item by one (to a minimum of Simple (-)). (You may only select this option once per item)
    or 	Increase the value of one numerical benefit of the item by one (e.g. damage, critical rating, soak, and defense)
	The item gains one other item quality, subject to your GM's approval. (You may only select this option once) The item gains the Superior quality.
 	Create one additional, identical weapon (with all the qualities, improvements, and flaws that the first possesses) at no extra cost. Add +1 hard point to the item, then install one applicable attachment (at your GM's discretion) that requires 1 hard point. No check is required to obtain this attachment, and it costs 0 gold.
 or 	Upon completing Construction, the character suffers 3 strain. (You may select this option multiple times.) Increase the time to craft the item by one day. (You may select this option multiple times.) Add  to the next crafting check the character makes.
  or 	Increase the item's encumbrance by one. (You may select this option multiple times.) Your character must purchase additional materials worth half of the original component cost. Increase the difficulty of checks to modify or repair the item by 1. The weapon gains the Prepare 1 quality or increases its Prepare quality by 1 (only applicable to Ranged weapons or pieces of gear)
   or 	If the item is a weapon, it gains the Inaccurate 1 quality, or increases its Inaccurate quality by one. Decrease the item's hard points by one, to a minimum of 0. Decrease the rating of one quality the item possesses by one (e.g., the extra encumbrance capacity a backpack adds) Your character's tools are ruined in the process and must be replaced.
    or 	Decrease the value of one numerical benefit of the item by one (e.g., damage, critical rating, soak, and defense) The item gains the Inferior quality. Whenever the item is damaged, it is damaged one additional step.
	The weapon gains the Slow-Firing 1 quality, or increase its Slow-Firing quality by 1 (only applicable to Ranged weapons).
 	At some point in the future, the GM may flip a Destiny Point to have the item fracture or break. When the GM does so, the item counts as suffering major damage and thus becomes unusable (see page 89 of the Genesys Core Rulebook). Once the weapon has been repaired, this flaw is removed and cannot be exploited again. There is a terrible accident, and your character suffers a Critical Injury or, at the GM's discretion, some related narrative event can occur of equal distress (your character's anvil explodes, the smithy catches on fire, poison gases spread into village, etc.).

### SELLING CRAFTING GEAR

When selling gear that has been crafted, the item's base cost is equal to the cost of the materials used to create it. Unlike selling secondhand items, a successful Negotiation check when selling a brand new crafted item sells it for 100% of its base cost, plus an additional 10% for every  beyond the first.

Additional modifiers to the weapon may alter the base value of the item before it is sold. It is recommended that the base value is increased or lowered by 5% for every  or  spent on the item, or increased or lowered by 20% per  or  spent on the item.



## ALCHEMY

Characters can use the Alchemy skill to prepare elixirs, poisons, salves, unguents, and other concoctions, including those listed in the Potions and Elixirs or Poisons sections on pages . For simplicity, these various concoctions are referred to as potions and poisons. Preparing a potion or poison follows the preceding rules for crafting, with the exceptions noted in this section.

If you wish to craft a new potion, talk to your GM about your idea and work with them to determine the potion's effects. The potions in this book are a good guideline for the kinds of effects a potion might have, as well as an appropriate rarity (and therefore crafting difficulty). Your GM has the final say on the effects of the potion and the difficulty of the check to prepare it.

The process of brewing takes one hour, plus a number of hours equal to the rarity of the brew. If the check is successful, the character creates enough of the brew for a single dose or application. The player and GM may spend dice symbols for additional effects, as per the examples in Table: Spending  $\blacktriangle$ ,  $\blacklozenge$ ,  $\blackcircle$ , and  $\blackdiamond$  on Alchemy Checks.

Normally, an alchemist's lab or kit is required in order to prepare a brew. In some cases, your GM might allow a character to make a check at an increased difficulty to prepare certain concoctions without access to the proper tools. Likewise, your character needs access to suitable ingredients. Some concoctions might even require your character to have ranks in a magic skill to properly work with the material and brew it.

### ALCHEMY INGREDIENTS

Before your character can brew a potion or prepare another alchemical concoction, they must, of course, have suitable ingredients. For most potions, your character can either simply purchase the ingredients, or gather them personally.

As a guideline, the ingredients for a potion cost half the price of the final product, with a rarity half that of the desired potion or elixir (rounded up). Of course, things aren't always so simple, and your GM may determine that certain key ingredients are not available for purchase, and require your character to track them down by other means. This is particularly appropriate for rare and fantastical potions, such as invisibility potions.

Most ingredients, whether available for purchase or not, can be gathered in the wilderness. To gather the necessary ingredients for a potion, your character (or perhaps an ally) must travel to an appropriate location and spend some time—probably at least the better part of a day—finding and obtaining the ingredients. The character makes a Survival check, with a difficulty equal to half the rarity of the potion, rounded up. If the check is successful, the character gathers enough ingredients to prepare one batch of the potion.

Rare or singular ingredients, or those that by necessity are dangerous to acquire, may require more than a single Survival check to obtain. The acquisition of such components could become the basis of an encounter or even an entire adventure.

## EXOTIC/UNUSUAL POTIONS

A character may want to brew a potion that does not appear on the equipment list, but still has a potent, albeit temporary effect. Should they wish to do this, the player and the GM should work together to determine the effect of the potion, how much the ingredients would cost, and how difficult the check to make it would be. While all of this is subject to GM discretion, the following is a suggestion on how to calculate the price, rarity, and difficulty needed to create a good number of unusual potions.

### MAGIC TABLE

The first place the player should look for inspiration is the magic rules at the end of this document. Not only does this provide a solid, mechanical framework to build on in terms of effects, the additional effects table also lists difficulty modifiers for the effects.

If the potion is mimicking the base effects of a spell, the GM should use the base difficulty of the spell to determine the difficulty of the Alchemy check to brew it. The difficulty may be modified by any additional effects the character wishes apply to it. When the effects and the

difficulty have been determined, the rarity of the ingredients of the potion is equal to double the number of difficulty dice.

As a suggestion, the price of the ingredients in an unusual potion should be 100 gold per rarity. This price may be modified at GM's discretion based on a number of circumstances.

### EXAMPLE: CRAFTING UNUSUAL POTIONS

A character wants to make a potion that will turn them incorporeal when drunk. First, they take the base difficulty of the Illusion spell (Average ( $\blacklozenge$ )) and add the Incorporeal effect, adding  $\blacklozenge$  to the difficulty. The total difficulty to brew this potion is now Formidable ( $\blacklozenge$ ). Since this check has 5 difficulty dice, the rarity of the ingredients is 10.

**TABLE: SPENDING ▲, 🍷, 🧪, AND 🧴 ON POTION/POISON CRAFTING CHECKS.**

SYMBOLS	EFFECT
▲ or 🍷	The character learns something valuable, and gains 🟩 on the next check they make the same skill before the end of the session. A character who uses the potion heals 1 strain or 1 wound (as determined by your character) in addition to its normal effects. If a poison, the target suffers two strain when consuming it.
▲▲ or 🍷	Your character prepares one additional dose of the potion. (You may select this option multiple times.) Reduce the time to prepare the potion by half. (This can only be selected once)
▲▲▲ or 🍷	If the potion is harmful, increase the difficulty to resist it by 1 (to a maximum of Formidable [◆◆◆◆]). Increase the duration of the potion's effects by one round (if applicable). If the potion is harmful, upgrade the difficulty of any checks to resist it once.
🧪	The potion is more effective than normal, as determined by your GM, when a character uses the potion.
🧪🧪	Choose one other potion of lower rarity and add its effects to this potion.
🍷 or 🧴	If the potion is beneficial, a character suffers 2 strain after using the potion and benefiting from its effects. The potion (or poison) has a strong smell that adds 🟩 to all checks made to detect its presence, including in food or drink.
🍷🍷 or 🧴	When used, the potion doesn't take effect for one minute, or one round in structured time. If the potion is beneficial, a character suffers 1 wound after using the potion and benefiting from its effects. Your character must purchase additional ingredients worth half of the original component cost.
🍷🍷🍷 or 🧴	Reduce the difficulty to resist the poison by 1 (to a minimum of Simple [-]). Reduce the duration of the potion's effects by one round, to a minimum of one round (if applicable). If the effects would last until the end of the encounter, they last for two rounds instead.
🧴	A character who uses the potion is disoriented for two rounds. A character who uses the potion must succeed on an Average (◆◆) Resilience check; if they fail, their body rejects the potion and it doesn't take effect.
🧴🧴	After the potion is consumed and its effects applied, the GM selects the effects of a different alchemical potion and applies those to the target as well. These effects should be beneficial to the target if the potion was created to be harmful, and vice versa

# MAGIC

## RULES TO REMEMBER

If your character does not have at least one rank in a magic skill, they cannot attempt to use it.

When your character casts a spell that requires a skill check (whether or not the check succeeds), they suffer 2 strain **after** resolving the check.

Before making a magic check to cast a spell, the character may choose a number of additional effects to add to that spell (these effects are listed on an associated table). However, each effect has a difficulty increase associated with it. You add each difficulty increase to the overall difficulty of the check. You may not add an effect if it would increase the difficulty beyond Formidable (◆◆◆◆) (after any reductions, such as from magic implements, talents, or abilities, are applied unless specifically stated). Each effect can be added once, unless the effect specifies otherwise.

## MANEUVERS

These maneuvers are specific to characters who use magic skills.

### COUNTERSPELL

Any spellcaster able to cast Dispel can attempt to counter an opponent's spells as they are being cast. If the character performs the counterspell maneuver, all adversaries within medium range upgrade the difficulty of checks to cast spells once, until the end of the character's next turn.

### CONCENTRATE

Some magical effects might require concentration to sustain. If a magical action (or spell) can benefit from concentration, the action description notes this. spells that can be sustained through concentration last until the end of the character's next turn (as noted in their description).

However, if the character performs the concentrate maneuver during that next turn, the spell's effects last until the end of the character's following turn, instead. This can be sustained indefinitely by performing the concentrate maneuver each turn. Although if a character ever becomes staggered or incapacitated for any reason, the effects of the spell end immediately.

### EMPOWER SPELL

A character may spend a maneuver to empower his next spell action. This upgrades the difficulty of the magic skill check once, and adds ▲▲ to the final result. A character only gains the benefit of empowering if they do not perform any additional maneuvers or actions before their next combat check. Any damage taken that exceeds the character's soak also negates the benefit of Empowerment. This maneuver can be done more than once before casting a spell, each time upgrading the difficulty once more and adding another ▲▲ to the end result.

A character may use the Empower Spell maneuver a number of times equal to their ranks in Discipline per encounter.

**TABLE: PENALTIES WHILE SPELLCASTING**

CONDITION	PENALTY
The character does not have at least one free hand.	+■
The character is gagged, silenced, or otherwise unable to speak.	+■■
The character is wearing heavy armor that might hamper their gestures (armor with 4 encumbrance or more), or carrying a shield. This could also include other restrictive outfits, at your discretion.	+■
The character is concentrating on a spell.	+■ per spell concentrating on
The character is in circumstances that interfere with their ability to concentrate, such as trying to cast while swimming or hanging from a rope, being buffeted by a sandstorm, or casting a spell that doesn't target the person they're fighting in hand-to-hand combat.	Upgrade the difficulty once (or more at your GM's discretion).

**TABLE: MAGIC ACTIONS AVAILABLE PER SKILL**

MAGIC SKILL	ARCANE	DIVINE	PRIMAL	PSYCHIC	VERSE
Area	✓	✓	✓	✓	✓
Attack	✓	✓	✓	✓	
Augment		✓	✓	✓	✓
Barrier	✓	✓		✓	✓
Conjure	✓		✓		
Curse	✓	✓		✓	✓
Dispel	✓	✓			✓
Heal		✓	✓		✓
Mask	✓				✓
Mind	✓			✓	✓
Move	✓		✓	✓	
Predict		✓	✓	✓	
Sense		✓	✓	✓	✓
Transform			✓		
Utility	✓	✓	✓	✓	✓

# MAGIC SKILLS

## ARCANE

The Arcane magic has a great array of spells to learn, from magical attacks to barriers, defensive spell as well as battlefield control and a great deal of utility spells.

Arcane magic is the magic from your typical Mage. However, not all arcane practioners gain power through study, those that do being known as Wizards. Arcane power can be granted through other means, and those who use this power through natural means are known as sorcerors. Contrarily to other forms of magic, Arcane doesn't require dedication, training or even will to learn.

When a spell refers to ranks in an appropriate skill, your character uses the Knowledge (Lore) skill.

## DIVINE

Gods bestow spells to their followers. While everyone can worship a deity, only a handful is actually capable of channeling their divine energy. These divine casters are usually referred to as Clerics or Paladins. The Divine magic has spells mostly centered on increasing the efficiency of the group, as well has removing wounds and harmful conditions. Divine magic also have offensives spells that are pretty lethal for undead, demons and other outsiders.

When a spell refers to ranks in an appropriate skill, your character uses the Knowledge (Lore) skill.

## PRIMAL

Primal magic is used by druids and rangers. Many druids pursue a mystic spirituality of transcendent union with nature rather than devotion to a divine entity, while others serve gods of wild nature, animals, or elemental forces. The ancient druidic traditions are sometimes called the Old Faith, in contrast to the worship of gods in temples and shrines. Primal spells are oriented toward nature and animals—the power of tooth and claw, of sun and moon, of fire and storm.

When a spell refers to ranks in an appropriate skill, your character uses the Survival skill.

**TABLE: SPENDING ☞ AND ☞ ON MAGIC CHECKS.**

SYMBOLS	EFFECT
☞ or ☞	The magic energies exhaust the character, and they suffer 2 strain or 1 wound. This character and all allied Spellcasters in the encounter add ■ to any attempts to cast spells until the end of the controlling player's next turn.
☞☞ or ☞	The magic effect doesn't take effect until the start of the next round, or after a minute in narrative gameplay. If the character is using a magic item, it becomes damaged one step (see Table I.5–4: Repairing Gear, on page 89 of the Genesys Core Rulebook). Until the end of the encounter, enemy Spellcasters add ■ when casting spells that targets this character.
☞☞☞ or ☞	The magic effect is slightly more powerful than expected. One character of the GM's choice is targeted or otherwise affected by the magic as well. All other Spellcasters and creatures attuned to magic energies within a day's travel become aware of the character (and depending on their disposition, may be very interested in finding them and doing them harm).
☞	The character overexerts themself or loses their magic connection and is unable to cast spells for the rest of the encounter or scene. The GM picks the target of the character's magic. If the spellcaster is an NPC, the controlling player picks the target of the magic effect instead.
☞☞	The character completely lose control of their magic energies or draws the ire of their deity, suffering one Critical Injury (at the GM's discretion, this may instead take the form of some of terrible or hilarious misfortune, such as temporarily being turned into a small woodland creature, being struck by lightning on a clear day, swapping bodies with someone else in the encounter for the remainder of the day, or summoning an avatar of divine or infernal wrath). If the character is using a magic item, it is completely destroyed.

## PSYCHIC

Psychic magic, or usually called Ki or Psionics, is a source of power that originates from within a creature's mind, allowing it to augment its physical abilities and affect the world around them and the minds and bodies of others.

While it may seem similar to arcane magic, it is its own type of magic, as its power comes from within a creature's mind, rather than the force of a sentient creature altering the weave. Psionics is described as either spiritual energy or the energy of life. It is a subtle energy, but it can be used to perform incredible feats by pushing the body and mind to and beyond their physical limits.

When a spell refers to ranks in an appropriate skill, your character uses the Discipline skill.

## VERSE

Verse is the magic used by Bards. In the world of Faerun, words and music are not just vibrations of air, but vocalizations with power all their own. Bards is a master of song, speech, and the magic they contain. Bards say that the multiverse was spoken into existence, that the words of the gods gave it shape, and that echoes of these primordial Words of Creation still resound throughout the cosmos. The music of bards is an attempt to snatch and harness those echoes, subtly woven into their spells and powers. True bards are not common in the world. Not every minstrel singing in a tavern or jester cavorting in a royal court is a bard. Discovering the magic hidden in music requires hard study and some measure of natural talent that most troubadours and jongleurs lack.

When a spell refers to ranks in an appropriate skill, your character uses the Charm skill.

# MAGIC ACTIONS

## AREA

**Concentration:** Yes

**Skills:** All

The Area spell is for when a caster needs to affect a large area with an effect. These effects are different from other spells as they are indiscriminate; anyone, friend or foe, can suffer harm or be helped by this spell.

### NARRATIVE ENCOUNTER USE

Using the Area spell in a narrative encounter lets the caster summon a fog to help conceal them as they try to slip past a guard or they could make an area slippery with ice while being chased. The effect is stationary, temporary, and in the right circumstances could be turned against the caster. Additionally, anything within the Environmental Effects section (page 110 Genesys Core Rulebook) is a good start for possible effects, pending GM approval.

### STRUCTURED ENCOUNTER USE

Select a point at Medium range. The default difficulty for an Area spell is Average (◆◆). If successful all terrain within short range of that point is considered difficult terrain.

Before making a Area check, choose any number of additional effects listed on the table Table: Area Additional Effects. These effects are added to the check.

### TABLE: AREA ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Earthshaper (Primal): Instead of the normal effects of the spell, this spell will make difficult terrain into normal terrain. If the terrain is impassible it becomes difficult instead. This effect may be applied twice to turn impassible into normal terrain.	+◆
Entangle: Any character must use their action to make an Average (◆◆) Athletics or Coordination check (GM choice based on the PC's style of magic) in order to perform the move maneuver in the affected area of the spell. The caster may spend ▲ to add ■ to that check	+◆
Obscurity: Instead of the normal effects of the spell, this spell will creates concealment that instead adds a number of ■ or ■ (depending on skill checks [see page 110 of the GCRB] up to the caster's ranks in the appropriate skill.	+◆
Range: Increase or reduce the distance in which the spell is targeted by one range band. This may be added multiple times.	+◆
Silence (Verse): Instead of the normal effects of the spell, sound cannot exist within Short range of the target while this spell is in effect.	+◆
Size: Increase the range band the area covers by 1. This may be added multiple times, increasing the range band by one each time..	+◆
Dangerous Element: Choose an element (Acid, Fire, Holy [Divine only], or Poison) or an atmosphere of that type as per page 111 of the Genesys Core Rulebook. The affected area is considered an atmosphere of that element type as per page 111 of the GCRB with a rating equal to the number of uncancelled ✨.	+◆◆
Wall: Instead of the normal effects of the spell, the area affect by this spell is considered impassible terrain	+◆◆
Reverse Gravity (Arcane): Instead of the normal effects of the spell, the spell affects a point and radiates out within Short range. Any in the area are affected as if in a zero-gravity area and will float up to a ceiling of around Medium range if not tethered or holding on to something in the ground, for the duration of the spell. Cannot be combined with Size.	+◆◆◆

### BREAKING CONCENTRATION

While the rules specify staggering and incapacitation as way to prematurely end spells and concentration, the sidebar on page 213 of the Genesys Core Rulebook suggests an Average (◆◆) Discipline check during Narrative Encounters. Some GMs may find this or something very similar appropriate in some circumstances of a Structured Encounter.

Table I.6-3 on page 104 of the Genesys Core Rulebook gives a result option for ✨ to cause a character to lose the benefit of a previous maneuver, this could be used to call for a Discipline check. The GM may also decide to break concentration with 🌀🌀🌀 or 🌀.

Consider possibly if you are inflicted with a Critical Injury while concentrating on a spell, you must make a Discipline check (possibly with difficulty equal to the severity of the Critical suffered). On failure, the spell you are concentrating on and its effects end.

## ATTACK

**Concentration:** No

**Skills:** Arcane, Divine, Primal, Psychic

### NARRATIVE ENCOUNTER USE

Attack spells include any combat check or other action that directly or indirectly deals damage or strain to an enemy. Examples include throwing a fireball, shooting lightning, smiting a foe with magical force, or knocking a foe around the battlefield with invisible blows. If you need to make an attack outside of combat (by shooting a bolt of force to cause a landslide to block a road, for example), your players can still follow the rules for the magic Attack action, and your GM can decide on the minimum damage needed to trigger the desired result.

Magic attacks are combat checks, and they follow the normal rules for performing a combat check, on page 101, using the character's magic skill instead of a combat skill. There are some exceptions, however, which we detail here.

### STRUCTURED ENCOUNTER USE

When casting an attack spell, the character must select one target at short range (but not engaged). The default difficulty of the check is Easy (◆). The attack deals damage equal to the characteristic linked to the skill used to make the attack (so if the character uses Primal, they would deal damage equal to their Cunning), plus 1 damage per uncanceled ✨. The attack has no set Critical rating, so you may only inflict a Critical Injury with a ☹.

Before making a magic attack check, choose any number of additional effects listed on Table: Attack Additional Effects. These effects are added to the attack.

**TABLE: ATTACK ADDITIONAL EFFECTS**

EFFECTS	DIFFICULTY MOD
Elemental: The attack gains the Elemental quality. Acid, Air, Cold, Earth, Electricity, Fire, Poison, or Water are your choices of Elements. This may be added multiple times, adding multiple Elemental qualities to the attack.	◆→▶
Blast: The attack gains the Blast quality with a rating equal to your character's ranks in the appropriate skill.	+◆
Bombard: The attack gains the Stun quality with a rating equal to the character's ranks in the appropriate skill. The attack gains the Auto-fire quality (You must increase the difficulty by one to use the Auto-fire quality as normal.).	+◆
Close Combat: May select a target engaged with your character.	+◆
Deadly: The attack gains a Critical rating of 2. The attack also gains the Vicious quality with a rating equal to the character's ranks in the appropriate skill.	+◆
Holy/Unholy (Divine): The attack gains the Elemental (Holy) or Elemental (Unholy) quality, caster's choice. When dealing damage to a target that the GM determines is the antithesis of the character's faith or deity (such as a priest of a god of life attacking an undead zombie), each ✨ deals +2 damage, instead of +1.	+◆
Hindering: The attack gains the Ensnare quality with a rating equal to the character's ranks in the appropriate skill.	+◆
Impact: The attack gains the Knockdown quality. The attack also gains the Disorient quality with a rating equal to the character's ranks in the appropriate skill.	+◆
Lasting: The attack gains the Burn quality with a rating equal to your character's ranks in the appropriate skill.	+◆
Manipulative (Arcane/Psychic): The attack gains the Push quality.	+◆
Non-Lethal (Primal/Psychic): The attack gains the Stun Damage quality.	+◆
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Destructive: The attack gains the Sunder quality. The attack also gains the Pierce quality with a rating equal to the character's ranks in the appropriate skill. If successful, the spell also gains the Exhausting 1 quality, or increases its existing Exhausting quality by 1.	+◆◆
Empowered: The attack deals damage equal to twice the characteristic linked to the skill (instead of dealing damage equal to the characteristic). Also, the Blast quality affects all characters within short range, instead of engaged. If successful, the spell also gains the Exhausting 1 quality, or increases its existing Exhausting quality by 1.	+◆◆
Sapping: If the attack deals damage, the target must immediately make a Hard (◆◆◆) Resilience check or suffer wounds and strain equal to the character's ranks in the appropriate skill. If successful, the spell also gains the Exhausting 1 quality, or increases its existing Exhausting quality by 1.	+◆◆
Leech (Arcane): This character heals a number of wounds equal to the number of wounds dealt from one hit of an attack. If successful, the spell also gains the Exhausting 2 quality, or increases its existing Exhausting quality by 2.	+◆◆◆

## AUGMENT

**Concentration:** Yes

**Skills:** Divine, Primal, Psychic, Verse

### NARRATIVE ENCOUNTER USE

Augment spells magically enhance characters or objects. Sometimes, the distinction is mostly narrative—it may be purely a matter of description whether a spell imbues a sword with power or improves the reflexes of the character wielding it. Although these effects are often helpful in combat, such spells can be useful in many circumstances, from helping an ally scale a sheer surface to keeping the party's horses galloping past their normal limits.

When determining the effect of an augment spell in narrative encounters, see the Augment action's effects, on pages 215 and 216, for some of the possibilities. Of course, you or your players may want to try something not covered by those effects, such as temporarily repairing a weapon so that you can continue to wield it. In this case, you may set a difficulty by looking at the difficulty to repair the item (see Table I.5–4: Repairing Gear, on page 89 of the GCRB).

### STRUCTURED ENCOUNTER USE

This is casting spells to enhance people. A character selects one target they are engaged with (which can be themselves), then makes a Magic check. The default difficulty of the check is Average (◆◆). If the check is successful, until the end of your character's next turn, the target increases the ability of any skill checks they make by one (in effect, this means they add ◆ to their checks).

A character may not be affected by more than one Augment spell at the same time (so no stacking effects).

Before making an Augment check, choose any number of additional effects listed on Table: Augment Additional Effects. These effects are added to the check.

**TABLE: AUGMENT ADDITIONAL EFFECTS**

EFFECTS	DIFFICULTY MOD
Divine Health (Divine): The target increases their wound threshold by a value equal to the character's ranks in the appropriate skill for the duration of the spell.	+◆
Enhance: Instead of adding ◆ to target's skill checks, a Characteristic chosen by the caster is temporarily increased by 1, to a maximum of 5, for the duration of the spell. Cannot be combined with any other effects aside from Range.	+◆
Imbue: Instead of adding ◆ to target's skill checks, one weapon the target is carrying becomes imbued with magic. When you successfully cast this spell, choose one: Burn, Stun, Auto-Fire, Blast, Defensive, Deflection, Disorient Ensnare, Sunder. The weapon gains the chosen item quality with a rating equal to your ranks in the appropriate skill, if applicable.	+◆
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Savagery (Primal): The target adds damage equal to the character's ranks in the appropriate skill to unarmed combat checks, and their Critical rating for unarmed combat checks becomes 3.	+◆
Swift: Targets affected by the spell ignore the effects of difficult terrain and cannot be immobilized.	+◆
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ▲▲ to affect one additional target within range of the spell (and may trigger this multiple times, spending ▲▲ each time).	+◆◆
Haste: Targets affected by the spell can always perform a second maneuver during their turn without spending strain (they may still only perform two maneuvers a turn).	+◆◆

## BARRIER

**Concentration:** Yes

**Skills:** Arcane, Divine, Psychic, Verse

### NARRATIVE ENCOUNTER USE

"Barrier," or protective, spells are fairly straightforward in structured encounters: they reduce incoming damage for your character and their allies. However, they have some interesting narrative uses as well. Barrier magics let the spellcaster protect themselves from adverse conditions of all types. Your character may create a bubble under the ocean so they can travel underwater, a barrier that shields them from flames as they walk through a burning building, or even a barrier that deflects an onrushing avalanche. When using a Barrier spell in narrative situations like these, first define what you want the barrier to do (protect a character from heat or cold, create a bubble of air, deflect snow in an avalanche). Then, use the base difficulty for the check as defined on page 216, and follow the additional effects rules if the character wants to affect other targets.

### STRUCTURED ENCOUNTER USE

Some spellcasters have the power to create barriers of energy to protect themselves and their allies. The character selects one target they are engaged with (which can be themselves), then makes a magic skill check. The default difficulty of the check is Easy (◆). If the check is successful, until the end of the character's next turn, reduce the damage of all hits the target suffers by one, and further reduce it by one for every uncanceled ✨ ✨ beyond the first.

A character may not be affected by more than one Barrier spell at the same time (so no stacking effects).

Before making a Barrier check, choose any number of additional effects listed on Table: Barrier Additional Effects. These effects are added to the check.

**TABLE: BARRIER ADDITIONAL EFFECTS**

EFFECTS	DIFFICULTY MOD
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ▲▲ to affect one additional target within range of the spell (and may trigger this multiple times, spending ▲▲ each time).	+◆
Add Defense: Each affected target gains ranged and melee defense equal to your ranks in the appropriate skill.	+◆◆
Empowered: The barrier reduces damage equal to the number of uncanceled ✨ instead of the normal effect. If successful, the spell also gains the Exhausting 1 quality, or increases its existing Exhausting quality by 1.	+◆◆
Sanctuary (Divine): Opponents the GM determines are the antithesis of the character's faith or deity automatically disengage from affected targets, and may not engage them for the duration of the spell.	+◆◆
Reflection (Arcane): If an opponent makes a ranged attack (including Attack spells) against an affected target and generates ☠☠☠ or ☠ on the check, after the check is resolved, they suffer a hit dealing damage equal to the total damage of the attack. Cannot be combined with Additional Target.	+◆◆◆
Specified Protection: Instead of reducing damage suffered, the spell protects against a specific type of adversary or environmental effect (GCRB page 110) specified when casting the spell.	+◆◆◆
Reinforced: The barrier makes the target's soak immune to the Pierce and Breach qualities. If successful, the spell also gains the Exhausting 1 quality, or increases its existing Exhausting quality by 1.	+◆◆◆◆



## CONJURE

**Concentration:** Yes

**Skills:** Arcane, Primal

### NARRATIVE ENCOUNTER USE

Conjuration magic allows a character to summon allies and create items out of the raw Weave. Conjure's structured encounter rules are fairly good guidance for using Conjure in narrative encounters. When using Conjure to summon or create something in a narrative encounter, what you need to determine is the size or complexity of the conjuration. How elaborate the spell gets can be a matter of common sense for you and your players. Summoning a glowing sword and fighting with it seems reasonable, but summoning a cannon does not. Likewise, summoning a door to bar a portal is within the scope of a spell, but summoning a canyon filled with molten lava is not!

### STRUCTURED ENCOUNTER USE

This action represents the ability of a spellcaster to animate objects or create items (or even allies) out of thin air and the aether. The character makes a magic skill check. The default difficulty for the check is Easy (◆). If the check is successful, the character summons a simple tool with no moving parts (such as a shovel or pickaxe), a one-handed melee weapon with no moving parts (such as a sword or knife), or a minion no bigger than silhouette 0 or 1 (such as an animal, magical creature, elemental spirit, or even undead monstrosity). These appear engaged with the character. The summoned minion or item remains present until the end of the character's next turn.

If the character summons a creature, the creature behaves in the best approximation of its natural instincts (as determined by the GM). It is not controlled by the character, and may even be hostile to them. In a structured encounter, it takes its turn immediately after the character.

Before making a Conjure check, choose any number of additional effects listed on Table: Conjure Additional Effects. These effects are added to the check.

**TABLE: CONJURE ADDITIONAL EFFECTS**

EFFECTS	DIFFICULTY MOD
Medium Summon: The character may summon a more complicated tool with moving parts, a rival no larger than silhouette 1, or a two-handed melee weapon.	+◆
Range: Increase the range of the spell (the distance from the character that the summoned item or creature may appear) by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Template: The character may add a template to a Conjuration's statblock.	+◆
Additional Summon: The spell summons one additional item, weapon, or creature. In addition, after casting the spell, you may spend AA to summon one additional item, weapon, or creature (and may trigger this multiple times, spending AA each time). If successful, the spell also gains the Exhausting 1 quality, or increases its existing Exhausting quality by 1.	+◆◆
Greater Summon: The character may summon a rival of up to Silhouette 2 or animate an object of up to Silhouette 2 in size. May not be combined with Additional Summon.	+◆◆
Reinforced (Arcane): Conjured items have the Reinforced item quality (soak is immune to Pierce and Breach qualities and immune to the Sunder quality). If successful, the spell also gains the Exhausting 1 quality, or increases its existing Exhausting quality by 1.	+◆◆
Summon Ally: The creature the character summons is friendly to them and obeys their commands. The character may spend a maneuver to direct the creature, allowing them to determine its action and maneuver. (If the character summons multiple creatures, the character may spend one maneuver on their turn to direct the turns of all summoned creatures.)	+◆◆
Grand Summon: The character may summon a rival of up to Silhouette 3 or animate an object of up to Silhouette 3 in size. May not be combined with Additional Summon. If successful, the spell also gains the Exhausting 1 quality, or increases its existing Exhausting quality by 1.	+◆◆◆

## MINION



**Skills (group only):** Brawl, Ranged, Resilience, Vigilance.

**Attack:** Brawl or Ranged; Damage 4; Critical 4; Range: [Engaged (Brawl) / Short (Ranged)]

### MEDIUM SUMMON (RIVAL)



**Skills:** Brawl 2, Perception 2, Ranged 3, Resilience 2, Vigilance 2.

**Attack:** Brawl or Ranged; Damage 6; Critical 3; Range: [Engaged (Brawl) / Short (Ranged)]

### GREATER SUMMON (RIVAL)



**Skills:** Brawl 3, Perception 2, Ranged 3, Resilience 2, Vigilance 3.

**Attack:** Brawl or Ranged; Damage 7; Critical 3; Range: [Engaged (Brawl) / Medium (Ranged)]



Skills: Brawl 3, Perception 2, Ranged 4, Resilience 2, Vigilance 3.

Attack: Brawl or Ranged; Damage: 8; Critical: 3; Range: [Engaged (Brawl) / Medium (Ranged)], Special: Vicious 1

### SUMMON TEMPLATES

Summon Templates do not have access to their Empowered feature unless the player unlocks that ability by spending  $\Delta\Delta\Delta$  or  $\otimes$  on the Conjure check.  $\otimes$  may also be used to add ranks of the Adversary talent to your summons.

### AIR ELEMENTAL

Attack Type: Ranged  
 Effect: Push  
 Modifiers: +1 Defense  
 Special: Immune to Immobilize, Flying (Hovering)  
 Empowered: Disorient 2, Push

### EARTH ELEMENTAL

Attack Type: Brawl  
 Effect: Knockdown  
 Modifiers: +2 Soak  
 Special: Immune to Knockdown  
 Empowered: Knockdown, Disorient 4

### FIRE ELEMENTAL

Attack Type: Brawl  
 Effect: Elemental (Fire), Burn 1  
 Modifiers: +1 Damage  
 Special: Immune to fire damage  
 Empowered: Burn 2, Blast 4

### WATER ELEMENTAL

Attack Type: Brawl  
 Effect: Ensnare 2  
 Modifiers: +1 Defense, +1 Soak  
 Special: Immune to Immobilize  
 Empowered: Disorient 2, Ensnare 4

### UNDEAD

Attack Type: Brawl  
 Effect: Pierce 1  
 Modifiers: +2 Soak  
 Special: Immune to poison, disease, fear, and charm  
 Empowered: Pierce 1, Reanimate (if an Undead minion or rival is defeated, may spend  $\otimes\otimes\otimes$  or  $\otimes$  from the attack roll to revive them at full health on their next turn)

### CONSTRUCT

Attack Type: Brawl  
 Effect: Pierce 1  
 Modifiers: +2 soak  
 Special: Immune to poison, disease, fear, and charm  
 Empowered: Pierce 2, Sunder

### DEMONIC

Attack Type: Brawl  
 Effect: Elemental (Fire), Burn 1  
 Modifiers: -1 Critical rating  
 Special: Immune to fire damage  
 Empowered: Burn 2, Hellfire (characters that begin their turn engaged with Demonic creatures suffer 2 wounds)

### MONSTROSITY

Attack Type: Brawl  
 Effect: Ensnare 2  
 Modifiers: +1 Defense, +1 Soak  
 Special: Immune to fear and charm  
 Empowered: Ensnare 2, Vicious 2, Madness (Instead of rolling for Critical Injury inflicted by Aberrations, you may choose to apply the Fearsome Wound result).

### BEAST

Attack Type: Brawl  
 Effect: Pierce 1  
 Modifiers: +2 Wounds  
 Empowered: +1 damage, Pierce 1, Vicious 3  
 Beast creatures appear as normal animals. They can vary greatly depending on what creatures are summoned.

### PLANT

Attack Type: Brawl  
 Effect: Ensnare 2  
 Modifiers: +1 wounds, +1 Soak  
 Special: Immune to fear and charm  
 Empowered: Piercing Thorns (Instead of rolling for Critical Injury inflicted by Plant creatures, you may choose to apply the Hamstrung result).

## CURSE

**Concentration:** Yes

**Skills:** Arcane, Divine, Psychic, Verse

### NARRATIVE ENCOUNTER USE

What we call a "Curse" is any sort of affliction that applies a negative effect to a character, whether it be a penalty to combat checks, a wasting sickness incurable by mundane means, or an inability to speak a certain name. The most extreme afflictions might even bend a victim to the spellcaster's will. The distinction between affliction and attack might not always be clear. As a general principle, if a magical action inflicts damage or strain, it's an attack. If it simply makes a target more susceptible to damage or strain, it's a curse.

Outside of structured encounters, curses could take any number of forms. Some could be annoying, such as someone sneezing uncontrollably or feeling inexplicably lethargic. The effects could be represented mechanically by adding a ■ or two to the target's checks. The check to inflict such a minor curse should either be opposed (see page 25), or Easy (k) if the target is a minor character.

Other curses could be more dangerous, such as a hex that causes dangerous things to happen to the target for no reason (ladders breaking, tree branches falling on them, and the like). Not only should the difficulty of the spell be higher—if it's not an opposed check, it should be at least Average (◆◆) and possibly Hard (◆◆◆)—but the effects can be represented narratively. If a character falls from a broken ladder, for example, use the falling rules on page 112 of the Genesys Core Rulebook.

Of course, there are some truly terrible curses: blindness, disease, madness, or being turned into a toad. These checks should almost always be opposed (either by the target's Discipline or Resilience, depending on whether the curse affects the mind or the body). You can pull effects from the Table I.6–10: Critical Injury Result on page 115 of the Genesys Core Rulebook, the fear and sanity rules on page 243 and 244 of the Genesys Core Rulebook, or use similar inspiration when figuring out what the curse does.

### STRUCTURED ENCOUNTER USE

This action represents the use of curses and debilitating magics. Your character selects one target within short range, then makes a magic skill check. The default difficulty of the check is Average (◆◆). If it is successful, until the end of the character's next turn, the target decreases the ability of any skill checks they make by one (in effect, this means they remove one ◆ to their checks).

A character may not be affected by more than one Curse spell at the same time (so no stacking effects).

Before making a Curse check, choose any number of additional effects listed on the table Table: Curse Additional Effects. These effects are added to the check.

**TABLE: CURSE ADDITIONAL EFFECTS**

EFFECTS	DIFFICULTY MOD
Enervate: If a target suffers strain for any reason, they suffer 1 additional strain.	+◆
Misfortune: After the target makes a check, you may change one ■ to a face displaying a ✕.	+◆
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Shrink (Arcane): Target is reduced one category in Silhouette. This may be added multiple times, increasing the reduction by one each time.	+◆
Slowed: The target must spend an extra maneuver to advance a range band.	+◆
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ▲▲ to affect one additional target within range of the spell (and may trigger this multiple times, spending ▲▲ each time).	+◆◆
Despair (Divine): The target's strain and wound thresholds are reduced by an amount equal to the character's ranks in the appropriate skill. This effect may not be combined with the additional target effect.	+◆◆
Doom (Arcane): After a target makes a check, you may change any one die in the pool not displaying a ☉ or ☿ to a different face.	+◆◆
Rooted: The target is immobilized for the duration of the spell. This effect may not be combined with the Additional Target or Paralyzed effect.	+◆◆
Paralyzed: The target is staggered for the duration of the spell. This effect may not be combined with the Additional Target or Rooted effect. If successful, the spell also gains the Exhausting 1 quality, or increases its existing Exhausting quality by 1.	+◆◆◆

## DISPEL

**Concentration:** No

**Skills:** Arcane, Divine, Verse

### NARRATIVE ENCOUNTER USE

Dispelling should work the same in structured encounters and in narrative encounters, so just use those rules if a character wants to dispel something narratively.

### STRUCTURED ENCOUNTER USE

The ability to nullify magic is a strange and wondrous art. The character selects one target within short range that is under the effects of a spell, then makes a magic skill check. The default difficulty for the check is Hard (◆◆). If the check is successful, the effects the target is under immediately end (if the spell affected multiple targets, the other targets remain affected).

Before making a Dispel check, choose any number of additional effects listed on the table below. These effects are added to the check. These effects are added to the check.

**TABLE: DISPEL ADDITIONAL EFFECTS**

EFFECTS	DIFFICULTY MOD
Suppress: Instead of the normal effects of the spell, on a success, the user extends an unseen dampening field around them and a number of targets up to the character's ranks in the appropriate skill within short range. Until the end of the user's next turn, any hostile magic user who makes a skill check to cast a spell against any affected users adds automatic ✕ to the results. In addition, after casting the spell, you may spend ♠♠ to add ■ to spells cast within range of the spell (and may trigger this multiple times, spending ♠♠ each time). <b>May be concentrated on.</b> Cannot be combined with Additional Target or Nullify.	-
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ♠ to affect one additional target within range of the spell (and may trigger this multiple times, spending ♠ each time).	+◆
Nullify (Arcane): The character can select a single magical item within visual range instead of another character, if successful, the item loses all of its enhanced properties for a number of rounds equal to the character's ranks in the appropriate skill.	+◆◆

## HEAL

**Concentration:** No

**Skills:** Divine, Primal, Verse

### NARRATIVE ENCOUNTER USE

When using healing magic, the additional effects listed in Table: Heal Effects should cover most of what you want to do in narrative time as well as structured time. For other effects—such as a spell to double the rate of natural healing for a target—the GM can set the difficulty. If you're not sure what difficulty to assign, Average (◆◆) works for any acceleration of natural healing, while anything similar in scope and impact to bringing the dead back to life should be Daunting (◆◆◆◆) or Formidable (◆◆◆◆◆).

### STRUCTURED ENCOUNTER USE

Priests and other practitioners of divine magic are often known for their healing abilities. Often, those in touch with nature also possess the capacity to heal wounds and illness. The character can use a magic skill in place of a Medicine check in order to remove damage or heal Critical Injuries. When making the check, the character selects one target they are engaged with who is not incapacitated. The default difficulty of the check is Easy (◆). **Upon success, the target character consumes a painkiller use (Healing Elixir) and heals 1 strain per ▲. Every uncanceled ✨ beyond the first, the target heals an additional wound.**

Before making a heal check, choose any number of additional effects listed on the table Table: Heal Additional Effects. These effects are added to the check.

**TABLE: HEAL ADDITIONAL EFFECTS**

EFFECTS	DIFFICULTY MOD
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ▲ to affect one additional target within range of the spell (and may trigger this multiple times, spending ▲ each time).	+◆
Empowered: The Heal spell heals 1 wound per additional ✨ instead of every uncanceled ✨✨.	+◆
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Reciprocal Heal (Verse): When healing another, the caster regains 1 wound and 1 strain per target healed.	+◆
Heal Critical: Select one Critical Injury the target is suffering. If the spell is successful, the Critical Injury is also healed.	+◆◆
Restoration: Select one ongoing status effect (Disorient, Stagger, Immobilize, Poison) the target is suffering. This status effect immediately ends.	+◆◆
Revive Incapacitated: The character may select targets who are incapacitated.	+◆◆
Revitalize (Divine): On a successful cast, instead of consuming a healing potion use, the character is healed a number a wounds equal to the caster's Characteristic.	+◆◆
Resurrection: The character may select a target who has died during this encounter. If the check is successful, the target is restored to life, suffering wounds equal to their wound threshold. If the check fails, no characters may attempt to resurrect the target again. If successful, the spell also gains the Exhausting 2 quality, or increases its existing Exhausting quality by 2.	+◆◆◆◆
Regenerate (Primal): Instead of the normal effects of the Heal spell, if the spell is successful the target regrows or repairs a lost or permanently damaged body-part, then suffers 10 strain. If the damaged or lost body part was the result of a Critical Injury, then that Critical Injury is also healed. Every uncanceled ✨ beyond the first & every ▲▲ the spell generated reduces the target's suffered strain by 1. If the check fails, no other characters may attempt to regenerate the limb. If successful, the spell also gains the Exhausting 2 quality, or increases its existing Exhausting quality by 2.	+◆◆◆◆

## MASK

**Concentration:** Yes

**Skills:** Arcane, Psychic, Verse

### NARRATIVE ENCOUNTER USE

When you use a Mask spell in a narrative situation, first check out the mechanical rules and see if the effects you want are listed there. If so, you can use the listed difficulties to figure out how hard it should be to cast the spell. However, remember that the Mask spell only creates illusions; it can merely alter what the eyes see and the ears hear (and maybe what the nose smells). It can't create something physical.

### STRUCTURED ENCOUNTER USE

This ability represents the characters ability to use magic to create an illusion, or to disguise a character's appearance. The default difficulty of the check is Average (◆◆). If the check is successful, the creature creates an illusion of a creature or object that is silhouette one or smaller. The illusion appears within a short range of the character. Alternatively, the illusion changes the appearance of the caster or one silhouette one or smaller target they are engaged with. The illusion cannot obscure the basic size and shape of the target. Lastly, the caster may instead choose one target within range. If the check is successful, the targets either sees a single static image up to a size of silhouette 2, or hears a sound ranging from a whisper to a scream emanating from close range.

Likewise, the spell can cause the target to be unable to see a small, static object with silhouette 1 such as a chest, weapon, door, or shelf. Illusions can be animated and can move, as long as they remain within the range of the spell. The default difficulty for a keen observer to see through an illusion cast is an Average (◆◆) Vigilance check (or Average (◆◆) Perception if they believe they're senses are being fooled).

A character may not be affected by more than one Mask spell at the same time (so no stacking effects).

Before making the skill check, choose any of the additional effects listed on the table Table: Mask Additional Effects. These effects are added to the check.

### TABLE: MASK ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Additional Illusion: The spell creates one additional illusion or disguises one additional character. In addition, after casting the spell, you may spend AA to create another additional illusion or disguise another additional character (you may trigger this multiple times, spending AA each time).	+◆
Additional Senses: The illusion can include smell, life-force (for those who can sense it), etc. in addition to just light and sound.	+◆
Blur: if the spell targets a character, it blurs and obscures as their form. until the spell ends, add ☹ to the results of combat checks targeting the character (this applies even if the attacker realizes the effect is an illusion)	+◆
Channeling: Line of sight and range can be determined by a Mirror Image, image, etc.	+◆
Mirror Image: If the spell targets a character, it creates multiple images that move with the target and distract the opponents. Until the spell ends, the character may spend ☹☹☹ or ☹ from any combat check targeting the character to have the attack harmlessly hit a mirror image rather than the character (this applies even if the attacker realizes the effect is an illusion).	+◆
Range: Increase the range of the spell (the distance from the character the illusion effect appears) by one range band. You may spend AA to extend the range band by one (and may trigger this multiple times, spending AA each time).	+◆
Realism: Increase the difficulty of checks to determine that the illusion is fake by one. In addition, after passing the spell, you may spend AA to increase the difficulty of checks to determine that the illusion is fake by one (you may trigger this multiple times, spending AA each time). The illusion can also fool additional senses such as smell taste or touch.	+◆
Size: Increase the silhouette of the illusion created by one, or disguise the appearance of a target one silhouette larger. This may be added multiple times, increasing the silhouette of the illusion created or target disguised by one each time.	+◆
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend AA to affect one additional target within range of the spell (and may trigger this multiple times, spending AA each time).	+◆◆
Glamour: The spell alters the target's entire appearance, either physically or by adding/subtracting clothing, gear, personal effects, or other. You may spend AA to alter how the target sounds or smells. Nothing this spell creates has a physical component, so objects pass through it as normal, and any creature that touches it will feel nothing.	+◆◆
Quasi-real: The illusion is quasi-real and can be felt to the touch, but it can cause no physical harm or obstruct travel or objects if pressed.	+◆◆
Terror: The illusion terrifies those who behold it. When any character who does not know the illusion is fake spots it, they must make a Hard (◆◆◆) Discipline (Fear) check. they suffer 2 strain per ☹ and, if they fail, they are unable to approach the illusion.	+◆◆
Incorporeal (Arcane): When making a Brawn or Agility-based check, increase the difficulty by two, when a corporeal foe makes a Brawn or Agility-based check targeting the spell recipient, increase the difficulty by two. The target increases their soak by their Willpower (as well as Brawn), and can move through most types of difficult and impassable terrain without penalty (but cannot stop inside solid surfaces)	+◆◆◆
Invisibility: If the spell targets a character, it renders them invisible to sight instead of changing their appearance. An invisible character benefits from concealment worth +4 dice (see Concealment on page 110 of the Genesys Core Rulebook). If successful, the spell also gains the Exhausting 1 quality, or increases its existing Exhausting quality by 1.	+◆◆◆

## MIND

**Concentration:** No\*

**Skills:** Arcane, Psychic, Verse

### NARRATIVE ENCOUNTER USE

Using Mind spells in a narrative encounter can achieve things such as "mind tricks" to distract searching opponents or to gently guide a curious law enforcer that your cargo is completely legal. The default difficulty for an Mind spell is Hard (◆◆). Mind spells should not emulate the effects of a social check but instead should be used when there is no chance a social check could accomplish the task. The additional effects from the Mind Additional Effects table can be used, each increasing the difficulty by the amount listed.

### STRUCTURED ENCOUNTER USE

Mind spells are magic that tampers with another character's thoughts, either reading or manipulating. Select a target that is engaged with your character and make a Hard (◆◆) magic check. If successful, your character learns the simple surface thoughts of the target. The GM will determine what those thoughts are. The information learned may not be words that are easy to decipher, but could instead be feelings or flashes of imagery. Every uncanceled ✨ beyond the first can be spent to learn an additional thought that the target just recently had. At the end of the spell's duration the target becomes aware that they were under the effect of a spell, though not necessarily who cast it. The target is aware that someone is doing something to their mind. How much they fully understand about what is happening depends on the setting and the target character.

When a character attempts to alter a target's emotions, memories, or thoughts, the player should make clear their intentions and what they hope to accomplish with their manipulation beforehand. Though the final say of the resulting behavior of the target is up to the GM, the result should be agreed upon by the player and the GM before the check is made.

A character may not be affected by more than one Mind spell at the same time (so no stacking effects).

Before making an Mind check, choose any of the additional effects listed on the table Table: Mind Additional Effects. These effects are added to the check.

**TABLE: MIND ADDITIONAL EFFECTS**

EFFECTS	DIFFICULTY MOD
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ▲▲ to affect one additional target within range of the spell (and may trigger this multiple times, spending ▲▲ each time).	+◆
Gentle: Target is unaware of the mental probing.	+◆
Intense Emotions : The target is filled with an overwhelming amount of a specific emotion of the caster's choice, such as anger, calm, disgust, fear, friendliness, or peace. May spend ☉ to downgrade the ability of social checks made by this character by one for the duration of the spell.	+◆
Learn Motivation: Learn one motivation (Fear, Flaw, Strength, or Desire) of the target, GM choice.	+◆
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Compulsion (Verse): The character can select one non-nemesis target that, if successful, will believe any untruths that the character tells them while under the effects of the spell. In addition, they will also aid the character in anyway possible as long as it does not bring direct harm to it or it's allies. The target is aware of its actions, and once the spell has expired, the target will immediately know that they were magically influenced, and all future social checks with the character will be upgraded in difficulty twice. <b>This effect may be concentrated on as normal.</b>	+◆◆
Enduring Feelings : The target will continue to suffer the effects of the spell for 1 hour per rank of the appropriate skill that the character possesses.	+◆◆
Modify Memory: The target forgets a time period of up to one hour per uncanceled ✨. ☉ can be used to implant a different memory in its place. Cannot be combined with other effects.	+◆◆
Strain Attack: The target suffers 1 strain per uncanceled ✨	+◆◆
Suggest: The target will follow a short command spoken allowed by the caster as long as no direct harm would come to the target or their allies.	+◆◆
Domination: You determine the target's next action and maneuvers. They must be defined when the spell is cast. Cannot be combined with Additional Target or Enduring Feelings. If successful, the spell also gains the Exhausting 1 quality, or increases its existing Exhausting quality by 1.	+◆◆◆

## MOVE

**Concentration:** Yes

**Skills:** Arcane, Primal, Psychic

### NARRATIVE ENCOUNTER USE

Using the Move spell in a narrative encounter can allow the character to move several small objects at once, manipulate a complex mechanism, or instantly retrieve an object across a room. If a character wants to attempt something such as manipulating some other unseen object it is recommended to establish a base difficulty of doing it with mundane tools and then increasing that difficulty at least once.

### STRUCTURED ENCOUNTER USE

Move spells are used to displace an object or character from one place to another. This can take the form of wind, mental force, ghostly hands, or whatever fits your setting. When moving items, the default speed is slow and deliberate, not fast enough to inflict injury or accurate enough to allow for fine manipulation. Select a target of silhouette 0 or 1 up to Short range (may target self). The default difficulty is Average (◆◆). If successful you may move the target in one direction toward or away from your character up to one range band per uncancelled ✨.

Before making a Move check, choose any number of additional from the Move Additional Effects table. These effects are added to the check.

**TABLE: MOVE ADDITIONAL EFFECTS**

EFFECTS	DIFFICULTY MOD
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ⚡ to affect one additional target within range of the spell (and may trigger this multiple times, spending ⚡ each time).	+◆
Bind: After moving the target, they become Immobilized for the duration of the ability. The target may perform an action to attempt an Athletics or Discipline check opposed by the characters Magic skill to break free from this effect.	+◆
Levitate: While your character maintains concentration on this spell the target hovers up to one foot (~30cm) off the ground. This counts as hovering, as per the Flying sidebar on page 100 of the Genesys Core Rulebook.	+◆
Range: Increase the range in which your character can select targets of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Size: Increase the silhouette your character may target. This may be added multiple times, increasing the silhouette by one each time.	+◆
Adversary: May select an unwilling or secured target. The check is upgraded for every rank the target has in Athletics or Discipline (or an appropriate amount if the target doesn't have any skills such as an object (GM determines)).	+◆◆
Flight: Instead of the standard spell effect, this spell allows the target to fly in the air (see the Flying sidebar on page 100 of the Genesys Core Rulebook) except they do not need to use a maneuver to stay aloft. This spell lasts until the end of the caster's next turn unless using Concentration to maintain.	+◆◆
Manipulate: The character can interact with and finely manipulate an object affected by their spell as if they were holding it in their hand and using their fingers.	+◆◆
Teleport: The target does not move through the path from start to finish, but instead instantly appears up to the moving range ignoring all objects in the way. If this would cause the target to appear inside of another object or being then they instead appear on the side of the obstruction closest to their starting location.	+◆◆



## PREDICT

**Concentration:** No

**Skills:** Divine, Primal, Psychic

### NARRATIVE ENCOUNTER USE

When your character uses a Predict spell narratively, its difficulty usually depends on how far into the future they want to look. If it's within the next day or so, then you can start with a difficulty of Average (◆◆).

Looking a month ahead may increase the difficulty to Hard (◆◆◆), a year may be Daunting (◆◆◆◆), and anything beyond that may be Formidable (◆◆◆◆◆). A significant number of ☁ or a ☘ may make a prophecy especially inscrutable or vague.

### STRUCTURED ENCOUNTER USE

This is using magic to attempt to predict the future. The default difficulty of the check is Average (◆◆). The character makes a skill check, then ask one question about events that will unfold within the next 24 hours. If the check is successful, your GM must provide the character with a truthful answer, but that answer could be one that can be interpreted multiple ways or is somewhat enigmatic. whether the check succeeds or fails the character may not make another prediction check to ask about the same events for the remainder of the session.

Before making a Predict check, choose any number of additional effects listed on the table Table: Predict Additional Effects. These effects are added to the check.

### TABLE: PREDICT ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Quicksilver Reflexes: Instead of asking a question about events, the character adds ✨ to the results of any checks they made to determine initiative during the next structured encounter they participate in.	-
Additional Questions: The character may ask one additional question about events. In addition, after casting the spell, you may spend ▲▲ to ask another additional question about events, (and may trigger this multiple times, spending ▲▲ each time).	+◆
Clairvoyance: The target gains ■ that can be used on any single skill check they make until the end of the session. In addition, you may spend ▲▲ to add ■■ to one additional skill check the target makes until the end of the session.	+◆
Commune (Divine): The spell contacts a specific Deity or Spirit of the characters choice (with GM approval). This being will answer any three questions the character asks to the best of their ability. Character may spend ▲▲ to learn the truthfulness of the answers given.	+◆
Scry: Instead of asking a question about events, the character may learn the location of one silhouette 0 item within long range. They must know what item they are looking for before they cast the spell, and the spell does not reveal how to get through any obstacles such as locked doors, hidden passages, or traps.	+◆
Empowered (Divine): The character may ask a question about events that will unfold within the next seven days.	+◆◆
Flash of Precognition: In addition to asking a question, once before the end of the current encounter, the character may add ✨ to the results of one of their checks. In addition, once before the end of the current encounter, the character may add ✖ to the results of a check targeting them. In addition, after the character cast a spell, you may spend ▲▲▲ or ☁ to add ✨ to the results of one of their checks, and add ✖✖ to the results of a check targeting them instead of this effects normal benefits.	+◆◆
Cheat Death (Divine): In addition to asking a question, the character foresees a possible Doom for themselves in the next 24 hours. Once before the end of the current session, when the character would otherwise be incapacitated or killed, you may spend a story point to have them suffered wounds and strain until they reach but do not exceed their wound and strain thresholds instead. Their survival should be described narratively, taking into account that they "saw" their potential death coming.	+◆◆◆

## SENSE

**Concentration:** Yes

**Skills:** Divine, Primal, Psychic, Verse

### NARRATIVE ENCOUNTER USE

In narrative encounters Sense's difficulty depends on how far and long your character wants to sense. When you use a Sense spell in a narrative situation, first check out the mechanical rules and see if the effects you want are listed there. If so, you can use the listed difficulties to figure out how hard it should be to cast the spell. Perhaps you are sensing for a specific Species which may increase the base difficulty to Hard (◆◆◆).

### STRUCTURED ENCOUNTER USE

Sense allows the user to sense the world around him, allowing him to perceive life and his surroundings. The default difficulty of the check is Average (◆◆). If the check is successful, the character senses all living things within short range (including sentient and non-sentient beings).

Before making the Sense power check, choose any number of additional effects listed on the table Table: Sense Additional Effects. These effects are added to the check.

**TABLE: SENSE ADDITIONAL EFFECTS**

EFFECTS	DIFFICULTY MOD
Farsight: While this power is active, this character suffers no penalty to vision-related checks, such as checks made in darkness or in fog.	+◆
Range: Increase the range of the power by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Seek: Instead of sensing all life within short range of this character, the caster seeks a specific living creature within Medium range, sensing the direction they are in.	+◆
Sense Weakness: While this power is active, all of this character's attacks against targets within range of the power are upgraded in ability once. You may trigger this multiple times, spending Ⓢ or ⓂⓂⓂ to upgrade additional times. The user does not gain this benefit when targeted by a being they cannot sense with this power such as a construct, undead, or someone immune to magic.	+◆◆
Sharpened Senses: This character upgrades the difficulty of attacks that targets them that come from within range of the power once. You may trigger this multiple times, spending Ⓢ or ⓂⓂⓂ to upgrade additional times. The user does not gain this benefit when targeted by a being they cannot sense with this power such as a construct, undead, or someone immune to magic.	+◆◆

## TRANSFORM

**Concentration:** Yes

**Skills:** Primal

### NARRATIVE ENCOUNTER USE

The Transform spell lets its caster transform into a beast. Like lycanthropy, Transform involves the alteration of a person's physical form into that of a creature.

However, with the Transform spell, the creature must be natural by default (no monsters or demons), and the spellcaster retains their psychological identity. While the caster may look like an animal, they still think like a person.

When using Transform narratively, you should base the difficulty on the size of the animal your character is attempting to become. The default difficulty for using this spell in a narrative encounter is Average (◆◆) if your character wants to transform into a silhouette 0 creature. Increase the difficulty of the check by one for each silhouette larger your character wants to transform into. You could also increase the difficulty by one if your character needs to remain transformed for a great length of time.

### STRUCTURED ENCOUNTER USE

This action represents the use of magic to change the physical form of something. The default difficulty for the check is Average (◆◆). If the check is successful, the character (or another they are engaged with) until the end of the spellcaster's next turn, transforms into a silhouette 0 animal. The animal must be a natural creature, and is subject to GM approval.

While transformed, the spellcaster adopts the physical appearance of the animal and gains the animal's characteristics, soak, wound threshold, and defense. The spellcaster also gains any of the animal's abilities and equipment (including weapons). The character retains their own skills, talents, and strain threshold. They drop any gear or clothing they were carrying or wearing when they transformed.

If the character is incapacitated while transformed, they revert back to their normal form. When a character reverts back to their normal form, they heal all wounds suffered while transformed but do not heal any strain or Critical Injuries they suffered while transformed. If they were incapacitated due to exceeding their wound threshold, they are no longer incapacitated.

If the check is successful, the change will continue until the end of the character's next turn. A character or object may not be affected by more than one Transform spell at the same time (so no stacking effects).

Before making the check, choose any number of additional effects listed on Table: Transform Additional effects. These effects are added to the check.

**TABLE: TRANSFORM ADDITIONAL EFFECTS**

EFFECTS	DIFFICULTY MOD
Characteristic Retention: When transformed, the character retains their own Cunning, Intellect, and Willpower, rather than the Cunning, Intellect, and Willpower of the creature they transformed into.	+◆
Dire Form: When the character transforms, they adopt a dire form of the chosen animal. Increase the damage of the animal's weapons by three, its soak by one, its wound threshold by six, and its silhouette by one.	+◆
Minor Physical Change: The target can make themselves appear as any other humanoid (or as a different member of the same humanoid form.) Your character may add additional +◆ to have the spell affect one additional target within range of the spell. In addition, after casting the spell, you may spend ▲▲ to affect one additional target within range of the spell (and may trigger this multiple times, spending ▲▲ each time).	+◆
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Silhouette Increase: The character may transform into an animal that is one silhouette larger (this may be added multiple times, increasing the silhouette by one each time).	+◆
Transform Gear: When the character is transformed, their worn gear and wielded items change into natural markings on the animal's skin, fur, or scales (but confer no benefit to the character). When the character reverts back to normal, they are wearing and carrying their gear and items.	+◆
Curse of the Wild: The spell will affect an unwilling living creature. The check is upgraded for every rank the target has in Resilience (or an appropriate amount if the target doesn't have any skills such as an object (GM determines))	+◆◆◆
Empowered Curse of the Wild: Instead of transforming himself, the caster transforms other targets into a natural animal. For each uncanceled ✨, the caster can affect one other target. The check is upgraded for every rank an unwilling target has in Resilience (or an appropriate amount if the target doesn't have any skills such as an object (GM determines))	+◆◆◆◆

## UTILITY

**Concentration:** Yes

**Skills:** All

### NARRATIVE ENCOUNTER USE

Utility magic covers all the minor things that we expect people to be able to do with magic, such as transmuting a pebble into a butterfly, summoning a ghostly light source to see in the dark, or making one's voice growl with distant thunder.

Basically, these are all cool abilities with a minor benefit, but are more tricks than dangerous or powerful magics. Anything not described before hand in this section is most likely considered a Utility spell. This action is suited for many non-structured actions in the game. From making their voice ring out like thunder or lighting a torch with a wave of their hand. The default difficulty of the check will likely be Easy (◆).

### NONSTANDARD POWERS

Some mages exhibit powers and abilities outside of the prior listed actions. The following talents represent some of these powers.

They behave as regular talents, but may require access to a certain magic action or ranks in a certain magic skill. Keep in mind that any skill check called for as part of a minor power talent is considered a check to cast a spell, and follows the rules for such (penalties, suffering strain after resolving the check, spending symbols on magic checks).

If a power calls for you to make a Magic skill check, you may add the Range and Additional Target effects to the power for the standard effect difficulty for the magic action associated with that talent.

## TIER 1

### DETECT MAGIC

Tier: 1

Activation: Active (Action)

*Your character must have access to the Sense spell to benefit from this talent.*

Your character may use this talent to make an Easy (◆) Magic check. If successful, the caster can sense magic within Short range, seeing a slight gold aura around objects, people, etc. that are magical in nature. This lasts until the end of the caster's next turn unless using Concentration to maintain.

### IDENTIFY

Tier: 1

Activation: Active (Action)

If your character has 2 ranks in a magic skill, your character may use this talent to suffer 2 strain sense magical properties within an object within Short range, and gains knowledge and insight as to what the Item is able to do.

## SILENT COMMUNICATION

Tier: 1, Ranked

Activation: Active (Incidental)

*Your character must have one rank in Psychic to benefit from this talent.*

Your character can soundlessly communicate messages to allies within short range. Allies cannot reply in turn (unless they also possess this talent). The complexity and length of a message may be limited by your GM during structured gameplay, as it is with spoken communication, or based on the current situation of environmental conditions.

Increase the range of this talent by one range band for each additional rank of Silent Communication.

## TIER 2

### MIND READER

Tier: 2

Activation: Active (Action)

*Your character must have two ranks in Psychic to benefit from this talent.*

Your character may make an opposed Psychic versus Discipline check targeting one living creature within medium range. If the check succeeds, the psionic knows the target's current thoughts and emotional state. ♠ ♠ ♠ or Ⓢ may be spent to discover other thoughts or memories, at your GM's discretion.

### NECROMANCY

Tier: 2

Activation: Passive

*Your character must have access to the Conjure spell to benefit from this talent*

If your character has 3 ranks in a magic skill, once per encounter you can use the conjure spell on a location with a mostly complete corpse (in any state of decay) to reanimate the dead, reducing the difficulty of the skill check by ◆. When used to animate the dead, your conjure spell has the following special conditions:

You may not conjure something greater than the deceased creature's silhouette. You may not conjure more creatures than the present corpses, but if there are multiple corpses within range you may animate multiple dead using the additional summons effect. You must apply the Summon Ally additional effect if you wish to control your creatures, as normal. Animated dead that are not allied with you will usually attack indiscriminately. Your conjured creatures do not retain the mind or memories of whatever creature they were before death.

### TELEKINESIS

Tier: 2, Ranked

Activation: Passive

*Your character must have access to the Move spell to benefit from this talent.*

Your character can manipulate objects and affect other characters within short range (as if they were engaged) using their mind instead of their physical body. When they do, any required skill checks linked to Brawn or Agility instead use Presence. Similarly, to determine the encumbrance your character can telepathically lift or move use Presence in place of Brawn.

Telekinetic movement is generally too slow and imprecise to effectively wield a weapon, but your character can lash out with mental force to make a Brawl combat check within short range. This attack has a base damage equal to your character's Presence instead of Brawn and gains no benefit from weapons.

The range of your character's telekinesis increases by one range band for each additional rank of this talent. ❖ from a check your character makes using telekinesis may be spent to deplete use of this talent for the encounter.

### TRUTH

Tier: 2

Activation: Active (Action)

*Your character must have access to the Mind spell to benefit from this talent.*

If your character has 2 ranks in a magic skill, your character may use this talent to make a Hard (◆◆) check. If successful, creatures that come within Short range of the target of the spell must make a Hard Discipline check. If they fail, they can't speak any deliberate and intentional lies. This spell lasts until the end of the caster's next turn unless using Concentration to maintain.

### UNLOCK

Tier: 2

Activation: Passive

*Your character must have access to the Move spell to benefit from this talent.*

If your character has 2 ranks in a magic skill, your character may suffer 2 strain to use this talent to use a magic skill in place of Skulduggery to unlock or undo an item by increasing the difficulty of the check by one.

### WALLCRAWLER

Tier: 2

Activation: Active (Maneuver)

*Your character must have 3 ranks in Psychic to benefit from this talent.*

You may suffer 1 strain as maneuver to gain the ability to move across vertical surfaces as easily as horizontal surfaces for the rest of the encounter.

In addition, when your character attempts to reduce the damage taken from falling, reduce the difficulty of the Athletics or Coordination check by one.

## TIER 3

### BONDED ITEM

Tier: 3

Activation: Active (Maneuver)

*Your character must have access to the Conjure spell to benefit from this talent*

Choose one magical implement, item, or weapon your character owns when taking this talent. Your character becomes bonded to this item. Your character may suffer one strain to summon it with maneuver. If your chosen item is ever permanently lost or destroyed, you may select a new one. You may only have one bonded item at a time, and this item must have an Encumbrance rating of 3 or less.

### DETECT LORE

Tier: 3

Activation: Active (Action)

*Your character must have access to the Sense spell to benefit from this talent.*

If your character has 3 ranks in a magic skill, your character may use this talent to make a Hard (◆◆◆) Magic check. If successful, the caster can sense the history of an item and start to understand more about it. If the check is successful, the character has gained some sense of direction, and allows the character to see one vague sense of information about the target, and an additional detail per additional ✨. These hints may be blurry visual images, brief samples of sound, or simple emotion.

### MENTAL TOOLS

Tier: 3

Activation: Active (Incidental)

*Your character must have access to the Conjure spell to benefit from this talent*

If your character has 3 ranks in a magic skill, your character may suffer 2 strain to count as having the right tools for the job when performing General skill checks.

### NECROMANCY (IMPROVED)

Tier: 3

Activation: Passive

When you use the Necromancy talent to animate the dead, you may choose to increase the difficulty by ◆◆ to force the animated dead to regain its mind and memories when raised. This otherwise functions exactly as the Necromancy talent.

Note that, unless you apply the Summon Ally additional effect, the conjured creature is still not under your control, though depending on who it was in life, it may be friendly to you regardless.

#### REFLEXIVE BARRIER

Tier: 3

Activation: Active (Incidental, Out of Turn)

*Your character must have access to the Barrier spell to benefit from this talent.*

If your character has 3 ranks in a magic skill, once per session, when your character is targeted by an attack, you may attempt to cast Barrier as an out of turn incidental.

#### SHADOW SHROUD

Tier: 3

Activation: Active (Maneuver)

*Your character must have access to the Mask spell to benefit from this talent*

If your character has 3 ranks in a magic skill, your character may suffer 2 strain to use a maneuver to blend in with the shadows. This allows them to move nearly invisibly and silently. They automatically gain ✨ on any Stealth check until the end of the encounter.

#### SLOW FALL

Tier: 3, Ranked

Activation: Active (Incidental)

*Your character must have access to the Move spell to benefit from this talent.*

If your character has 3 ranks in a magic skill, before making a Athletics or Coordination check to determine fall damage, your character may spend a Story Point to use this talent to reduce the range band of a fall by ranks in Slow Fall.

## TIER 4

#### ELEMENTARY

Tier: 4

Activation: Active (Action)

*Your character must have access to the Predict spell to benefit from this talent.*

If your character has 3 ranks in a magic skill, once per session your character may use this talent to make a Hard (◆◆) Magic check. If successful, they see a vision of the past 48 hours at their current location and gain one specific, important detail regarding the scenes past. May spend ✨ multiple times to pick out a number of specific details from their vision. This may include all the physical characteristics of one Character (height, weight, body type, clothing, and species). The GM is the final arbiter of what constitutes a scene.

#### FLICKER STEP

Tier: 4

Activation: Active (Incidental)

*Your character must access to the Move spell to benefit from this talent.*

If your character has 3 ranks in a magic skill, when your character casts a spell, they may use this talent to spend ▲▲▲ or ☹ to instantly vanish and reappear at any location within long range.

#### FORESIGHT

Tier: 4

Activation: Maneuver

*Your character must have access to the Predict spell to benefit from this talent.*

If your character has 3 ranks in a magic skill, once per session your character may suffer 4 strain use this talent to gain a glimpse of the future. When they do, add one temporary player Story Point to the player pool. A temporary Story Point works just like a normal Story Point but is removed from the pool when it is used, rather than being moved to the GM pool. Your character cannot use this talent if there is already a temporary Story Point in the player pool.

#### FOREWARNING

Tier: 4

Activation: Active (Incidental)

*Your character must have access to the Predict spell to benefit from this talent.*

If your character has 3 ranks in a magic skill, once per session whenever your character rolls for initiative, you may spend ☹ to have all allies within medium range increase their defense by your character's ranks in the appropriate skill for the first round of combat.

#### IT'S NOT THAT BAD

Tier: 4

Activation: Active (Incidental, Out-of-Turn)

*Your character must have access to the Heal spell to benefit from this talent.*

If your character has 4 ranks in a magic skill, once per session when an ally within Medium range would suffer a Critical Injury, your character may an It's Not That Bad action as an out-of-turn incidental and make a Hard (◆◆) Magic check to stop the ally from gaining the Critical Injury.

### NOW YOU SEE ME

Tier: 4

Activation: Passive

*Your character must have access to the Mask spell to benefit from this talent.*

If your character has 3 ranks in a magic skill, once per session your character can make the Now You See Me action. Make a Daunting (◆◆◆) Magic check to make a number of NPC's equal to ✨ within medium range forget about your character. Your GM has final say if an NPC can be affected by this talent.

### POLYMORPH

Tier: 4

Activation: Passive

If your character has at least three ranks in the Arcana or Divine skill, they can cast the Transform spell as normal. However, they can use the spell to only transform into magical or supernatural creatures (such as dragons, angels, demons, or elementals). The spell also gains the Exhausting 1 quality or increases an existing quality by 1.

### TELEPORTATION

Tier: 4

Activation: Active (Action)

*Your character must have access to the Move spell to benefit from this talent*

If your character has 4 ranks in a magic skill, once per session, your character may use this talent to make a Daunting (◆◆◆) Magic check. If they succeed, they instantly vanish and reappear in any other location in the world that they already know about.

Your character may bring up to five allies with them when they teleport, but they must add ■ to the check for each ally. They may also teleport to different worlds or planes of existence; however they must upgrade the difficulty of the check once (or more, at your GM's discretion) if they do so. Whenever your character uses this talent, your GM may spend ☁ to have the teleportation miss the location by a range band per ☁ spent, or may spend ☁☁☁☁ or ☁ to have the teleportation go catastrophically wrong (by having a character materialize in a wall, another person, or midair, for instance, with the awful consequences to be determined by your GM).

## TIER 5

### IS ANYONE A DOCTOR?

Tier: 5

Activation: Active (Incidental, Out-of-Turn)

*Your character must have access to the Heal spell to benefit from this talent.*

If your character has 4 ranks in a magic skill, once per session, whenever an ally in Short range would fall below their strain or wound threshold, your character may spend a Story Point to stabilize them instead, bringing them to 1 below their threshold.

### REFLEXIVE BARRIER (IMPROVED)

Tier: 5

Activation: Active (Incidental, Out of Turn)

*Your character must have purchased the Reflexive Barrier talent to benefit from this talent.*

If your character has 4 ranks in a magic skill, once per session when an ally within medium range of you is targeted by an attack, you may spend a Story Point attempt to cast Barrier on the targeted ally as an out of turn incidental.

### TELEPORTATION (IMPROVED)

Tier: 5

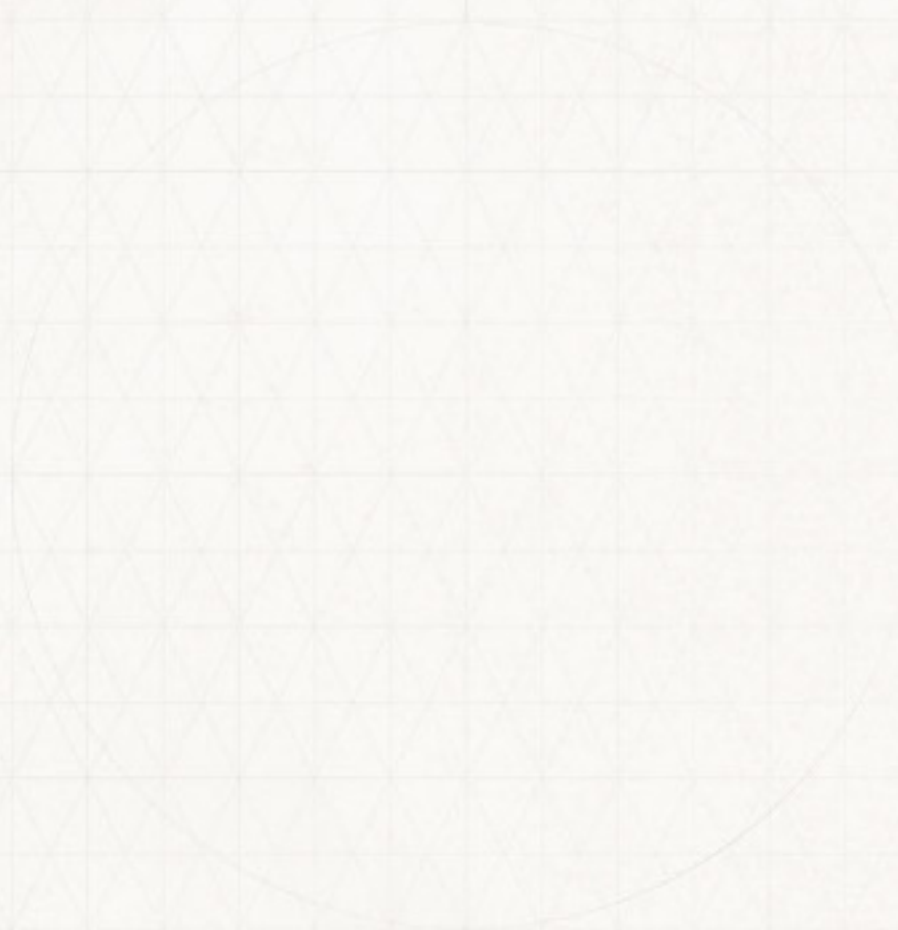
Activation: Active (Action)

*Your character must have purchased the Teleportation talent to benefit from this talent.*

Your character may use this talent to make a Daunting (◆◆◆) Magic check to create a permanent beacon glyph or teleportation circle in a location (how it appears is up to you and your GM, but it should be large and noticeable).

When your character uses the Teleportation talent, if they choose to teleport to the location of their beacon, glyph, or teleportation circle, they reduce the difficulty of the check to Average (◆) and do not add ■ for teleporting additional allies. They also do not upgrade the difficulty of the check if teleporting to a different world or plane of existence.

Your character can have two glyphs, beacons, or circles established at any one time per rank of Teleportation (Improved). If they create any over this limit, one of the originals of your character's choice is destroyed.





# BEASTS

## BEAR (RIVAL)



**Skills:** Athletics 4 (🟡🟡🟡🟡), Brawl 3 (🟡🟡🟡), Coercion 3 (🟡🟡🟡), Perception 2 (🟡🟡), Resilience 2 (🟡🟡), Survival 4 (🟡🟡🟡🟡).

### Talents:

- **Adversary 1** (upgrade difficulty of all combat checks against this target once).

### Abilities:

- **Silhouette 2**

### Equipment:

- **Claws:** (Brawl; Damage: 7; Critical: 4; Range [Engaged], Concussive 1, Knockdown)
- **Bite:** (Brawl; Damage: 6; Critical: 3; Range [Engaged], Entangle 1, Pierce 3)

## BIG CAT (RIVAL)



**Skills:** Athletics 2 (🟡🟡), Brawl 2 (🟡🟡), Cool 3 (🟡🟡🟡), Coordination 2 (🟡🟡), Perception 2 (🟡🟡), Stealth 2 (🟡🟡).

### Talents:

- **Swift** (this creature does not suffer penalties for moving through difficult terrain).

### Abilities:

- **Ambush Predator** (when attacking a target that has not yet acted during the current encounter, this creature adds 🟡🟡 to its combat checks)
- **Pounce** (once per turn, while at short range this creature may perform a move maneuver to engage a target as an incidental).

### Equipment:

- **Claws and Fangs** (Brawl; Damage 6; Critical 2; Range [Engaged]; Vicious 3).

## BULL (RIVAL)



**Skills:** Athletics 3 (🟡🟡🟡), Brawl 1 (🟡), Coercion 2 (🟡🟡), Resilience 3 (🟡🟡🟡).

### Talents:

- **Bullrush** (When this creature makes a Brawl combat check after using a maneuver to engage a target, may spend 🟡🟡🟡 or 🟡 to knock the target prone and move them up to one range band away from this creature).

### Abilities:

- **Silhouette 2.**

### Equipment:

- **Horns** (Brawl; Damage 5; Critical 3; Range [Engaged]; Pierce 2, Vicious 4).

## CARNOSAUR (RIVAL)



**Skills:** Brawl 2 (🟡🟡), Resilience 3 (🟡🟡🟡), Survival 3 (🟡🟡🟡), Vigilance 3 (🟡🟡🟡).

### Talents:

- **Adversary 3** (upgrade difficulty of all combat checks against this creature twice)
- **Durable 3** (reduces any Critical Injury result they suffer by 30, to a minimum of 01)

### Abilities:

- **Silhouette 3**
- **Terrifying** (at the start of the encounter, all of their opponents must make a Daunting (🟡🟡🟡) Discipline (fear) check as an out-of-turn incidental. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy)
- **Fearless** (a carnosaur is immune to fear from any source)
- **Pest Control** (a carnosaur does not increase the difficulty of combat checks made against smaller silhouette targets)
- **Tail Sweep** (once per round, a carnosaur may spend 🟡🟡 or 🟡 generated by an opponent's melee attack check to automatically hit the opponent with a tail sweep attack for base damage)

### Equipment:

- **Crushing Bite** (Brawl; Damage: 10; Critical: 2; Range [Engaged]; Pierce 2, Vicious 3);
- **Tail Sweep** (Brawl; Damage: 9; Critical: 4; Range [Short]); Concussive 1, Knockdown)

## CROCODILE [RIVAL]



**Skills:** Athletics 2 (🟡🟢), Brawl 2 (🟡🟢), Cool 1 (🟡) Stealth 2 (🟡🟢), Resilience 1 (🟡🟢).

### Talents:

- None.

### Abilities:

- **Amphibious:** (May breathe underwater and never suffers movement penalties for traveling through water).
- **Death Roll:** (When this character makes a successful Brawl combat check against an immobilized target, it may inflict a Critical Injury without spending ⚡ or ☠️; it may still spend ⚡⚡⚡ or ☠️ to add +10 to the results).
- **Silhouette 2**

### Equipment:

- **Bite:** (Brawl; Damage: 6; Critical: 3; Range [Engaged], Ensnare 2, Vicious 2)

## DOG [RIVAL]



**Skills:** Athletics 1 (🟡🟢), Brawl 1 (🟡🟢), Charm 2 (🟡🟢), Perception 1 (🟡🟢), Survival 1 (🟡🟢), Vigilance 2 (🟡🟢).

### Talents:

- None.

### Abilities:

- **Pack Fighter** (if this creature makes a successful combat check, the next ally making a combat check against the same target during the same round adds ⚡⚡ to the results)
- **Silhouette 0.**

### Equipment:

- **Bite** (Brawl; Damage 4; Critical 3; Range [Engaged]; Knockdown).

## ELEPHANT [NEMESIS]



**Skills:** Athletics 1 (🟡🟢🟢), Brawl 2 (🟡🟢🟢), Discipline 2 (🟡🟢), Survival 2 (🟡🟢), Vigilance 3 (🟡🟢🟢).

### Talents:

- None.

### Abilities:

- **Encumbrance Capacity 30**
- **Silhouette 3**
- **Toss** (after making a combat check, this creature may spend ☠️ to move the target up to short range, inflict 4 strain, and knock the target prone).

### Equipment:

- **Tusks and trampling feet** (Brawl; Damage 10; Critical 4; Range [Engaged]; Knockdown).

## FALCON [RIVAL]



**Skills:** Athletics 2 (🟡🟢), Brawl 2 (🟡🟢), Perception 3 (🟡🟢🟢), Vigilance 3 (🟡🟢🟢).

### Talents:

- None.

### Abilities:

- **Flyer** (can fly; see page 100 of the Core Rulebook)
- **Silhouette 0**

### Equipment:

- **Claws and beak** (Brawl; Damage 3; Critical 3; Range [Engaged]; Vicious 1).

## GIANT BAT (RIVAL)



**Skills:** Brawl 2 (🟡🟢🟢), Coordination 2 (🟡🟢🟢), Perception 2 (🟡🟢🟢), Vigilance 3 (🟡🟢🟢).

### Talents:

- None.

### Abilities:

- **Flyer:** Can fly; see page 100.
- **Swoop Attack:** After making a Brawl combat check, can move from engaged to short range of the target as an incidental.

### Equipment:

- **Fangs:** Brawl; Damage 6; Critical 3; Range (Engaged).
- **Buffeting Wings:** Brawl; Damage 4; Critical 4; Range (Engaged); Disorient 3, Stun 3.

## GIANT BEETLE (RIVAL)



**Skills:** Brawl 3 (🟡🟢🟢), Coordination 2 (🟡🟢🟢), Stealth 2 (🟡🟢🟢), Survival 2 (🟡🟢🟢).

### Talents:

- **Swift** (a giant beetle does not spend additional maneuvers to move through difficult terrain).

### Abilities:

- None

### Equipment:

- **Mandibles:** (Brawl; Damage: 6; Critical: 3; Range [Engaged])
- **Caustic Blast (Bombardier Beetle):** (Brawl; Damage: 6; Critical: 3; Range [Short], Blast 6, Burn 3, Concussive 1, Slow Firing 2)
- **Scythe Mandibles (Death Head Beetle):** (Brawl; Damage: 8; Critical: 2; Range [Engaged], Pierce 2, Vicious 2)
- **Fiery Mandibles (Lava Beetle):** (Brawl; Damage: 6; Critical: 3; Range [Engaged], Burn 2)

## GIANT EAGLE (RIVAL)



**Skills:** Brawl 3 (🟡🟢🟢), Perception 4 (🟡🟢🟢), Survival 2 (🟡🟢🟢), Vigilance 3 (🟡🟢🟢).

### Talents:

- None.

### Abilities:

- **Silhouette 2.**
- **Flyer** (Must spend one maneuver per turn to stay aloft)
- **Swoop Attack** (after making a Brawl combat check, a giant eagle can move from engaged to short range of the target as an incidental).

### Equipment:

- **Razor Claws:** (Brawl; Damage: 6; Critical: 2; Range [Engaged], Linked 1, Pierce 2, Vicious 2).

## GIANT LIZARD (RIVAL)



**Skills:** Athletics 3 (🟡🟢🟢), Brawl 2 (🟡🟢🟢), Resilience 2 (🟡🟢🟢).

### Talents:

- **Swift:** A Giant Lizard does not spend extra maneuvers to move across difficult terrain.

### Abilities:

- **Skitter:** Can move across walls and ceilings without penalty.

### Equipment:

- **Claws and Fangs:** Brawl; Damage 7; Critical 3; Range (Engaged); Vicious 1.
- **Tail:** Brawl; Damage 7; Critical 4; Range (Engaged); Disorient 3, Knockdown.

## GIANT SPIDER (RIVAL)



**Skills:** Brawl 2 (🟡🟢🟢), Cool 2 (🟡🟢), Coordination 2 (🟡🟢), Ranged 1 (🟡🟢), Stealth 2 (🟡🟢), Vigilance 3 (🟡🟢🟢).

### Talents:

- None.

### Abilities:

- **Skitter:** Can move across walls, ceilings, and giant spider webs without penalty.
- **Silhouette 2**

### Equipment:

- **Venomous fangs:** Brawl; Damage 5; Critical 3; Range (Engaged); Burn 2, Pierce 3.
- **Acid Spit:** Ranged; Damage 4; Critical 4; Range (Short); Burn 2, Pierce 3
- or
- **Webbing:** Ranged; Damage 1; Critical 6; Range (Short); Ensnare 3.

## GIANT SPIDER BROODLING (MINION)



**Skills (group only):** Brawl, Cool, Coordination, Stealth, Vigilance

### Talents:

- None.

### Abilities:

- **Skitter:** Can move across walls, ceilings, and giant spider webs without penalty.

### Equipment:

- **Venomous fangs:** Brawl; Damage 4; Critical 3; Range (Engaged); Burn 1, Pierce 2,
- **Webbing:** Ranged; Damage 1; Critical 6; Range (Short); Ensnare 2.

## GIANT SPIDER MATRIARCH (NEMESIS)



**Skills:** Brawl 3 (🟡🟢🟢), Cool 3 (🟡🟢), Coordination 4 (🟡🟢🟢), Ranged 2 (🟡🟢), Stealth 3 (🟡🟢🟢), Vigilance 3 (🟡🟢🟢).

### Talents:

- Adversary 1 (upgrade difficulty of all combat checks against this creature once)

### Abilities:

- **Silhouette 3.**
- **Skitter** (can move across walls, ceilings, and giant spider webs without penalty)
- **Hatch Broodlings** (a giant spider matriarch may spend a maneuver to hatch a clutch of its eggs, adding a spider broodling minion group to the encounter. The broodlings may act immediately)
- **Paralytic Venom** (a target wounded by a giant spider matriarch's fangs must make a Hard Resilience check or be staggered until the end of its next turn. The giant spider matriarch may expend 🔄 or 🌀 to extend the duration of the paralysis by one round)

### Equipment:

- **Venomous Fangs:** (Brawl; Damage 7; Critical 2; Range [Engaged]; Burn 2, Pierce 3)
- **Acid Spit:** (Ranged; Damage 6; Critical 3; Range [Short]; Burn 2, Pierce 3)
- **Webbing:** (Ranged; Damage 2; Critical 6; Range [Short]; Ensnare 3)

## GIANT SCORPION (RIVAL)



**Skills:** Brawl 3 (🟡🟢🟢), Coordination 2 (🟡🟢), Stealth 2 (🟡🟢), Survival 2 (🟡🟢)

### Talents:

- None.

### Abilities:

- **Silhouette 2.**
- **Death Sting** (when incapacitated, a giant scorpion makes one out-of-turn Brawl attack with its stinger against an engaged opponent. This check gains 🟡, and +2 damage).

### Equipment:

- **Claws:** Brawl; Damage 6; Critical 4; Range (Engaged); Pierce 1.
- **Poisonous Stinger:** Brawl; Damage 5; Critical 3; Range (Engaged); Burn 3, Pierce 3, Poison 4, Prepare 1

## GIANT SNAKE [RIVAL]



**Skills:** Brawl 3 (●●●●), Resilience 2 (●●●●), Stealth 2 (●●)

### Talents:

- None.

### Abilities:

- **Silhouette 3.**
- **Swallow:** May make an opposed Brawl check to swallow an engaged target. If the check is successful, swallowed characters are immobilized and suffer 6 damage at the start of each round but can escape if the snake is killed or by making a successful Hard (◆◆) Athletics check.

### Equipment:

- **Jaws:** Brawl; Damage 6; Critical 2; Range (Engaged); Vicious 2.
- **Constricting coils:** Brawl; Damage 10; Critical 3; Range (Engaged); Ensnare 4, Stun 4.

## HORSE [MINION]



**Skills (group only):** Athletics, Resilience.

### Talents:

- None.

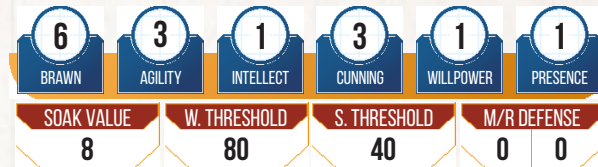
### Abilities:

- **Encumbrance Capacity 12**
- **Silhouette 2.**

### Equipment:

- **Hooves** (Brawl; Damage 4; Critical 4; Range [Engaged]; Knockdown, Stun 3).

## KRAKEN [NEMESIS]



**Skills:** Athletics 4 (●●●●), Brawl 4 (●●●●), Perception 2 (●●), Survival 2 (●●).

### Talents:

- **Adversary 2** (upgrade difficulty of all combat checks against this target twice).

### Abilities:

- **Amphibious** (this creature may breathe underwater and never suffers movement penalties for traveling through water)
- **Crush** (while engaged with a vehicle, this creature may make a Hard (◆◆) Athletics check as an action; if the check is successful, the vehicle suffers a Critical Hit and may not move during the following round)
- **Multitentacled** (after making a successful combat check, this creature may spend 3 strain to inflict one additional hit with its thrashing tentacles against one other target within short range that is no more difficult to hit than original target, dealing base damage +1 per ✨; it may do so up to three times)
- **Silhouette 5**

### Weapons:

- **Multiple thrashing tentacles** (Brawl; Damage 8; Critical 5; Range [Short]; Ensnare 3, Knockdown)
- **Piercing beak** (Brawl; Damage 15; Critical 2; Range [Engaged]; Breach 1, Vicious 3).

## RHINOCEROS [RIVAL]



**Skills:** Brawl 2 (●●), Resilience 2 (●●), Survival 2 (●).

### Talents:

- None.

### Abilities:

- **Silhouette 2**

### Equipment:

- **Goring Horn** (Brawl; Damage: 8; Critical: 4; Range [Engaged], Pierce 3, Vicious 2)
- **Trample** (Brawl; Damage: 8; Critical: 5; Range [Engaged], Concussive 1, Knockdown, Disorient 3)

## SCARAB SWARM (RIVAL)



**Skills:** Brawl 1 (🟢🟢🟢), Coordination 2 (🟢🟢),

**Talents:**

- None.

**Abilities:**

- **Silhouette 2**
- **Teeming Threat** (as a maneuver, a swarm may engage all living targets within Short range, and take an attack action against each target. Swarm attacks cannot be parried)
- **Swarm** (halve the damage dealt to the swarm before applying soak, unless the weapon has the Blast or Burn quality [regardless of whether the quality is activated])
- **Voracious** (enemies who are Engaged with a scarab swarm at the start of their turn must make a Hard [🟡🟡🟡] Resilience check as an incidental or suffer 4 wounds)

**Talents:**

- **Mandibles:** (Brawl; Damage: 1; Critical: 4; Range [Engaged]; Pierce 3, Stun 3)

## SCORPION SWARM (RIVAL)



**Skills:** Brawl 1 (🟢), Coordination 2 (🟢🟢).

**Talents:**

- None.

**Abilities:**

- **Silhouette 2**
- **Swarm:** Halve the damage dealt to the swarm before applying soak, unless the weapon has the Blast or Burn quality (regardless of whether the quality is activated).
- **Venomous:** Enemies who are wounded by a scorpion swarm must make a Hard [🟡🟡🟡] Resilience check as an out-of-turn incidental or suffer 4 additional wounds, and must check again on their next turn if the check generates ☒.

**Equipment:**

- **Claws and Stingers:** Brawl; Damage 1; Critical 4; Range (Engaged); Pierce 3, Stun 3.

## SHARK (RIVAL)



**Skills:** Athletics 3 (🟢🟢🟢), Brawl 4 (🟢🟢🟢🟢), Perception 3 (🟢🟢🟢), Stealth 2 (🟢🟢), Vigilance 2 (🟢🟢).

**Talents:**

- **Adversary 1** (upgrade difficulty of all combat checks against this target once).

**Abilities:**

- **Aquatic** (this creature suffers no penalties for moving through water and can breathe underwater, but cannot move or survive on land).

**Equipment:**

- **Powerful Jaws** (Brawl; Damage 8; Critical 2; Range [Engaged]; Ensnare 1, Vicious 4).

## VENOMOUS SNAKE (RIVAL)



**Skills:** Brawl 2 (🟢🟢), Perception 2 (🟢🟢), Survival 2 (🟢🟢).

**Talents:**

- None.

**Abilities:**

- **Neurotoxin** (if this creature inflicts wounds with a combat check, the target must make a Hard [🟡🟡🟡] Resilience check; upon failure, the target suffers 5 wounds, plus 1 strain per ☒; ☒ means the target must make another Resilience check at the same difficulty at the start of their next turn or suffer the same effects)
- **Silhouette 0.**

**Equipment:**

- **Fangs** (Brawl; Damage 2; Critical 5; Range [Engaged]; Pierce 2).

## WINGED APE (RIVAL)



**Skills:** Athletics 3 (●●●●●), Brawl 3 (●●●●●), Stealth 2 (●●●), Vigilance 2 (●●).

### Talents:

- None.

### Abilities:

- **Carry Off** (if a winged ape Ensnare a Silhouette 1 or smaller target with its Claws, it may force the target to make an opposed Athletics check. If the target fails, it is carried aloft by the winged ape, and is treated as Short range from the ground. The target can make another opposed Athletics check on its turn to break free, but will then fall if it has no means of flight. The winged ape can drop a carried target as an incidental on its next turn)
- **Swoop Attack** (after making a Brawl combat check, a winged ape can move from engaged to short range of the target as an incidental).

### Equipment:

- **Claws** (Brawl; Damage: 7; Critical: 3; Range [Engaged], Ensnare 2, Vicious 1)

## WINTER WOLF (MINION)



**Skills (group only):** Athletics, Brawl, Perception, Ranged, Resilience

### Talents:

- None.

### Abilities:

- **Pack Tactics** (when this creature's minion group consists of at least two minions and is engaged with a target, they can spend a maneuver to prevent the target from disengaging from the minion group until the end of their next turn and to add AA to their next combat check against that target).
- **Iceborn:** (a winter wolf does not suffer damage from natural cold or ice, and doubles its soak for purposes of reducing damage from magical cold or ice).

### Talents:

- **Bite** (Brawl; Damage: 6; Critical: 3; Range [Engaged], Vicious 1)
- **Icy Blast** (Ranged; Damage: 6; Critical: 3; Range [Short], Blast 6, Elemental (Cold), Ensnare 3, Slow Firing 2)

## WOLF (MINION)



**Skills (group only):** Athletics, Brawl, Coercion, Survival.

### Talents:

- **Abilities:** Pack Tactics (when this creature's minion group consists of at least two minions and is engaged with a target, they can spend a maneuver to prevent the target from disengaging from the minion group until the end of their next turn and to add AA to their next combat check against that target)
- **Silhouette 0.**

### Weapons:

- **Bite** (Brawl; Damage: 5; Critical: 3; Range [Engaged]; Knockdown, Vicious 1).

## WOOLY MAMMOTH (RIVAL)



**Skills:** Brawl 1 (●●●●●), Resilience 3 (●●●●●), Survival 2 (●●).

### Talents:

- None.

### Abilities:

- **Silhouette 3**
- **Sweep** (a mammoth may spend 2 Advantage to hit an additional target with a successful Brawl check, if the additional target is Engaged with the first target)
- **Trample** (if a mammoth takes a maneuver to move closer to its target before attacking with its Feet, it gains 1 Boost to its attack check and deals +2 damage).

### Equipment:

- **Tusks:** (Brawl; Damage: 10; Critical: 5; Range [Engaged], Concussive 1)
- **Feet** (Brawl; Damage: 12; Critical: 4; Range [Engaged], Knockdown)


# DEMONS

## FIENDS

All adversaries under the Demon and Devil category count as Fiends and all have the following ability:

- **Fiendish** (a fiend is immune to fire, poison, and disease. A fiend doubles its soak vs. non-magical attacks)

In addition all Demons have this ability:

- **Demon** (social skill checks targeting demons automatically fail with ; regardless of the method, attempted communications with demons is doomed to failure [or worse, tragic and horrible misunderstanding]).











































## APEX NEMESIS

Any Nemesis adversary is a significant challenge, but some are especially dangerous. An adversary of this magnitude will be noted as an Apex Nemesis. Apex Nemeses are built to be extremely challenging, and can quickly wipe out an unprepared group. Please use discretion when fielding these adversaries.



We also recommend using the Nemesis Extra Activation Rules found on page 204 of the Genesys Core Rulebook, to make your monster feel more dangerous while facing off against a group of PCs.

## BALOR (APEX NEMESIS)






6	2	4	3	5	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		S. THRESHOLD	
9		35		20	
			M/R DEFENSE		
			3		1

**Skills:** Athletics 3 (, , , , , ), Cool 3 (, , ), Coercion 5 (, , , , , , , , , ), Discipline 3 (, , ), Leadership 3 (, , , , ), Melee (Light) 4 (, , , , , , , ), Resilience 3 (, , , , ), Vigilance 2 (, ).

### Talents:

- **Adversary 3** (Upgrade difficulty of all combat checks against this creature three times)
- **Field Commander** May make an Average () Leadership check as an action; if successful, up to 4 allies may immediately suffer 1 strain to perform one maneuver out of turn.  may be spent to allow an ally to take an action instead of a maneuver.

### Abilities:

- **Fiendish**
- **Flyer:** Can fly; see page 100 of the Genesys Core Rulebook.
- **Demon**
- **Terrifying** (at the start of the encounter, all of their opponents must make a Formidable (, , , , ) fear check as an out-of turn incidental. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy)
- **Devastating** (when they inflicts a Critical Injury, +30 is added to the resulting Critical Injury result)
- **Greater Magic Resistance** (increase and upgrade the difficulty of any magic skill check targeting it once.)
- **Hellfire Aura** (a creature that begins its turn in Engaged range with a Valroth suffers 3 wounds from the demon's blazing aura)
- **Multiattack** does not increase the difficulty of combined checks to attack with its flaming sword and whip)
- **Silhouette 3**
- **Whip Drag** (a balor that Ensnares a target with its whip may suffer 2 strain to drag the target one range band closer, to a minimum of Engaged as an incidental. While a target is Ensnared, the balor cannot use its whip to make attacks)

### Equipment:

- **Electric Sword** (Melee Light; Damage: 10; Critical: 2; Range [Short]; Defensive 2, Elemental (Electric), Stun 4)
- **Barbed Flaming Whip** (Melee Light; Damage: 10; Critical: 3; Range [Medium]; Burn 3, Elemental (Fire), Ensnare 3, Pierce 2)



## BARLGURA (RIVAL)



**Skills:** Brawl 3 (●●●●)

**Talents:**

- None

**Abilities:**

- **Fiendish**
- **Demon**
- **Berserker** (when they suffers one or more wounds, it deals +2 damage with all attacks. If it suffers a Critical Injury, it deals +4 damage with all attacks)
- **Silhouette 2**

**Equipment:**

- **Fists** (Brawl); Damage: 8; Critical: 3; Range [Engaged]; Concussive 1, Disorient 3, Knockdown)

## GLABREZU (RIVAL)



**Skills:** Athletics 3 (●●●●), Brawl 3 (●●●●), Cool 2 (●●), Resilience 2 (●●).

**Talents:**

- **Adversary 2:** Upgrade difficulty of all combat checks against this target twice.

**Abilities:**

- **Fiendish**
- **Demon**
- **Fearless** (immune to Coercion and fear from any source)
- **Magic Resistance** (upgrades the difficulty of any magic skill check targeting it by one)
- **Power Word: Stun** (as a maneuver, may spend a Story Point to target an enemy in Short range with a blasphemous word of power. The target must succeed at a Hard Discipline check or be staggered until the end of its next turn. If the target succeeds, it is immobilized instead. In either case, the target suffers 4 strain)

**Equipment:**

- **Claws** (Brawl; Damage: 10; Critical: 3; Range [Engaged], Linked 1, Pierce 2, Sunder)
- **Hands** (Brawl; Damage: 7; Critical: 2; Range [Engaged], Disorient 3, Linked 1, Knockdown)
- **Bite** (Brawl; Damage: 8; Critical: 3; Range [Engaged], Pierce 2, Vicious 2)

## GORISTRO (NEMESIS)



**Skills:** Athletics 5 (●●●●), Brawl 4 (●●●●), Cool 3 (●●), Coercion 3 (●●●), Discipline 3 (●●●), Resilience 3 (●●●), Vigilance 4 (●●●●).

**Talents:**

- **Adversary 2:** Upgrade difficulty of all combat checks against this creature two times)

**Abilities:**

- **Silhouette 3**
- **Orientation** (Add ■■■ to any roll made by a minotaur during a chase through a maze or dungeon)
- **Fiendish**
- **Demon**
- **Greater Magic Resistance** (increase and upgrade the difficulty of any magic skill check targeting it once.)
- **Terrifying** (at the start of the encounter, all of their opponents must make a Hard fear check as an out-of-turn incidental. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy).
- **Devastating** (when they inflicts a Critical Injury, +20 is added to the resulting Critical Injury result)
- **Goring Charge** (if they use a maneuver to engage an opponent, it may make a gore attack as an incidental)

**Equipment:**

- **Fists** (Brawl; Damage: 8; Critical: 2; Range [Engaged] Linked 1, Knockdown)
- **Goring Horn** (Brawl; Damage: 12; Critical: 4; Range [Engaged], Pierce 3, Vicious 2)
- **Trample** (Brawl; Damage: 10; Critical: 5; Range [Engaged], Knockdown, Disorient 3, Inaccurate 1)

### HELLHOUND (MINION)



**Skills (group only):** Athletics, Brawl, Perception, Ranged

**Talents:**

- None

**Abilities:**

- **Fiendish**
- **Demon**
- **Pack Tactics** (when this creature's minion group consists of at least two minions and is engaged with a target, they can spend a maneuver to prevent the target from disengaging from the minion group until the end of their next turn and to add  $\Delta\Delta$  to their next combat check against that target).

**Equipment:**

- **Bite** (Brawl; Damage: 6; Critical: 2; Range [Engaged], Vicious 1)
- **Fiery Breath** (Ranged; Damage: 6; Critical: 3; Range [Short], Blast 6, Burn 1, Elemental (Fire), Slow Firing 2)

### LESSER DEMON (MINION)



**Skills (group only):** Brawl, Resilience, Vigilance

**Talents:**

- None

**Abilities:**

- **Fiendish**
- **Demon**
- **Miasma** (any non-demonic creature within Short range of lesser demons must make a Hard Resilience check at the start of their turn, or suffer 2 strain from their nauseating emissions)
- **Strength in Numbers** (if there is more than one minion group of lesser demons within Short range of each other, all such groups gain +1 damage)

**Equipment:**

- **Claws** (Brawl; Damage: 3; Critical: 4; Range [Engaged]),
- **Bite** (Brawl; Damage: 5; Critical: 3; Range [Engaged], Vicious 1)

### LOST SOULS (MINION)



**Skills (group only):** Brawl, Resilience

**Talents:**

- **None**

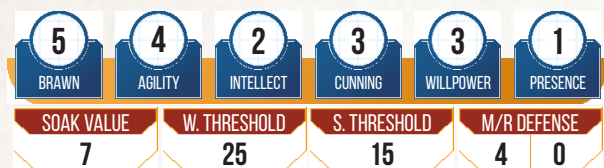
**Abilities:**

- **Demon**
- **Fiendish**
- **They're All Over Me!** Enemies who start their turn engaged with this character lose their free maneuver
- **Aura of Despair** (any non-demonic creature Engaged with a troupe of lost souls increases the difficulty of any Willpower-based skill check they make by one)

**Equipment:**

- **Claws** (Brawl; Damage: 3; Critical: 4; Range [Engaged] Vicious 1)

## MARILITH (NEMESIS)



**Skills:** Brawl 3 (●●●◆◆), Coercion 5 (●●●◆◆◆), Coordination 2 (●●◆◆), Melee Light 4 (●●●◆◆), Vigilance 3 (●●●).

### Talents:

- **Adversary 2:** Upgrade difficulty of all combat checks against this target twice.

### Abilities:

- **Silhouette 2**
- **Fiendish**
- **Demon**
- **Greater Magic Resistance** (increase and upgrade the difficulty of any magic skill check targeting it once.)
- **Rain of Steel:** (a malithar has six limbs, and wields a weapon in each hand. A malithar does not increase the difficulty of its attacks to activate auto-fire, can activate auto-fire with **A**, and its initial target does not need to be the target with the highest difficulty and defense)
- **Constrict:** (if a malithar Ensnare a target with its tail, it may use a maneuver to constrict the target. While constricted, the target is immobilized, and suffers 3 wounds per round at the start of its turn. A malithar can maintain constriction by spending a maneuver each round to do so, but cannot use maneuvers to move while doing so, and cannot make tail attacks. A target may escape the constriction by succeeding at an opposed Athletics check)

### Equipment:

- **Demonic Swords:** (Melee; Damage: 8; Critical: 2; Range [Engaged], Defensive 4, Vicious 2, Auto-Fire)
- **Tail Lash:** (Melee; Damage: 10; Critical: 3; Range [Engaged]; Ensnare 3)

## NIGHTMARE (RIVAL)



**Skills:** Athletics 3 (●●●◆◆), Brawl 3 (●●●◆◆), Discipline 2 (●●◆◆), Resilience 3 (●●●◆◆), Survival 2 (●●◆◆).

### Talents:

- **None**

### Abilities:

- **Fiendish**
- **Demon**
- **Flyer:** This adversary can fly; see page 100 of the Genesys Core Rulebook.
- **Silhouette 2**
- **Ethereal Stride:** As an action, the nightmare may spend a Story Point and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the Material Plane, or vice versa.

### Equipment:

- **Hooves:** (Brawl; Damage 8; Critical 3; Range [Engaged]; Burn 3, Disorient 3, Elemental (Fire), Knockdown)
- **Infernal Barding:** (+3 soak and defense)

## VROCK (RIVAL)



Skill: Brawl 3

### Talents:

- **Adversary 1** (upgrade difficulty of all combat checks against this creature once)

### Abilities:

- **Fiendish**
- **Demon**
- **Silhouette 2**
- **Flyer:** Can fly; see page 100 of the Genesys Core Rulebook.
- **Stunning Screech** (Once per session, the vrock emits a horrific screech. Each creature within short range of it that can hear it and that isn't a demon must succeed on a ◆◆ Discipline check or be staggered until the end of the vrock's next turn.)

### Equipment:

- **Claws** (Brawl; Damage: 7; Critical: 4; Range [Engaged]) Pierce 1, Vicious 1,
- **Beak** (Brawl; Damage: 8; Critical: 3; Range [Engaged], Pierce 3, Vicious 2)

# DEVILS

## AMNIZU (NEMESIS)



**Skills:** Arcana 4 (○○○○○○), Brawl 3 (○○○○), Discipline 4 (○○○○), Melee (Light) 4 (○○○○), Perception 3 (○○○○), Vigilance 3 (○○○○).

### Talents:

- **Adversary 3** (Upgrade difficulty of all combat checks against this creature three times)

### Abilities:

- **Fiendish**
- **Power Word: Stun** (as a maneuver, may spend a Story Point to target an enemy in Short range with a blasphemous word of power. The target must succeed at a Hard Discipline check or be staggered until the end of its next turn. If the target succeeds, it is immobilized instead. In either case, the target suffers 4 strain)
- **Magic Resistance** (upgrades the difficulty of any magic skill check targeting it by one)

### Equipment:

- **Disruptive Touch:** Brawl; Damage: 4; Critical: 3; Range [Engaged]; Breach 1, Vicious 2
- **Taskmaster Whip:** Melee (Light); Damage: 6; Critical: 3; Range [Engaged], Defensive 1, Ensnare 3, Pierce 5, Sunder)

## BARBED DEVIL (RIVAL)



**Skill:** Athletics 2, Brawl 3, Cool 2, Discipline 3, Resilience 3, Perception 3, Ranged 2

### Talents:

- **Adversary 1**

### Abilities:

- **Fiendish**

### Equipment:

- **Claws** (Brawl; Damage: 6; Critical: 4; Range [Engaged]),
- **Tail** (Brawl; Damage: 7; Critical: 3; Range [Engaged], Vicious 1),
- **Hurl Hellfire** (Ranged; Damage: 6; Critical 3; Range [Medium], Burn 2, Blast 6)

## BEARDED DEVIL (MINION)



**Skills:** Brawl, Melee

### Talents:

- None

### Abilities:

- **Fiendish**

### Equipment:

- **Beard** (Brawl); Damage: 6; Critical: 3; Range [Engaged]; Ensnare 3, Poison 4)
- **Glaive** (Melee Heavy); Damage: 7; Critical: 3; Range [Short]; Burn 2 (Infernal Wound), Reach, Pierce 2)

## BONE DEVIL (RIVAL)



**Skills:** Athletics 2, Brawl 3,

### Talents:

- **Adversary 1** (upgrade difficulty of all combat checks against this creature once)

### None

### Abilities:

- **Flyer:** Can fly; see page 100 of the Genesys Core Rulebook.
- **Fiendish**
- **Multiattack** (A narcares does not increase the difficulty of combined checks to attack with its claws and tail, and may spend 2 Advantage or Triumph to hit with each additional weapon)

### Equipment:

- **Claws** (Brawl); Damage: 8; Critical: 3; Range [Engaged], Pierce 2, Linked 1, Vicious 2),
- **Tail Lash** (Brawl; Damage: 9; Critical: 4; Range [Engaged], Poison 8, Pierce 3)

## CHAIN DEVIL (RIVAL)



**Skills:** Resilience 2, Discipline 3, Melee (Heavy) 3,

**Talents:**

- **Adversary 2** (upgrade difficulty of all combat checks against this creature twice)

**Abilities:**

- **Fiendish**

**Equipment:**

- **Chain** (Melee Heavy); Damage: 8; Critical: 3; Range [Short], Ensnare 3, Auto-Fire)

## ERINYES (NEMESIS)



**Skills:** Melee Light 4 (🟡🟡🟡🟡🟢), Coercion 3 (🟡🟡🟡), Coordination 2 (🟡🟡🟢), Discipline 3 (🟡🟡🟡), Vigilance 3 (🟡🟡🟡).

**Talents:**

- **Adversary 2:** Upgrade difficulty of all combat checks against this target twice.
- **Parry 3:** When an Eriyves suffers a hit from a melee combat check, after damage is calculated (but before soak is applied, so immediately after Step 3 of Perform a Combat check on page 102 of Genesys Core Rulebook), they may take a Parry incidental. They suffer 3 strain and reduce the damage dealt by that hit by five. This talent may only be used once per hit and when the character is wielding a Melee weapon.
- **Improved Parry:** When this character suffers a hit from a melee combat check and uses Parry to reduce the damage from that hit, after the attack is resolved, they may spend 🟡🟡🟡 or 🟡 from the attacker's check to use this talent. Then, the character automatically hits the attacker once with a Brawl or Melee weapon they are wielding. The hit deals the weapon's base damage, plus any damage from applicable **talents** or abilities. The character can't use this talent if the original attack incapacitates them

**Abilities:**

- **Silhouette 2**
- **Fiendish**
- **Magic Resistance** (upgrades the difficulty of any magic skill check targeting it by one)

**Equipment:**

- **Demonic Swords:** (Melee; Damage: 8; Critical: 2; Range [Engaged], Defensive 1, Pierce 2, Vicious 2, Auto-Fire)
- **Rope of Entanglement:** (Melee; Damage: -; Critical: 5; Range [Engaged]; Accurate 2, Ensnare 4 (Innate), Superior)

## HORNED DEVIL (RIVAL)



**Skills:** Coordination 3, Brawl 3, Melee (Heavy) 4, Ranged 3, Vigilance 3

**Talents:**

- **Adversary 1** (upgrade difficulty of all combat checks against this creature once)

**Abilities:**

- **Flyer:** Can fly; see page 100 of the Genesys Core Rulebook.
- **Fiendish**
- **Multiattack** (A narcares does not increase the difficulty of combined checks to attack with its trident and tail, and may spend 2 Advantage or Triumph to hit with each additional weapon)

**Equipment:**

- **Demonic Fork** (Melee (Heavy); Damage: 9; Critical: 3; Range [Engaged], Pierce 2, Vicious 3),
- **Tail Lash** (Brawl; Damage: 7; Critical: 2; Range [Engaged], Burn 2 (Infernal Wounding), Knockdown, Pierce 1),
- **Hurl Hellfire** (Ranged; Damage: 9; Critical 3; Range [Medium], Burn 2, Blast 6)

## ICE DEVIL (RIVAL)



**Skills:** Athletics 2, Brawl 3, Cool 2, Leadership 2, Melee (Heavy) 3, Resilience 3

### Talents:

- **Adversary 2** (upgrade difficulty of all combat checks against this creature twice)

### Abilities:

- **Silhouette 2**
- **Fiendish**
- **Iceborn** (does not suffer damage from natural cold, and doubles its soak for purposes of reducing damage from magical ice or cold)
- **Icy Barrier** (may spend a Story Point to summon a barrier of ice within Short range to separate its enemies, or to enclose them. This can take the form of a wall up to 60 feet long, 10 feet high, and a foot thick, or a hemispherical dome 20 feet in height. The wall can be breached with a Daunting Athletics check, or by dealing 10 or more points of damage in a single attack. The barrier is unnaturally frigid: non-demonic creatures in Engaged range of the barrier, or enclosed within it, suffer 5 wounds per turn from the brutal cold)
- **Magic Resistance** (upgrades the difficulty of any magic skill check targeting it by one)

### Equipment:

- **Frigid Polearm** (Melee (Heavy); Damage: 9; Critical: 3; Range [Engaged], Defensive 1, Elemental (Cold), Ensnare 3, Pierce 3, Sunder)
- **Spiked Tail** (Brawl; Damage: 8; Critical: 4; Range [Engaged], Pierce 2, Vicious 2)

## MERREGON (RIVAL)



**Skills:** Athletics 2, Brawl 3, Cool 2, Discipline 3, Resilience 3, Perception 3, Ranged 2

### Talents:

- **Adversary 1** (upgrade difficulty of all combat checks against this creature once)

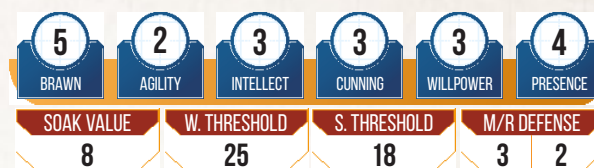
### Abilities:

- **Fiendish**

### Equipment:

- **Glaive** (Melee Heavy); Damage: 7; Critical: 3; Range [Short]; Reach, Pierce 2)

## NARZUGON (NEMESIS)



**Skills:** Cool 3 (⬢⬢⬢⬢), Discipline 3 (⬢⬢⬢⬢), Melee (Heavy) 3 (⬢⬢⬢⬢⬢⬢), Leadership 3 (⬢⬢⬢⬢⬢), Ranged 4 (⬢⬢⬢⬢), Resilience 2 (⬢⬢⬢⬢⬢), Riding 4 (⬢⬢⬢⬢⬢).

### Talents:

- **Adversary 2:** Upgrade the difficulty of combat checks targeting this character twice.
- **Parry 3:** When this character suffers a hit from a melee combat check, after damage is calculated (but before soak is applied, so immediately after Step 3 of Perform a Combat check on page 102 of Genesys Core Rulebook), they may take a Parry incidental. They suffer 3 strain and reduce the damage dealt by that hit by five. This talent may only be used once per hit and when the character is wielding a Melee weapon.
- **Improved Parry:** When this character suffers a hit from a melee combat check and uses Parry to reduce the damage from that hit, after the attack is resolved, they may spend ⬢⬢⬢ or ⬢ from the attacker's check to use this talent. Then, the character automatically hits the attacker once with a Brawl or Melee weapon they are wielding. The hit deals the weapon's base damage, plus any damage from applicable talents or abilities. The character can't use this talent if the original attack incapacitates them.

### Abilities:

- **Fiendish**
- **Mounted Charge:** A mounted character adds ⬢⬢ to its first melee attack after performing a maneuver to engage the target in the same turn.
- **Terrifying:** At the start of the encounter, all of their opponents must make a Daunting (⬢⬢⬢⬢) fear check as an out-of-turn incidental, as per page 243 of the Genesys Core Rulebook. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy.
- **Undead:** Does not need to breathe, eat, or drink, and can survive underwater; immune to poisons and toxins.

### Equipment:

- **Sword:** Melee (Light); Damage 9; Critical 2; Range (Engaged); Defensive 1, Pierce 2.
- **Flail:** Melee (Heavy); Damage 10; Critical 3; Range (Engaged); Cumbersome 3, Linked 1, Unwieldy 3, Vicious 2.
- **Hurl Hellfire** (Ranged; Damage: 9; Critical 3; Range [Medium], Burn 2, Blast 7)
- **War Mount, a Nightmare**

## SPINED DEVIL (MINION)



**Skills:** Brawl, Ranged

**Talents:**

- None

**Abilities:**

- **Silhouette 0**
- **Flyer:** Can fly; see page 100 of the Genesys Core Rulebook.
- **Fiendish**
- **Impalement** (a barbakul may spend 3 Threat or Despair on a melee combat check targeting them to cause the attacker to suffer 4 wounds from its barbed spikes [uses a spike])
- **Multiattack** (A barbakul does not increase the difficulty of combined checks to attack with its claws and bite, and may spend 2 Advantage or Triumph to hit with each additional weapon)

**Equipment:**

- **Claws** (Brawl; Damage: 5; Critical: 3; Range [Engaged], Pierce 2, Linked 1),
- **Bite** (Brawl; Damage: 6; Critical: 2; Range [Engaged], Vicious 3),
- **Spikes** (Ranged; Damage: 6; Critical 3; Range [Medium], Linked 2, Limited Ammo 8)

## PIT FIEND (APEX NEMESIS)



**Skills:** Arcane 2 (●●◆◆), Athletics 3 (●●●◆◆◆), Brawl 4 (●●●●◆◆◆◆), Cool 3 (●●●◆◆◆), Coercion 5 (●●●●●◆◆◆), Discipline 3 (●●●◆◆◆), Melee (Light) 4 (●●●●◆◆◆◆), Resilience 3 (●●●◆◆◆), Vigilance 2 (●●◆◆◆◆).

**Talents:**

- **Adversary 3:** Upgrade difficulty of all combat checks against this creature three times

**Abilities:**

- **Fiendish**
- **Terrifying** (at the start of the encounter, all of their opponents must make a Formidable (●●●●◆◆) fear check as an out-of turn incidental. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy)
- **Greater Magic Resistance** (increase and upgrade the difficulty of any magic skill check targeting it once.)
- **Devastating** (when they inflicts a Critical Injury, +20 is added to the resulting Critical Injury result)
- **Multiattack** (does not increase the difficulty of combined checks to attack with its claws, mace, tail, and bite, and may spend 2 Advantage or Triumph to hit with each additional weapon)
- **Silhouette 2**

**Spells:** Pit Fiend can choose any magic action allowed for the Arcana skill, and may select additional spell effects, as normal. The spells they use most often are the following:

- **Attack** (◆◆): **Fireball:** Damage 13; Critical 2; Range Medium; Burn 5, Blast (Medium Range) 10, Exhausting 2, Vicious 5
- **Area** (◆◆◆): **Wall of Fire:** Select one target within Medium range. Within short range of the affected area is considered an atmosphere of Fire with a rating equal to the 5 + number of uncancelled ✨. **Wall:** Instead of the normal effects of the spell, the area affect by this spell is considered impassible terrain
- **Curse** (◆◆◆): **Hold Monster:** Select one target within short range. If the check is successful, until the end of the fiend's next turn, the target decreases the ability of any skill checks they make by one. Also they are staggered. The fiend can sustain this effect with the concentrate maneuver.

**Equipment:**

- **Mace:** (Melee (Light); Damage: 13; Critical: 4; Range [Short], Disorient 3, Knockdown, Sunder)
- **Claws:** (Brawl; Damage: 10; Critical: 3; Range [Engaged] Pierce 2, Sunder)
- **Tail:** (Brawl; Damage: 8; Critical: 5; Range [Engaged], Knockdown)
- **Bite:** (Brawl; Damage: 11; Critical: 3; Range [Engaged], Pierce 2, Vicious 2)

# DRAGONS

## ADULT DRAGON (NEMESIS)

5	4	2	4	4	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		S. THRESHOLD	
8		30		20	
M/R DEFENSE			M/R DEFENSE		
0			0		

**Skills:** Brawl 4 (●●●●●◆), Coercion 4 (●●●●●), Cool 3 (●●●◆), Discipline 4 (●●●●●), Ranged 4 (●●●●●), Resilience 4 (●●●●●◆), Vigilance 3 (●●●●◆).

### Talents:

- **Adversary 3:** Upgrade the difficulty of combat checks targeting this character twice.
- **Swift:** A dragon does not perform additional maneuvers to move through difficult terrain.

### Abilities:

- **Flyer:** Can fly; see page 100 of the Genesys Core Rulebook.
- **Silhouette 3.**
- **Elementborn** (does not suffer damage from natural sources of its element, and doubles its soak for purposes of reducing damage from magical sources of its element)
- **Sweep Attack:** A dragon may spend ▲ from a Brawl check to hit one additional engaged opponent that would be no more difficult to attack than the original target, dealing base damage +1 damage per ★.
- **Terrifying:** At the start of the encounter, all opponents must make a Daunting (◆◆◆◆) fear check as an out-of-turn incidental, as per page 243 of the Genesys Core Rulebook. If there are multiple sources of fear in the encounter, the opponents make one fear check against the most terrifying enemy.

### Equipment:

- **Elemental Breath:** Ranged; Damage 12; Critical 3; Range (Medium); Blast 10, Burn 2, Elemental (Special), Slow-Firing 1.
- **Claws:** Brawl; Damage 10; Critical 2; Range (Engaged); Knockdown, Vicious 3.

## ANCIENT DRAGON (APEX NEMESIS)

6	4	5	4	5	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		S. THRESHOLD	
9		40		30	
M/R DEFENSE			M/R DEFENSE		
0			0		

**Skills:** Arcane 4 (●●●●●◆), Brawl 4 (●●●●●◆), Charm 3 (●●●●◆), Coercion 4 (●●●●●◆), Cool 3 (●●●●◆), Discipline 4 (●●●●●◆), Ranged 4 (●●●●●), Resilience 4 (●●●●●◆), Vigilance 3 (●●●●◆).

### Talents:

- **Adversary 4:** Upgrade the difficulty of combat checks targeting this character four times.

### Abilities:

- **Claw Sweep:** A dragon may spend ▲ from a Brawl check to hit an additional engaged opponent that would be no more difficult to attack than the original target, dealing base damage +1 damage per ★.
- **Flyer:** Can fly; see page 100 of the Genesys Core Rulebook.
- **Elementborn** (does not suffer damage from natural sources of its element, and doubles its soak for purposes of reducing damage from magical sources of its element)
- **Silhouette 4**
- **Tail Flick:** May spend Ⓢ on a successful Brawl combat check to inflict one Critical Hit on a vehicle of silhouette 3 or less at medium range.
- **Terrifying:** At the start of the encounter, all of their opponents must make a Daunting (●●●◆) fear check as an out-of-turn incidental, as per page 243 of the Genesys Core Rulebook. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy.

**Spells:** Ancient dragons can use any magic actions allowed for the Arcane skill, and may select additional effects as normal. The spells they use most often are the following:

- **Unbind Spell:** The dragon chooses a target within short range that is under the effects of a spell and makes a Hard (◆◆◆) Arcane check. If the check is successful, the spell effects on the target end.
- **Words of Unmaking:** The dragon chooses one magic item (including a magic weapon and armor or runebound shard within medium range and make an Daunting (◆◆◆◆) Arcane check. If successful, until the beginning of the dragon's next turn that item loses its magical ability and becomes a mundane gem, suit of armor, sword, rock, etc for 4 rounds.

### Equipment:

- **Elemental Breath:** Ranged; Damage 14; Critical 3; Range Medium; Blast 12, Burn 3, Elemental (Special), Slow-Firing 2
- **Claws:** Brawl; Damage 13; Critical 2; Range Engaged; Knockdown, Sunder, Vicious 5
- **Wings:** Ranged; Damage 10; Critical 3; Range Medium; Auto-Fire, Disorient 4, Knockdown



## HALF DRAGON (RIVAL)



**Skills:** Brawl 2 (●●●●), Coercion 2 (●●●●), Melee (Heavy) 1 (●●●●), Ranged 2 (●●●●), Resilience 2 (●●●●), Vigilance 1 (●●●●)

### Talents:

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.

### Abilities:

- **Draconic Heritage:** Dragon hybrids reduce the damage they take from their element and similar sources by 3, **Flyer:** Can fly; see page 100 of the Genesys Core Rulebook.

### Equipment:

- **Greatsword:** Melee (Heavy); Damage 8; Critical 2; Range (Engaged); Defensive 1, Pierce 1, Unwieldy 3.
- **Elemental Breath:** Ranged; Damage 6; Critical 3; Range (Short); Blast 6, Burn 1, Elemental (Special), Prepare 1, Slow-Firing 2,
- **Talons:** Brawl; Damage 5; Critical 3; Range (Engaged); Vicious 1.

## SEA DRAGON (NEMESIS)



**Skills:** Athletics 2 (●●●●), Brawl 4 (●●●●), Discipline 3 (●●●●), Resilience 4 (●●●●), Vigilance 2 (●●●●)

### Talents:

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.

### Abilities:

- **Aquatic:** A Sea Dragon never treats water as difficult terrain and can breathe underwater.
- **Crush** (while engaged with a vehicle, this creature may make a Hard [◆◆◆] Athletics check as an action; if the check is successful, the vehicle suffers a Critical Hit and may not move during the following round)
- **Silhouette 4.**
- **Terrifying:** At the start of the encounter, all of its opponents must make a Hard [◆◆◆] fear check as an out-of-turn incidental, as per page 243 of the Genesys Core Rulebook. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy.

### Equipment:

- **Massive Jaws:** Brawl; Damage 12; Critical 2; Range (Engaged); Ensnare 2, Vicious 4.
- **Tail and Fins:** Brawl; Damage 10; Critical 4; Range (Engaged); Knockdown.

## YOUNG DRAGON (RIVAL)



**Skills:** Brawl 2 (●●●●), Cool 3 (●●●●), Ranged 2 (●●●●), Resilience 2 (●●●●), Arcane 1 (●●●●), Vigilance 3 (●●●●)

### Talents:

- **Adversary 2:** Upgrade the difficulty of combat checks targeting this character twice.
- **Swift:** A dragon does not spend additional maneuvers to move through difficult terrain.

### Abilities:

- **Flyer:** Can fly; see page 100 of the Genesys Core Rulebook.
- **Elementborn** (does not suffer damage from natural sources of its element, and doubles its soak for purposes of reducing damage from magical sources of its element)
- **Silhouette 2.**

### Equipment:

- **Elemental Breath:** Ranged; Damage 9; Critical 3; Range (Short); Blast 8, Burn 2, Prepare 1.
- **Claws:** Brawl; Damage 8; Critical 3; Range (Engaged); Vicious 2.

## WYRMLING DRAGON (RIVAL)



**Skills:** Brawl 2 (●●●●), Cool 1 (●●●●), Ranged 2 (●●●●), Resilience 2 (●●●●), Vigilance 1 (●●●●)

### Talents:

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.
- **Swift:** A dragon does not spend additional maneuvers to move through difficult terrain.

### Abilities:

- **Flyer:** Can fly; see page 100 of the Genesys Core Rulebook.
- **Elementborn** (does not suffer damage from natural sources of its element, and doubles its soak for purposes of reducing damage from magical sources of its element)

### Equipment:

- **Elemental Breath:** Ranged; Damage 7; Critical 3; Range (Short); Blast 6, Burn 1, Elemental (Special), Prepare 2.
- **Claws:** Brawl; Damage 6; Critical 3; Range (Engaged); Vicious 1

# GIANTS

## HILL GIANT (NEMESIS)

5	1	1	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
6	24	14	0	0	

**Skills:** Athletics 2 (🟡🟢🟣🟤), Brawl 2 (🟡🟢🟣🟤).

### Talents:

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.

### Abilities:

- **Sweep Attack:** May spend ⚔️ on a successful melee combat check to inflict one hit dealing the weapon's base damage on everyone (except the ogre!) engaged with the target.
- **Giant Stomp!** Brawl attacks that giants make have a Critical rating of 3, and if they inflict Critical Injuries +40 is added to the resulting Critical Injury result.
- **Silhouette 3.**
- **Terrifying:** At the start of the encounter, all of their opponents must make a Hard (🟠🟡) fear check as an out-of-turn incidental, as per page 243 of the Genesys Core Rulebook. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy.

### Equipment:

- **Huge Club:** Melee; Damage 10; Critical 2; Range (Short); Inaccurate 2, Knockdown, Prepare 1.
- **Sack of Boulders** (Ranged; Damage: 9; Critical: 4; Range [Medium]; Inaccurate 1, Blast 6, Concussive 1, Knockdown, Slow Firing 2)

## FIRE GIANT (NEMESIS)

6	2	2	2	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
8	32	22	3	1	

**Skills:** Athletics 2 (🟡🟢🟣🟤), Brawl 2 (🟡🟢🟣🟤).

### Talents:

- **Adversary 2:** Upgrade the difficulty of combat checks targeting this character once.

### Abilities:

- **Sweep Attack:** May spend ⚔️ on a successful melee combat check to inflict one hit dealing the weapon's base damage on everyone (except the ogre!) engaged with the target.
- **Fireborn** (a fire giant does not suffer damage from natural heat or flame, and doubles its soak for purposes of reducing damage from magical fire).
- **Giant Stomp!** Brawl attacks that giants make have a Critical rating of 3, and if they inflict Critical Injuries +40 is added to the resulting Critical Injury result.
- **Silhouette 3.**
- **Terrifying:** At the start of the encounter, all of their opponents must make a Hard (🟠🟡) fear check as an out-of-turn incidental, as per page 243 of the Genesys Core Rulebook. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy.

### Equipment:

- **Huge Sword:** Melee Heavy; Damage 11; Critical 2; Range (Short); Defensive 2, Pierce 2.
- **Burning limbs:** Brawl; Damage 7; Critical 3; Range (Engaged); Burn 3, Vicious 4.
- **Lava bomb:** Ranged; Damage 8; Critical 3, Range (Medium); Blast 6, Burn 2, Inaccurate 1, Knockdown

## ICE GIANT (NEMESIS)

5	2	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
7	30	18	1	1	

**Skills:** Athletics 2 (🟡🟢🟣🟤), Brawl 2 (🟡🟢🟣🟤).

### Talents:

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.

### Abilities:

- **Giant Stomp!** Brawl attacks that giants make have a Critical rating of 3, and if they inflict Critical Injuries +40 is added to the resulting Critical Injury result.
- **Silhouette 3.**
- **Iceborn** (a frost giant does not suffer damage from natural cold or ice, and doubles its soak for purposes of reducing damage from magical cold or ice).
- **Berserk** (A frost giant that suffers four or more wounds goes berserk, dealing +2 damage. If a frost giant suffers a Critical Injury, the bonus damage increases to +4 for the rest of the combat).
- **Terrifying:** At the start of the encounter, all of their opponents must make a Hard (🟡🟢🟣) fear check as an out-of-turn incidental, as per page 243 of the Genesys Core Rulebook. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy.

### Equipment:

- **Huge Club:** Melee; Damage 12; Critical 2; Range (Short); Concussive 1, Knockdown, Prepare 1.

## STONE GIANT (NEMESIS)

5	2	1	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
8	25	16	0	0	

**Skills:** Athletics 2 (🟡🟢🟣🟤), Brawl 2 (🟡🟢🟣🟤).

### Talents:

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.

### Abilities:

- **Giant Stomp!** Brawl attacks that giants make have a Critical rating of 3, and if they inflict Critical Injuries +40 is added to the resulting Critical Injury result.
- **Silhouette 3.**
- **Stony Skin** (If a stone giant suffers a Critical Injury, subtract -20 from the Critical Injury result)..

### Equipment:

- **Stone Fists:** Brawl; Damage 9; Critical 2; Range (Short); Inaccurate 1, Knockdown, Prepare 1.
- **Hurled Boulders** (Ranged; Damage: 10; Critical: 4; Range [Long]; Blast 10, Concussive 1, Knockdown, Slow Firing 2)

## OGRE (NEMESIS)

5	2	2	3	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
7	20	12	0	0	

**Skills:** Athletics 2 (🟡🟢🟣🟤), Melee (Heavy) 2 (🟡🟢🟣🟤), Perception 1 (🟡🟢🟣), Ranged 2 (🟡🟢).

### Talents:

- None.

### Abilities:

- **Regeneration:** At the beginning of its turn, this creature automatically heals 3 wounds.
- **Silhouette 2**
- **Sweep Attack:** May spend Ⓢ on a successful melee combat check to inflict one hit dealing the weapon's base damage on everyone (except the ogre!) engaged with the target.

### Equipment:

- **Cudgel:** Melee; Damage 10; Critical 4; Range (Engaged), Disorient 2, Knockdown, Vicious 2.
- **Spiked Chain:** Ranged; Damage 7; Critical 5; Range (Short); Ensnare 2, Knockdown, Vicious 1.
- **Scavenged Armor:** +2 soak

# MONSTERS

## BEHOLDER (APEX NEMESIS)

4	2	5	3	5	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
6	30	25	1	1	

**Skills:** Arcane 3 (●●●●◆), Brawl 3 (●●●●◆), Cool 3 (●●●●), Discipline 3 (●●●●◆), Perception 4 (●●●●◆), Resilience 3 (●●●●◆), Vigilance 4 (●●●●◆)

### Talents:

- **Adversary 3:** Upgrade difficulty of all combat checks against this target three times.

### Abilities:

- **Flyer** (the Beholder automatically hovers at all times unless incapacitated or killed, and is immune to knockdown. It can also fly, and has no height range limit, but it costs one maneuver for each range band)
- **Terrifying** (upon first seeing a Beholder, a character must make a Daunting (◆◆◆◆) fear check with the difficulty upgraded once, to reflect the alien nature and frightening reputation of the creature)
- **Darkvision** (the Beholder is unaffected by low light conditions or complete darkness)
- **Anti-Magic Field** (as an incidental, the Beholder may aim its central eye at a target within Long range. That target, and anyone within Short range of that target, is unable to use magic skills, and magical properties of items become non-functional. The Beholder may not target foes affected by Anti-Magic Field with Eye Blast that turn)
- **Eye Blast** (as an action, the Beholder may attack with two of its eyestalks, selected at random by rolling a d10 [reroll any duplicates], against targets within Long range (must choose different targets for each eyestalk). The Beholder suffers no penalty for targeting creatures at Engaged range. Each eyeblast is an Arcane check opposed by a skill. These Arcane checks are combat checks, so **talents** such as Dodge and defense apply.

1. Charm Ray – Discipline. If it fails, it is controlled by the Beholder until the end of its next turn. The Beholder may choose the target's maneuvers and actions, but while affected, the target is disoriented.
2. Paralyzing Ray – Resilience. If it fails, it is immobilized and staggered until the end of its next turn.
3. Fear Ray - Discipline. If it fails, it must spend its next turn using all maneuvers and actions to flee away from the Beholder.
4. Slowing Ray - Resilience. If it fails, on its next turn the target may only use one maneuver, cannot downgrade its action to a maneuver, and cannot change range bands. The target also suffers ■■■■ on any actions it takes.

5. Enervation Ray – this attack deals 7 damage, with a Critical Rating of 4. Resilience. If it fails, it suffers additional damage equal to half of its remaining Wounds, and suffers an equal amount of Strain.
6. Telekinetic Ray - Resilience. If it fails, is immobilized until the end of its next turn and is moved one range band in a direction of the Beholder's choice. The Beholder may spend ▲▲ or ⊕ on the check to move the target an additional range band. It may do this more than once.
7. Sleep Ray - Discipline. If it fails, it falls asleep for four rounds and is incapacitated. The target is awakened early if it takes damage, or if another character engages it and takes an action to wake it.
8. Petrification Ray - Resilience. If it fails, it is immobilized and disoriented until the end of its next turn, when it may make another Daunting Resilience check as an out-of-turn incidental. If it succeeds, the effect ends. If the second check fails, the target is turned to stone and indefinitely Incapacitated. This may be dispelled by a successful Daunting Dispel check, or the character may be restored by a successful Formidable Heal check (using Divine or Primal).
9. Disintegration Ray - Coordination check. If it fails, the attack deals 10 damage with the Breach 2 and Vicious 5 qualities, and a Critical Rating of 2. If this attack incapacitates the target, it is considered disintegrated into dust; no resurrection is possible. If the target is a Silhouette 2 or smaller non-magical object or creation of magical force, it is disintegrated. If the target is a Silhouette 3 or larger object or creation of magical force, this ray disintegrates a 10-foot sphere of it.
10. Death Ray – Coordination or Resilience. If it fails, the attack deals 16 damage with the Breach 1 and Vicious 5 qualities, and a Critical Rating of 2. A living target that is Incapacitated by this attack dies immediately.

### Equipment:

- **Toothy Jaws** (Brawl; Damage: 10; Critical: 3; Range [Engaged]), Accurate 2, Vicious 2)

## BLACK SLIME (RIVAL)



**Skills:** Brawl 2, Perception 2, Vigilance 2

### Talents:

- **Adversary 1** (upgrade difficulty of all combat checks against this creature once)

### Abilities:

- **Slime** (a black slime is immune to blindness, deafness, any mind-affecting ability or skill, acid, or knockdown)
- **Amorphous** (as an incidental, a black slime may increase or decrease its silhouette by 1)
- **Wall Crawler** (may move along walls or ceilings without needing to make an Athletics check)
- **Flailing Pseudopods** (A black slime does not increase the difficulty of its attacks to activate auto-fire, and its initial target does not need to be the target with the highest difficulty and defense)
- **Corrosive Form** (any weapon or object not made of stone that strikes a black slime is immediately damaged by one step. Any creature not made of stone that succeeds in a Brawl attack against a black slime suffers 6 wounds. Any armour made of metal, wood, or leather that is struck by a black slime is immediately damaged by one step (in addition to its pseudopod's Sunder quality). A black slime may spend ☉ on an attack roll (or Despair on an enemy's roll) to immediately destroy an enemy's metal, wood, or leather weapon or armour)

### Equipment:

- **Pseudopods** (Brawl; Damage: 6; Critical: 2; Range [Engaged], Auto-fire, Burn 2, Sunder)

## BULLETTE (RIVAL)



**Skills:** Cool 2 (☉☉♦), Discipline 2 (☉☉), Brawl 3 (☉☉☉♦), Resilience 4 (☉☉☉☉)

### Talents:

- **Adversary 1:** Upgrade the difficulty of checks targeting this enemy once.
- **Swift:** A bullette does not perform extra maneuvers to move through difficult terrain.

### Abilities:

- **Silhouette 2**
- **Tremorsense** (as long as a bullette is in contact with the ground, it cannot be blinded or deafened, and is unaffected by light conditions)
- **Tunneling** (a bullette can burrow through the earth as normal movement, and can burrow through rocky earth as difficult terrain. It cannot burrow through solid stone)
- **Leap** (a bullette on the surface can use a maneuver to engage a target on the ground from any point within Medium range)
- **Erupt** (while tunneling, the bullette may use its Ground Burst attack against a target within Short range)

### Equipment:

- **Shearing Bite** (Brawl; Damage: 9; Critical: 3; Range [Engaged]; Pierce 2, Vicious 2),
- **Ground Burst** (Brawl; Damage: 7; Critical: 5; Range [Engaged]; Blast 6, Concussive 1, Knockdown, Prepare 2)

## BULLETTE, ANCIENT (NEMESIS)

5	2	1	3	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
8	30	15	2	2	

**Skills:** Cool 2 (🟡🟢🟡), Discipline 2 (🟡🟢🟡), Brawl 2 (🟡🟢🟡), Resilience 3 (🟡🟢🟡).

### Talents:

- **Adversary 2:** Upgrade the difficulty of checks targeting this enemy twice.
- **Swift:** A bullette does not perform extra maneuvers to move through difficult terrain.

### Abilities:

- **Silhouette 3**
- **Tremorsense** (as long as an ancient bullette is in contact with the ground, it cannot be blinded or deafened, and is unaffected by light conditions)
- **Tunneling** (an ancient bullette can burrow through the earth or rocky earth as normal movement, and can burrow through solid rock as difficult terrain)
- **Leap** (an ancient bullette on the surface can use a maneuver to engage a target on the ground from any point within Medium range)
- **Erupt** (while tunneling, an ancient bullette may use its Ground Burst attack against a target within Medium range)

### Equipment:

- **Shearing Bite** (Brawl; Damage: 12; Critical: 1; Range [Engaged]; Pierce 2, Vicious 4),
- **Ground Burst** (Brawl; Damage: 10; Critical: 5; Range [Engaged]; Blast 8, Concussive 1, Knockdown, Prepare 2)

## CARNIVOROUS FLORA (RIVAL)

2	2	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	M/R DEFENSE			
2	12	0	0		

**Skills:** Brawl 3 (🟡🟢🟡), Resilience 2 (🟡🟢), Stealth 4 (🟡🟢🟡).

### Talents:

- None.

### Abilities:

- **Drag:** a carnivorous flora can use a maneuver to move a target affected by its thorny vines' Ensnare quality to engaged range.
- **Inconspicuous:** a carnivorous flora in a natural environment appears indistinguishable from an ordinary plant; a character can make a Hard (🟡🟢🟡) Perception or Vigilance check to identify a carnivorous flora.
- **Rooted:** a carnivorous flora cannot perform maneuvers to move.
- **Silhouette 2**
- **Unexpected Attack:** a carnivorous flora that has not been yet been identified as a threat uses Stealth to determine initiative.

### Equipment:

- **Thorny vines:** Brawl; Damage 4; Critical 4; Range (Short); Auto-fire, Ensnare 3.
- **Snapping jaws:** Brawl; Damage 8; Critical 3; Range (Engaged); Vicious 2.

## GELATINOUS CUBE (RIVAL)



**Skills:** Athletics 3 (●●●●●), Brawl 2 (●●●●●), Cool 2, (●●) Perception 2 (●●), Vigilance 2 (●●)

### Talents:

- **Adversary 1** (upgrade difficulty of all combat checks against this creature once)

### Abilities:

- **Silhouette 2**
- **Slime** (a viscid cube is immune to blindness, deafness, any mind-affecting ability or skill, acid, or knockdown)
- **Wall Crawler** (a viscid cube may move along walls or ceilings without needing to make an Athletics check)
- **Transparent:** Even when the cube is in plain sight, it takes a Hard (◆◆) Vigilance check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is automatically engulfed.
- **Engulf:** A viscid cube's primary method of attack is brutally simple: it engulfs and dissolves its victims. A cube may use its action to attempt to engulf a target it is Engaged with. The target must make a Hard Coordination check to avoid being engulfed. If the target succeeds, they remain at Engaged range of the cube.
  - If the target is engulfed, it is pulled into the cube, where it is immobilized and begins to suffocate. At the beginning of its turn, the target suffers 3 wounds from the cube's acidic interior and 3 strain each round until it is freed, escapes, or is incapacitated. When the cube moves, the engulfed target moves with it.
  - An engulfed creature can try to escape by taking an action to make a Hard Athletics check. On a success, the creature escapes to Engaged range of the cube.
  - A creature Engaged with the cube may attempt to pull an object or creature from within the cube. This is an opposed Athletics check against the cube. If successful, the selected object or creature is drawn out of the cube. Whether successful or not, the creature attempting the action suffers 3 wounds.
  - A viscid cube can engulf up to 10 Silhouette 0 creatures, 4 Silhouette 1 creatures, or 1 Silhouette 2 creature.

### Equipment:

- **Pseudopods** (Brawl; Damage: 5; Critical: 3; Range [Engaged], Burn 2)

## GENIE (NEMESIS)



**Skills:** Arcana 5 (●●●●●), Brawl 3 (●●●●●), Charm 3 (●●●●●), Cool 3 (●●●●●), Deception 4 (●●●●●), Discipline 4 (●●●●●), Lore 4 (●●●●●), Melee (Light) 3 (●●●●●), Negotiation 4 (●●●●●), Vigilance 3 (●●●●●).

### Talents:

- **Adversary 3:** Upgrade the difficulty of combat checks targeting this character three times.
- **Ruinous Repartee:** As an action, target a character within medium range and make an opposed Charm or Coercion check versus Discipline; if successful, target suffers 10 strain +1 strain per ✨, and the Genie heals an equal amount of strain.

### Abilities:

- **Airborne:** Can fly; see page 100 of the Genesys Core Rulebook.
- **Shapeshifter:** Once per round as an incidental, a Genie may increase or decrease its silhouette by 1 and change its appearance to that of any character or creature of its current silhouette.

**Spells:** Genie may use any magic action permitted for the Arcana skill, and may add spell effects as normal. The spells they use most often are the following:

- **Cyclone:** The Genie chooses one target at up to medium range and make a Hard (◆◆) Arcana check. If successful, this magic attack inflicts 4 damage +1 damage per ✨, with the Disorient 4 and Knockdown qualities. The Genie can also spend ▲ to move the target up to one range band in any direction.
- **Twisted Wish:** The Genie chooses one target within short range and make a Daunting (◆◆◆) Arcana check. If successful, until the end of the Genie's next turn, each time the target makes a skill check, decrease the ability by one and the Genie may choose to change any die in the pool not displaying ☉ or ☿ to any other face. The Genie may sustain these effects with the concentrate maneuver.

### Equipment:

- **Conjured Scimitar:** Melee (Light); Damage 9; Critical 2; Range (Engaged).
- **Illusionary Claws:** Brawl; Damage 6; Critical 3; Range (Engaged); Vicious 2.

## JINN [NEMESIS]

2	3	5	5	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
2	20	20	2	2	

**Skills:** Charm 3 (○○○○), Coercion 3 (○○○○), Deception 3 (○○○○), Divine 4 (○○○○), Knowledge 4 (○○○○), Perception 3 (○○○○), Ranged 4 (○○○○), Vigilance 4 (○○○○).

### Talents:

- **Adversary 2:** Upgrade difficulty of all combat checks against this target twice.

### Abilities:

- **Flyer:** Can fly; see the Flying sidebar on page 100 of the Genesys Core Rulebook.
- **Ghostly:** May move over or through terrain [including doors and walls] without penalty; halve the damage dealt to this character before applying soak, unless the attack came from a magical source such as a spell or legendary weapon.
- **Spirit:** Does not need to breathe, eat, or drink, and can survive underwater; immune to poisons and toxins.

**Spells:** This character may choose any magic action allowed for by the Divine skill, and may select additional spell effects, as normal. The spell they use most often is the following unique spell:

- **Eye of the Jinn:** This character chooses one target within medium range and makes an Average (◆◆◆) Divine check; if the check is successful, until the end of this character's next turn, after the target makes a check, this character may choose one type of die in the pool and reroll all of the dice of that type; can sustain the effects of this spell by performing a concentrate maneuver.

### Equipment:

- **Lightning and flame:** Ranged; Damage 8; Critical 3; Range (Medium); Auto-fire, Burn 4.
- **Several enchanted trinkets.**

## HYDRA [NEMESIS]

5	2	1	2	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
7	40	20	0	0	

**Skills:** Athletics 4 (○○○○), Brawl 3 (○○○○), Stealth 2 (○○○○), Vigilance 3 (○○○○).

### Talents:

- **Adversary 2:** Upgrade the difficulty of combat checks targeting this character once.

### Abilities:

- **Silhouette 4**
- **Amphibious** (a hydra may remain submerged for up to one hour, and suffers no movement penalties in water)
- **Terrifying** (at the start of the encounter, all of their opponents must make a Hard (◆◆◆) fear check as an out-of-turn incidental. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy)
- **Colossal** (If a hydra suffers a Critical Injury, subtract -30 from the Critical Injury result).
- **Pest Control** (a hydra does not increase the difficulty of combat checks made against smaller targets)
- **Regeneration** (a hydra regenerates 8 wounds at the end of its turn. If the hydra suffered damage from fire or acid since its last turn, reduce the regeneration to four wounds)
- **Many Heads** (A hydra attacks with its many heads, biting any targets within reach. A hydra does not increase the difficulty of the combat check, to use auto-fire, and only requires 1 Advantage to activate auto-fire, but it cannot assign more than three hits to a single target each round. Triumph is treated as 2 Advantage for the purposes of activating auto-fire)
- **Tail Sweep** (once per round, a hydra may spend ☹☹☹ or ☹ generated by an opponent's melee attack check to automatically hit the opponent with a tail sweep attack for base damage)

### Equipment:

- **Bite** (Brawl; Damage: 9; Critical: 3; Range [Short]), Auto-Fire, Pierce 1, Vicious 2),
- **Tail Sweep** (Brawl; Damage: 10; Critical: 4; Range [Short]); Concussive 1, Knockdown)



## LESSER TREANT (RIVAL)



**Skills:** Cool 2 (🟡🟢🟡), Discipline 2 (🟡🟡), Brawl 3 (🟡🟡🟡), Resilience 4 (🟡🟡🟡🟡)

### Talents:

- **Adversary 1:** Upgrade the difficulty of checks targeting this enemy once.
- **Swift:** An Lesser Treant does not perform extra maneuvers to move through difficult terrain.

### Abilities:

- **Cage of Roots:** Once per round after a character moves within medium range of the Lesser Treant, the Lesser Treant may perform an out-of-turn incidental to immobilize that character for the remainder of the encounter. As an action an immobilized character can attempt a Hard (🟡🟡) Athletics check on their turn to no longer be immobilized.
- **Silhouette 2**

### Equipment:

- **Limbs:** Brawl; Damage 8; Critical 4; Range Engaged; Knockdown.

## MANTICORE (NEMESIS)



**Skills:** Athletics 2 (🟡🟢🟡), Brawl 3 (🟡🟡🟡), Ranged 2 (🟡🟡)

### Talents:

- None.

### Abilities:

- **Flyer:** Can fly; see page 100 of the Genesys Core Rulebook
- **Poisonous Stinger** (a character wounded by a manticore's tail stinger must make a Hard (🟡🟡) Resilience check as an out-of-turn incidental or suffer 4 additional wounds, and must check again on their next turn if the check generates ☒).
- **Silhouette 2.**

### Equipment:

- **Claws and Fangs:** Brawl; Damage 6; Critical 3; Range (Engaged).
- **Tail Stinger:** Ranged; Damage 7; Critical 3; Range (Medium); Slow-Firing 1, Pierce 2.

## MEDUSA (NEMESIS)



**Skills:** Cool 4 (🟡🟡🟡🟡), Coercion 2 (🟡🟢🟡), Knowledge 3 (🟡🟡🟡), Melee (Light) 4 (🟡🟡🟡🟡)

### Talents:

- **Parry 2:** When this character suffers a hit from a melee combat check, after damage is calculated (but before soak is applied), they may suffer 3 strain to reduce damage suffered by 4.

### Abilities:

- **Petrifying Gaze:** As an action, may make an opposed Cool versus Coordination check targeting one character within medium range to immobilize the target until the end of this character's next turn, plus one additional turn for each additional ✨; may spend 🟡🟡🟡 to stagger target until the end of this character's next turn and may spend 🟡 to turn target to stone.
- **Terrifying:** At the start of the encounter, all opponents must make a Daunting (🟡🟡🟡) fear check as an out-of-turn incidental, as per page 243 of the Genesys Core Rulebook; if there are multiple sources of fear in the encounter, opponents only make one fear check against the most terrifying enemy.

### Equipment:

- **Gorgon blade:** Melee (Light); Damage 6; Critical 2; Range (Engaged); Vicious 2.

## MIND FLAYER (APEX NEMESIS)

3	2	5	4	4	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
6	25	30	0	0	

**Skills:** Arcane 4, Brawl 4, Charm 4, Cool 3, Coercion 4, Deception 4, Leadership 3, Negotiation 3, Perception 4, Stealth 3

### Talents:

- **Adversary 2:** (upgrade difficulty of all combat checks against this creature once)

### Abilities:

- **Darkvision** (a mind Flayer suffers no Perception penalties at night or in complete darkness)
- **Greater Magic Resistance** (increase and upgrade the difficulty of any spell or magical effect targeting a mind Flayer by one)
- **Psionic Awareness** (a mind Flayer is aware of any living, thinking creature within Medium range. Attempts by a living, thinking creature to hide from a mind Flayer automatically fail)
- **Sacrifice Thrall** (if a mind Flayer is struck by an attack, it may spend ☹☹ to cause an unengaged, active thrall within Short range to suffer the attack instead)
- **Devour Brain** (as an action, a mind Flayer may use Devour Brain against an engaged target Ensnared by its tentacles, or staggered by its Mind Blast. A target incapacitated by this attack is killed, and its brain devoured by the mind Flayer. When a mind Flayer devours a brain, it heals 10 Wounds and 10 Strain)
- **Mind Blast** (as an action, a mind Flayer may use Mind Blast. The mind Flayer may target a living, thinking creature within range. A target successfully hit by Mind Blast must make a Daunting Discipline check. If it succeeds, the target is disoriented until the end of the encounter. If it fails, the target is staggered for one round.)

### Equipment:

- **Tentacles** (Brawl; Damage: 5; Critical: 5; Range [Engaged], Ensnare 3)
- **Mind Blast** (Arcane; Damage: 9; Critical: 2; Range [Medium]; Linked 2, Slow Firing 2, Stun 5, Stun Damage)
- **Devour Brain** (Brawl; Damage: 10; Critical: 2; Range [Engaged]; Pierce 5, Vicious 5).

## MINOR ELEMENTAL (RIVAL)

3	3	1	2	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	M/R DEFENSE			
3	13	4	4		

**Skills:** Brawl 2 (🟡🟢🟢), Cool 2 (🟡🟢), Stealth 2 (🟡🟢🟢), Vigilance 2 (🟡🟢🟢).

### Talents:

- None.

### Abilities:

- **Amorphous:** As an incidental, a minor elemental may increase or decrease its silhouette by 1.
- **Inconspicuous:** A minor elemental in a natural environment appears indistinguishable from an ordinary example of its element; a character can make a Hard (🟠🟠🟠) Perception or Vigilance check to identify a minor elemental.

### Equipment:

- **Pseudopods:** Brawl; Damage 6 (8 for earth elemental); Critical 3; Range (Engaged); Burn 1 (flame elemental only), Ensnare 1 (water elemental only), Linked 1, Stun 5 (air elemental only).
- **Elemental Projectile:** Ranged; Damage 7; Critical 4; Range Short; Blast 4, Concussive 1.

## NAGA PRIESTESS (RIVAL)

3	3	2	3	3	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	M/R DEFENSE			
2	16	4	4		

**Skills:** Brawl 2 (🟡🟢🟢), Charm 3 (🟡🟢🟢), Cool 3 (🟡🟢🟢), Coordination 4 (🟡🟢🟢), Leadership 3 (🟡🟢🟢).

### Talents:

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.

### Abilities:

- **Hypnotic Gaze:** A naga priestess may make an opposed Charm vs. Discipline check as an action targeting one character within short range. If successful, the target is immobilized for 1 round per ⚡, and the naga may spend ☹ to stagger the target for 1 round.
- **Opportunistic Predator:** When making a combat check targeting an immobilized character, the naga deals +2 damage per ⚡ instead of +1.

### Equipment:

- **Fangs:** Brawl; Damage 5; Critical 2; Range [Engaged]; Pierce 1, Vicious 2; a character wounded by this weapon must make a Hard (🟠🟠🟠) Resilience check or suffer 4 additional wounds, and must check again on their next turn if the check generates ☹.

## ROPER (NEMESIS)

4	1	2	3	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
7	20	15	0	0	

**Skills:** Brawl 2 (○●●●), Cool 3 (●●●), Perception 2 (○●●), Stealth 4 (○●●●), Vigilance 3 (○●●).

### Talents:

- **Adversary 1** (upgrade difficulty of all combat checks against this creature once)

### Abilities:

- **Silhouette 2**
- **Darkvision** (a roper suffers no Perception penalties at night or in complete darkness)
- **Anchored** (a roper is immune to forced movement and knockdown. It can anchor itself to a floor, wall, or ceiling. It cannot move from its location during an encounter)
- **Perfect Mimic** (when a roper is inactive, it cannot be discerned from a normal cave formation)
- **Flailing Tendrils** (A roper does not increase the difficulty of its attacks to activate auto-fire, and its initial target does not need to be the target with the highest difficulty and defense.)
- **Tendrils** (A roper may have six active tendrils at a time. A roper can't use the same tendril on more than one target at a time. A tendril can be escaped with a Hard Athletics check, or severed by dealing 6 wounds to it [Soak 4]. Severing a tendril does not injure a roper. A roper can extrude a replacement tendril on its turn as a maneuver)
- **Reel** (if a roper Ensnare a target with a tentacle, it may use a maneuver to drag the target to its jaws and make a Bite attack.)

### Equipment:

- **Tendrils** (Brawl; Damage: 5; Critical: 6; Range [Medium], Ensnare 4, Auto-fire)
- **Bite:** (Brawl; Damage: 10; Critical: 2; Range [Engaged]; Vicious 3)

## SPINED THRESHER (NEMESIS)

5	2	1	2	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
7	25	18	0	0	

**Skills:** Athletics 4 (○●●●), Brawl 4 (○●●●), Resilience 4 (○●●●).

### Talents:

- **Swift:** A spined thresher does not spend additional maneuvers to move through difficult terrain.

### Abilities:

- **Silhouette 3.**
- **Spine-tow:** A spined thresher can use a maneuver to move a target affected by its tail's Ensnare quality up to one range band.
- **Terrifying:** At the start of the encounter, all of its opponents must make a Hard (●●●) fear check as an out-of-turn incidental, as per page 243 of the Genesys Core Rulebook. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy.
- **Too Many Mouths:** A spined thresher can make a combined check to attack with any number of its weapons, and only needs to spend ⚡ to hit with each additional weapon.

### Equipment:

- **Two Fanged Claws:** Brawl; Damage 9; Critical 3; Range (Engaged); Knockdown, Vicious 2.
- **Slavering Maw:** Brawl; Damage 7; Critical 3; Range (Engaged); Pierce 2, Sunder.
- **Spiny Tail:** Brawl; Damage 6; Critical 4; Range (Short); Ensnare 2, Vicious 1.

## TERROR OF THE DEEP (NEMESIS)

4	4	1	3	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
5	22	18	0 0		

**Skills:** Athletics 4 (●●●●●), Brawl 3 (●●●●◆), Stealth 2 (●●●◆◆), Vigilance 3 (●●◆◆).

### Talents:

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.

### Abilities:

- **Aquatic:** A Terror of the Deep never treats water as difficult terrain and can breathe underwater.
- **Monstrous Limbs:** A Terror of the Deep does not increase the difficulty of combined checks to attack with its claws, tentacles, and jaws, and may spend ♠ ♠ or ⚔ to hit with each additional weapon.
- **Silhouette 2.**
- **Terrifying:** At the start of the encounter, all of its opponents must make a Hard (◆◆◆) fear check as an out-of-turn incidental, as per page 243 of the Genesys Core Rulebook. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy.

### Equipment:

- **Claws:** Brawl; Damage 7; Critical 3; Range (Engaged); Vicious 1.
- **Mawed Tentacles:** Brawl; Damage 7; Critical 3; Range (Short); Ensnare 3, Linked 1,
- **Jaws:** Brawl; Damage 6; Critical 2; Range (Engaged); Pierce 2, Vicious 2.

## TREANT (NEMESIS)

5	2	2	2	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
6	25	18	0 0		

**Skills:** Cool 2 (●●●◆◆), Discipline 2 (●●●◆◆), Brawl 2 (●●●◆◆◆◆), Resilience 3 (●●●◆◆◆◆).

### Talents:

- **Adversary 2:** Upgrade the difficulty of checks targeting this enemy twice.

### Abilities:

- **Sweep Attack:** A Forest Guardian may spend ♠ from a Brawl check to hit an additional engaged opponent that would be no more difficult to attack than the original target, dealing base damage +1 damage per ✨.
- **Silhouette 3.**

### Equipment:

- **Huge Limbs:** Brawl; Damage 10; Critical 4; Range (Short); Knockdown, Prepare 1.

## TROLL, CAVE (NEMESIS)

6	2	1	3	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
8	30	18	0 0		

**Skills:** Brawl 2 (●●●◆◆◆◆◆), Coercion 3 (●●●◆◆), Resilience 3 (●●●◆◆◆◆), Survival 3 (●●●◆◆◆◆), Vigilance 2 (●●●◆◆).

### Talents:

- **Adversary 2** (upgrade difficulty of all combat checks against this creature once)

### Abilities:

- **Regeneration** (at the start of its turn, a cave troll automatically heals 4 Wounds, unless it was damaged by fire or acid since its last turn)
- **Chow Down** (a cave troll that has Ensnared a target with its claws may spend 2 Advantage or Triumph to make a Crushing Bite attack against that target)
- **Silhouette 3**
- **Sweep Attack** ((on a successful Brawl check, a cave troll can spend ♠ ♠ per target to hit additional targets engaged with the first target)
- **Tough to Convince:** When another character targets this character with an opposed social skill check, the difficulty is set by this character's Brawn instead of the usual characteristic.

### Equipment:

- **Rending Claws:** (Brawl; Damage: 9; Critical: 2; Range [Engaged], Ensnare 3, Vicious 3)
- **Crushing Bite:** (Brawl; Damage: 10; Critical: 4; Range [Engaged]; Pierce 3, Vicious 4)

## TROLL, SWAMP (RIVAL)



**Skills:** Brawl 2 (●●●●), Coercion 2 (●●), Resilience 3 (●●●), Stealth 3 (●●●), Survival 3 (●●●).

### Talents:

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.

### Abilities:

- **Silhouette 2**
- **Amphibious** (a swamp troll may breathe underwater without penalty, and never suffers movement penalties for moving through water)
- **Regeneration** (at the start of its turn, a swamp troll automatically heals 2 Wounds, unless it was damaged by fire or acid since its last turn.)
- **Fearless** (a swamp troll is immune to fear from any source)

### Equipment:

- **Claws:** (Brawl; Damage: 7; Critical: 4; Range [Engaged], Vicious 2)
- **Savage Bite:** (Brawl; Damage: 8; Critical: 3; Range [Engaged], Pierce 3, Vicious 3)

## TRUE FAE (NEMESIS)



**Skills:** Arcana 3 (●●●), Brawl 2 (●●), Knowledge (Lore) 3 (●●●), Melee (Light) 2 (●●), Stealth 3 (●●●), Vigilance 3 (●●●).

### Talents:

- **Quick Strike 2:** A Fae adds ■■ to combat checks targeting characters that have not acted yet in the current encounter.

### Abilities:

- **Creature of the Fey:** A Fae reduces the difficulty of Arcana checks by one, to a minimum of Easy ●, and the base damage of their Attack spells is increased by three.
- **Flyer:** Can fly; see page 100 of the Genesys Core Rulebook.
- **Terrifying:** At the start of the encounter, all of their opponents must make a Hard (●●●) fear check as an out-of-turn incidental, as per page 243 of the Genesys Core Rulebook. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy.

**Spells:** The Fae can choose any magic action allowed for the Arcana skill, and may select additional spell effects, as normal. The spells they use most often are the following:

- **Blinding Curse:** The Fae chooses one target within short range and makes an Average ●● Arcana check. If the check is successful, the target decreases the ability of all checks they make and adds ■■ to all checks involving sight until the end of the Fae's next turn. The Fae can sustain these effects by performing the concentrate maneuver.
- **Shuddering Paralysis:** The Fae chooses one target at short range and makes an Easy ● Arcana check. If the check is successful, this magic attack inflicts 7 damage, +1 damage per ✨, with the Ensnare 3 quality.

### Equipment:

- **Eldritch Blade:** Melee; Damage 6; Critical 2; Range (Engaged); Disorient 2, Pierce 4.
- **Claws and Teeth:** Brawl; Damage 5; Critical 3; Range (Engaged); Pierce 2, Vicious 1.

## UMBER HULK (RIVAL)



**Skills:** Athletics 3 (●●●●●), Brawl 3 (●●●●●), Cool 3 (●●●), Perception 4 (●●●●), Resilience 4 (●●●●), Stealth 2 (●●).

### Talents:

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.

### Abilities:

- **Silhouette 2**
- **Tremorsense** (as long as an umber hulk is in contact with the ground, it cannot be blinded or deafened, and is unaffected by light conditions)
- **Confusing Gaze** (as a maneuver, a umber hulk can force a target within Short range to meet its potent gaze. If the target has not yet acted during the encounter, it cannot avoid the umber hulk's gaze. The target must make a Hard Discipline check. If it succeeds, the target is disoriented until the end of its next turn. If it fails, the target is staggered until the end of its next turn. A umber hulk may use ☠☠☠ generated by the target to cause the target to see the closest ally as an enemy, whom it must attack when it can next act. A creature may avoid the umber hulk's gaze by tightly closing its eyes or averting its gaze. In either case, while avoiding the umber hulk's gaze, the creature is treated as if it is suffering the Blinded Critical Injury)
- **Multiattack** (A umber hulk does not increase the difficulty of combined checks to attack with its claws and mandibles, and may spend 2 Advantage or Triumph to hit with each additional weapon)

### Equipment:

- **Claws:** (Brawl; Damage: 10; Critical: 3; Range [Engaged], Pierce 2, Linked 1, Sunder),
- **Mandibles:** (Brawl; Damage: 8; Critical: 2; Range [Engaged], Vicious 3)

## WENDIGO (RIVAL)



**Skills:** Athletics 4 (●●●●), Brawl 4 (●●●●), Coercion 4 (●●●●), Resilience 4 (●●●●), Stealth 3 (●●●), Vigilance 3 (●●●).

### Talents:

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.

### Abilities:

- **Blood Frenzy:** While at least one opponent in an encounter is suffering a Critical Injury, a Wendigo increases the base damage of its attacks by 2.
- **Eyeless Sight:** Wendigo do not add ■ to checks due to darkness or concealment, and are immune to abilities or Critical Injuries that affect a creature's sight.
- **Terrifying:** At the start of the encounter, all of its opponents must make a Hard (◆◆◆) fear check as an out-of-turn incidental, as per page 243 of the Genesys Core Rulebook. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy.

### Equipment:

- **Fangs:** Brawl; Damage 6; Critical 2; Range (Engaged); Vicious 2.
- **Claws:** Brawl; Damage 8; Critical 3; Range (Engaged); Knockdown.

# PEOPLE

## ASSASSIN (NEMESIS)



**Skills:** Cool 2 (🟡🟡), Coordination 3 (🟡🟡🟡), Deception 3 (🟡🟡🟡), Medicine 2 (🟡🟡), Melee (Light) 2 (🟡🟡), Perception 2 (🟡🟡), Ranged 2 (🟡🟡), Skulduggery 3 (🟡🟡🟡), Stealth 4 (🟡🟡🟡), Vigilance 3 (🟡🟡🟡).

### Talents:

- **Adversary 1:** Upgrade the difficulty of checks targeting this enemy once.
- **Backstab:** May target an unaware target with a combat check using a Melee (Light) weapon and the Skulduggery skill instead of the Melee (Light) skill. If successful, the attack deals +2 damage per ✨, instead of +1.
- **Precision Strikes:** Use Cunning in place of Brawn for Brawl and Melee (Light) checks.

### Abilities:

- **Lightning Draw:** May draw or sheathe a dagger or similar small weapon as an incidental; there is no limit to how many weapons an assassin can ready this way per turn.
- **Poisoner:** As an incidental, may apply poison to all weapons. A character wounded by a poisoned weapon must make a Hard (🔴🔴) Resilience check as an out-of-turn incidental or suffer 4 additional wounds, and must check again on their next turn if the check generates ☒.
- **Vanish:** After performing a check, may spend ⚡⚡ or 🌀 to hide from all other characters in the encounter.

### Equipment:

- **Scimitar:** Melee (Light); Damage 6; Critical 2; Range [Engaged]; Defensive 1
- **Two katars:** Melee (Light); Damage 5; Critical 2; Range Engaged; Accurate 1
- **Three daggers:** Ranged; Damage 5; Critical 3; Range (Short); Accurate 1; Limited Ammo 3
- **Bow:** Ranged; Damage 7; Critical 3; Range Medium; Unwieldy 2
- **A variety of concealing cloaks.**

## GNOLL (MINION)



**Skills (group only):** Athletics, Brawl, Melee (Light), Perception, Survival

### Talents:

- None

### Abilities:

- Night Vision (a gnom suffers no Perception penalties at night)
- Rampage (if a gnom incapacitates an enemy, it may immediately attack another engaged target)

### Equipment:

- Axe (Melee (Light); Damage: 6; Critical: 3; Range [Engaged]; Vicious 1),
- Shield (Melee (Light); Damage: 3; Critical: 6; Range [Engaged]; Defensive 1, Deflection 1, Inaccurate 1, Knockdown),
- Scavenged Chainmail (+2 Soak)

## GNOLL PACK LORD (RIVAL)



**Skills:** Athletics 1, Brawl 2, Melee (Light) 2, Perception 2, Survival 1

### Talents:

- Adversary 1 (upgrade difficulty of all combat checks against this creature once)

### Abilities:

- Night Vision (a gnom pack lord suffers no Perception penalties at night)
- Rampage (if a gnom pack lord incapacitates an enemy, it may immediately attack another engaged target)
- Incite Rampage (Once per turn, as a maneuver, a gnom pack lord can compel an allied gnom within Short range to make a melee attack against an engaged opponent)

### Equipment:

- Axe (Melee (Light); Damage: 7; Critical: 3; Range [Engaged]; Vicious 1),
- Shield (Melee (Light); Damage: 4; Critical: 6; Range [Engaged]; Defensive 1, Deflection 1, Inaccurate 1, Knockdown),
- Scavenged Chainmail (+2 Soak)

## MINSTREL (NEMESIS)

1	2	2	4	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
2	11	11	1	1	

**Skills:** Charm 3 (🟡🟢🟡), Coordination 1 (🟡🟢), Knowledge (Geography) 2 (🟡🟡), Stealth 1 (🟡🟢), Verse 2 (🟡🟡).

### Talents:

- **Encouraging Song:** While using a musical instrument, select one target within medium range and make a Hard (🟢🟢🟢) Verse check. If the check is successful, for each ✨ the target adds 🟢 to their next skill check. For each ▲, the target heals 1 strain.

### Abilities:

- **Haunting melodies:** Gnome minstrels may spend ▲ in a successful Charm check to inflict 1 strain on their target, and may do this multiple times.

**Spells:** Minstrels can choose any magic action allowed for the Verse skill, and may select additional spell effects as normal. The spells they use most often are the following:

- **Adding Tune:** Make an Average (🟢🟢) Verse check. If the check is successful, until the end of the minstrel's next turn, all other characters within medium range must first suffer one strain before using the concentrate maneuver. The minstrel can sustain this effect with the concentrate maneuver.
- **Demoralizing Stanza:** Select one target within short range and make an Average (🟢🟢) Verse check. If the check is successful, until the end of the minstrel's next turn, the target decreases the ability of any skill checks they make by one. The minstrel can sustain this effect with the concentrate maneuver.

### Equipment:

- Lute, pipes, and other musical instruments.
- Colorful garb.

## GOBLIN (MINION)

2	3	1	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	M/R DEFENSE			
3	4	1	0		

**Skills:** Brawl, Cool, Deception, Melee (Light), Ranged, Stealth.

### Talents:

- None.

### Abilities:

- **Dark Vision:** When making skill checks, goblins remove up to ■■ imposed due to darkness.
- **Opportunistic:** Goblins inflict 1 additional damage with successful melee attacks on prone or immobilized targets.

### Equipment:

- **Jagged Blade:** Melee (Light); Damage 5; Critical 3; Range (Engaged).  
or
- **Crude Bow:** Ranged; Damage 6; Critical 4; Range (Medium); Unwieldy 2.
- **Wooden Buckler:** Melee (Light); Damage 2; Critical 6; Range (Engaged); Defensive 1, Inaccurate 2, pointy teeth Brawl; Damage 3; Critical 3; Range (Engaged); Vicious 1.
- **Grimy Patchwork Armor:** +1 soak.



## Goblin Witcher (Rival)



**Skills:** Cool 2 (○○), Deception 2 (○○), Arcana 3 (○○◇), Knowledge (Forbidden) 2 (○○), Stealth 1 (◇◇).

### Talents:

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.
- **Dark Insight:** Use Knowledge (Forbidden) to determine spell effects.

### Abilities:

- **Dark Vision:** When making skill checks, goblins remove up to ■■ imposed due to darkness.
- **Spiteful Curse:** Add □□ to magic actions that target a character who has previously inflicted wounds on the goblin witcher during this encounter.

**Spells:** Goblin witchers can choose any magic action allowed for the Arcana skill, and may select additional spell effects as normal. The spells they use most often are the following:

- **Agonizing Hex:** Choose a target at short or medium range for this attack and make an Average (◇◇) Arcana check. If successful, this magic attack inflicts 6 damage +1 damage per ☆, with the Disorient 2 and Knockdown qualities.
- **Bad Luck:** Choose a target at short or medium range and make a Hard (◇◇◇) Arcana check. If successful, the target decreases the ability of any skill checks they make by 1 until the end of the goblin witcher's next turn, and when the target makes a check, may change one ■ to a face displaying ✕. The goblin witcher may maintain these effects by performing the concentrate maneuver.

### Equipment:

- **Bone staff:** +4 damage to magic attacks; the first Range effect added does not increase difficulty; when used to cast a spell that inflicts 1 or more wounds, caster heals 1 wound.
- **Pointy Teeth:** Brawl; Damage 3; Critical 3; Range (Engaged); Vicious 1.
- robed bone armor +1 soak, +1 defense.

## Splig, King Of All Goblins (Nemesis)



**Skills:** Coercion 2 (○○), Cool 2, (○○), Melee (Heavy) 3 (○○◇), Leadership 2 (○○), Resilience 2 (○○◇◇).

### Talents:

- **Whirlwind:** Splig may take the Whirlwind action; suffering 4 strain and making a Brawl or Melee attack against the engaged adversary with the highest difficulty and defense. Increase the difficulty of the check once. If the combat check succeeds, each adversary engaged with Splig suffers one hit, dealing damage equal to the attack's base damage +1 per uncanceled ☆.

### Abilities:

- **King of the Goblins!** Upgrade the difficulty of combat checks targeting Splig once for each minion group of goblins within short range of him. If the check fails, one individual minion is defeated.
- **Lucky Escape:** When Splig would be defeated due to exceeding his wound threshold or strain threshold, or for any reason, he may spend 1 Story Point to instead escape in a suitably fortunate and cowardly fashion. All other goblins in the encounter are immediately defeated.

### Equipment:

- **The Club of All Goblins:** Melee (Heavy); Damage 8; Critical 3; Range (Engaged); Inaccurate 1, Knockdown, Vicious 2.
- **Stolen Patchwork Armor:** +1 soak.

## Kobold (Minion)



**Skills:** Brawl, Melee (Light), Skulduggery.

**Talents:** None.

### Abilities:

- **Not Another!:** In an encounter with any number of kobolds, the GM may spend ☆♻ from any check made by a PC to add one kobold to an existing minion group, or spend ☆ to add a new minion group of three kobolds to the encounter.
- **Silhouette 0.**

### Equipment:

- **Claws and Teeth:** Brawl; Damage 2; Critical 3; Range (Engaged); Vicious 1.
- **Crude Blade:** Melee (Light); Damage 4; Critical 3; Range (Engaged).

## KOBOLD SHAMAN (RIVAL)



**Skills:** Brawl 2, Divine 2, Lore 2, Melee (Heavy) 2, Perception 2

**Talents:** None.

### Abilities:

- **Not Another!:** In an encounter with any number of kobolds, the GM may spend ☁☁ from any check made by a PC to add one kobold to an existing minion group, or spend ☁ to add a new minion group of three kobolds to the encounter.
- **Silhouette 0.**

**Spells:** Kobold shamans can choose any magic action allowed for the Divine skill, and may select additional spell effects as normal. The spells they use most often are the following:

- **Bad Luck:** Choose a target at short or medium range and make a Hard (◆◆◆) Divine check. If successful, the target decreases the ability of any skill checks they make by 1 until the end of the Kobold Shaman's next turn, and when the target makes a check, may change one ■ to a face displaying ✕. The kobold shaman may maintain these effects by performing the concentrate maneuver.
- **Restore the Pack** (choose an allied target at short or medium range and make an Average (◆◆) Divine check. The target and one other allied target within range are healed for one wound per ✨, and remove a status effect from which they are suffering. ▲ can be also be spent to affect additional targets, one target per ▲)

### Equipment:

- **Claws and Teeth:** Brawl; Damage 2; Critical 3; Range (Engaged); Vicious 1.
- **Staff** (Melee (Heavy)); Damage: 6; Critical: 2; Range [Engaged]; Defensive 1).
- **Kobold Fetish** (Additional Target and Range 1 add no difficulty)

## KOBOLD WARRIOR (RIVAL)



**Skills:** Athletics 2, Brawl 2, Melee (Light) 2, Perception 2, Vigilance 2

**Talents:** None.

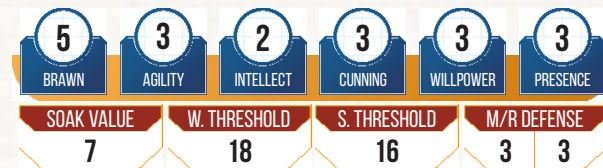
### Abilities:

- **Not Another!:** In an encounter with any number of kobolds, the GM may spend ☁☁ from any check made by a PC to add one kobold to an existing minion group, or spend ☁ to add a new minion group of three kobolds to the encounter.
- **Silhouette 0.**
- **Strength of the Pack** (a kobold warrior is immune to fear or Coercion while any allied kobolds are in line of sight)

### Equipment:

- **Claws and Teeth:** Brawl; Damage 2; Critical 3; Range (Engaged); Vicious 1.
- **Crude Blade:** Melee (Light); Damage 4; Critical 3; Range (Engaged).

## KOBOLD ALPHA (NEMESIS)



**Skills:** Athletics 3, Brawl 3, Leadership 3, Melee (Light) 3, Perception 3, Stealth 2, Vigilance 3

### Talents:

- **Adversary 1** (upgrade difficulty of all combat checks against this creature once)

### Abilities:

- **Dragon's Roar:** Once per session as a action, your character may spend a Story Point to make an opposed Coercion versus Discipline check targeting one character within medium range or within earshot (this counts as a fear check). If successful, the target suffers strain equal to twice your character's Willpower.
- **Not Another!:** In an encounter with any number of kobolds, the GM may spend ☁☁ from any check made by a PC to add one kobold to an existing minion group, or spend ☁ to add a new minion group of three kobolds to the encounter.
- **Leader of the Pack** (a kobold alpha is immune to fear or Coercion)
- **King of the Kobolds!** Upgrade the difficulty of combat checks targeting Splig once for each minion group of kobolds within short range of him. If the check fails, one individual minion is defeated.

### Equipment:

- **Bite** (Brawl; Damage: 8; Critical: 3; Range [Engaged], Pierce 1, Vicious 1),
- **Huge Sword** (Melee (Light); Damage: 10; Critical: 2; Range [Engaged]; Defensive 1, Pierce 1),
- **Bulwark Shield** (Melee (Light); Damage: 7; Critical: 5; Range [Engaged]; Defensive 2, Deflection 3, Inaccurate 2, Knockdown)

## LYCANTHROPE, YOUNG (MINION)



**Skills:** Brawl, Perception, Vigilance.

**Talents:** None.

### Abilities:

- **Bestial Rage:** A minion group that has taken damage reduces the Critical rating of its attacks to 1.
- **Bite of the Wolf:** When a lycanthrope makes an unarmed attack and inflicts a Critical Injury result of 51 or higher on a human PC or human nemesis NPC [your GM has final say on what counts as human], the character gains the Lycanthropy disease.

### Equipment:

- **Fangs and Claws:** Brawl; Damage 6; Critical 3; Range (Engaged).

## LYCANTHROPE, FERAL (RIVAL)



**Skills:** Athletics 4 (●●●●●), Brawl 4 (●●●●●), Coercion 4 (●●●●●), Resilience 4 (●●●●●), Stealth 3 (●●●●●), Vigilance 3 (●●●●●).

Athletics 3 (III), Brawl 3 (III), Charm 2 (IIk), Coercion 2 (II), Cool 3 (III), Coordination 2 (IIkk), Deception 2 (IIkk), Perception 3 (IIIk), Ranged (Light) 2 (IIkk), Stealth 3 (IIIk), Survival 2 (IIkk).

### Talents:

- **Adversary 2:** Upgrade the difficulty of combat checks targeting this character twice.
- **Swift:** A lycanthrope does not spend additional maneuvers to move through difficult terrain.

### Abilities:

- **Bite of the Wolf:** When a feral lycanthrope in their animal form makes an unarmed attack and inflicts a Critical Injury result of 51 or higher on a human PC or human nemesis NPC [your GM has final say on what counts as human], the character gains the Lycanthropy disease.
- **Call of the Moon:** When the full moon rises, this character transforms into a monstrous wolf or giant hunting cat as an out-of-turn incidental; they heal all strain they are currently suffering, increase their Brawn and Agility by one to a maximum of 5, and reduce their Intellect and Willpower by one to a minimum of 1; all opponents must halve the damage dealt to this character while transformed before applying soak, unless their weapon is magical, made of silver, or uses silver ammunition; the transformation lasts until the following dawn or until this character is incapacitated due to exceeding their wound threshold.
- **Heart of Darkness:** Once per session, spend a Story Point to have this character transform, no matter the circumstances; the transformation lasts until the following dawn.

### Equipment:

- **Monstrous claws and fangs:** Brawl; Damage 8; Critical 2; Range [Engaged]; Knockdown, Vicious 1

## LYCANTHROPE, ALPHA (NEMESIS)



**Skills:** Athletics 3 (●●●●●), Brawl 3 (●●●●●), Charm 2 (●●●●●), Coercion 2 (●●●●●), Cool 3 (●●●●●), Coordination 2 (●●●●●), Deception 2 (●●●●●), Perception 3 (●●●●●), Ranged 2 (●●●●●), Stealth 3 (●●●●●), Survival 2 (●●●●●), Vigilance 3 (●●●●●).

### Talents:

- **Adversary 2:** Upgrade the difficulty of combat checks targeting this character twice.

### Abilities:

- **Bite of the Wolf:** When a lycanthrope makes an unarmed attack and inflicts a Critical Injury result of 51 or higher on a human PC or human nemesis NPC [your GM has final say on what counts as human], the character gains the Lycanthropy disease.
- **Call of the Moon:** When the full moon rises, this character transforms into a monstrous wolf or giant hunting cat as an out-of-turn incidental; they heal all strain they are currently suffering, increase their Brawn and Agility by one to a maximum of 5; all opponents must halve the damage dealt to this character while transformed before applying soak, unless their weapon is magical, made of silver, or uses silver ammunition; the transformation lasts until the following dawn or until this character is incapacitated due to exceeding their wound threshold.
- **Leap:** May spend a maneuver to move two range bands, ignoring difficult or intervening terrain.
- **King of the Beasts!** Upgrade the difficulty of combat checks targeting the Alpha once for each minion group of beasts or lycanthropes within short range of him. If the check fails, one individual minion is defeated.
- **Heart of Darkness:** Once per session, spend a Story Point to have this character transform, no matter the circumstances; the transformation lasts until the following dawn.
- **Prideful Roar:** As a maneuver, a Pridelord can unleash a prideful roar. All other Singhara in the encounter remove ■ from checks until the end of the Pridelord's next turn. In addition, enemies within medium range of the Pridelord must make an Hard (◆◆◆) fear check as per page 243 of the GENESYS Core Rulebook.

### Equipment:

- **Crossbow:** Ranged; Damage 7; Critical 3; Range (Medium); Prepare 1
- **Monstrous claws and fangs:** Brawl; Damage 9; Critical 2; Range [Engaged]; Knockdown, Pierce 2, Vicious 2.

## MINOTAUR (MINION)



**Skills:** Athletics, Brawl, Perception, Survival, Vigilance

**Talents:** None.

### Abilities:

- **Orientation** (a minotaur has an infallible sense of direction, and an instinctive ability to navigate any maze or labyrinth. Add 2 Boost die to any roll made by a minotaur during a chase through a maze or dungeon)

### Equipment:

- **Fists** (Brawl; Damage: 5; Critical: 4; Range [Engaged]; Disorient 3, Knockdown),
- **Gore** (Brawl; Damage: 6; Critical: 3; Range [Engaged]; Pierce 1, Knockdown)

## MINOTAUR BULL (RIVAL)



**Skills:** Athletics 2 (○●●●●), Brawl 2 (○●●●●),  
Melee (Light) 3 (○●●●●), Perception 2 (○●●●●),  
Vigilance 2 (○●●)

### Talents:

- None.

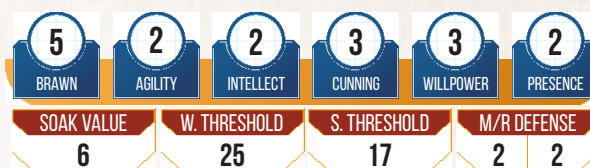
### Abilities:

- **Orientation** (a minotaur has an infallible sense of direction, and an instinctive ability to navigate any maze or labyrinth. Add 2 Boost die to any roll made by a minotaur during a chase through a maze or dungeon)

### Equipment:

- **Ancient Sword:** Melee (Light); Damage 6; Critical 2; Range (Engaged); Defensive 1.
- heraldic plate armor +2 soak, +1 defense.

## MINOTAUR LORD (NEMESIS)



**Skills:** Athletics 2 (○●●●●), Brawl 3 (○●●●●),  
Melee 3 (○●●●●), Perception 2 (○●●●●), Survival 3 (○●●●●),  
Vigilance 2 (○●●)

### Talents:

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.,

### Abilities:

- **Orientation** (a minotaur has an infallible sense of direction, and an instinctive ability to navigate any maze or labyrinth. Add 2 Boost die to any roll made by a minotaur during a chase through a maze or dungeon)
- **Terrifying** (at the start of the encounter, all of their opponents must make a Hard fear check as an out-of-turn incidental. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy).
- **Devastating** (when a minotaur lord inflicts a Critical Injury, +20 is added to the resulting Critical Injury result)
- **Goring Charge** (if a minotaur lord uses a maneuver to engage an opponent, it may make a gore attack as an incidental)

### Equipment:

- **Black iron axe** (Melee; Damage: 10; Critical: 3; Range [Engaged]; Pierce 2, Vicious 2),
- **Gore** (Brawl; Damage: 8; Critical: 3; Range [Engaged]; Pierce 1, Concussive 1, Knockdown)

## NECROMANCER (NEMESIS)

1	2	3	2	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		S. THRESHOLD	
1		12		18	
			M/R DEFENSE		
			1		1

**Skills:** Arcana 3 (○○○○), Cool 2 (○○), Discipline 2 (○○◇), Knowledge (Forbidden) 3 (○○○○), Melee (Light) 1 (○), Vigilance 1 (○○◇).

### Talents:

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.
- **Chill of the Dead:** Magic attacks gain the Hinder effect with no increase in difficulty, Dark Insight use Knowledge (Forbidden) to determine spell effects.
- **Necromancy:** When this character uses the conjure magic action, it gains the Summon Ally effect with no increase in difficulty. All creatures the character summons must be undead.

### Abilities:

- None.

**Spells:** Necromancers can choose any magic action allowed for the Arcana skill, and may select additional spell effects, as normal. The spells they use most often are the following:

- **Death Knell:** Choose one target at short or medium range and make an Average (◇◇) Arcana check. If successful, this magic attack inflicts 8 damage +1 damage per uncanceled ✨, with Critical Rating 2 and the Ensnare 3 and Vicious 3 qualities.
- **Wilt:** Choose two targets within short range and make an Average (◇◇) Arcana check. If successful, the Necromancer can choose one additional target for each ▲ and all targets reduce the ability of any skill checks they make by one until the end of the necromancer's next turn. If an affected character suffers strain for any reason, they suffer 1 additional strain. The necromancer can perform the concentrate maneuver to maintain all effects of this curse.
- **Wall of Bones:** Make a Hard (◇◇◇) Arcana check. If successful, the necromancer reduces the damage of all hits they suffer by 1 plus 1 for every ✨ beyond the first until the end of his next turn; in addition, if an attack targeting the necromancer generates ☠☠☠ or ☠, the attacker suffers a hit inflicting damage equal to the total damage of the attack; the necromancer may perform the concentrate maneuver to maintain the effects of this barrier.

### Equipment:

- **Bone staff:** Add +4 damage to magic attacks; the first Range effect added does not increase difficulty; when used to cast a spell that inflicts 1 or more wounds, caster heals 1 wound.
- **Ceremonial Dagger:** Melee (Light); Damage 4; Critical 3; Range (Engaged); Accurate 1, Vicious 1;
- **Heavy Robes:** +1 defense.
- **Forbidden Grimoire:** A user with the Dark Insight talent can add the Additional Target and Enervate effects to Curse spells with no increase in difficulty

## ORC OUTRIDER (RIVAL)

4	3	2	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		M/R DEFENSE	
5		15		0   0	

**Skills:** Melee (Light) 2 (○○◇◇), Ranged 2 (○○◇◇), Riding 3 (○○◇).

### Talents:

- **Quick Draw:** Once per round on their turn, an Orc outrider may draw or stow an easily accessible weapon as an incidental instead of a maneuver.

### Abilities:

- **Brutal Training:** When an Orc outrider directs its mount, the mount may perform an action and a maneuver and is not limited to using its maneuvers to move.

### Equipment:

- **Orc Throwing Spear:** Ranged; Damage 7; Critical 3; Accurate 1, Limited Ammo 1.
- **Axe:** Melee (Light); Damage 7; Critical 3; Range (Engaged); Vicious 1.
- **Leather Armor:** +1 soak.
- Extra spears.

## ORC SPIRITSPEAKER (NEMESIS)

3	2	2	3	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
3	15	17	1	1	

**Skills:** Cool 2 (●●◆), Knowledge (Lore) 3 (●●◆), Primal 4 (●●●◆).

### Talents:

- **Second Wind 5:** Once per encounter, the spiritspeaker may heal 5 strain as an incidental.

### Abilities:

- **Spiritual Focus:** A spiritspeaker adds ■ to Primal checks they make for each Orc ally within short range.

**Spells:** Spiritspeakers can choose any magic action allowed for the Primal skill, and may select additional spell effects as normal. The spells they use most often are the following:

- **Fury of the Spirits:** The spiritspeaker chooses one target at short or medium range and makes a Hard ◆◆ Primal check. If the check is successful, this magic attack inflicts 7 damage, +1 damage per ✨, with the Pierce 3 and Sunder qualities.
- **Ancestral Strength:** The spiritspeaker chooses two allies within short range and makes a Hard ◆◆ Primal check. If the check is successful, the spiritspeaker may affect additional targets in range by spending ▲ for each additional target. Targets affected by this spell increase the ability of skill checks they make until the end of the spiritspeaker's next turn by one. The spiritspeaker may sustain the effects of this spell by performing the concentrate maneuver.

### Equipment:

- **Magic staff:** Add +4 damage to magic attacks; the first Range effect added to a spell does not increase its difficulty.
- **Beast-Hide Robes:** +1 defense.

## PRIEST OF KELLOS (RIVAL)

2	2	2	2	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	M/R DEFENSE			
2	16	1	1		

**Skills:** Charm 2 (●●◆), Discipline 2 (●●◆), Divine 2 (●●◆), Knowledge (Lore) 3 (●●◆), Melee (Light) 2 (●●), Vigilance 1 (●◆).

### Talents:

- **Flames of Kellos:** When casting an Attack spell, this character can add the Fire effect with no increase in difficulty, but can never add the Ice effect.

### Abilities:

- None.

**Spells:** Priests of Kellos can choose any magic action allowed for the Divine skill, and may select additional spell effects, as normal. The spells they use most often are the following:

- **Healing Spark:** Choose a target within short range and make an Average ◆ Divine check. If the check succeeds, the target heals 1 wound per ✨ and 1 strain per ▲.
- **Righteous Blaze:** Choose one target within short range and make an Average ◆ Divine check. If successful, this magic attack inflicts 3 damage +1 damage per uncanceled ✨, with the Burn 3 quality. Against an undead target, the attack inflicts +2 damage per ✨ instead.

### Equipment:

- **Mace:** Melee (Light); Damage 5; Critical 4; Range (Engaged).
- **Heavy Robes:** +1 defense.

## STORM SORCERESS (NEMESIS)

2	3	4	3	4	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		S. THRESHOLD	
2		15		18	
M/R DEFENSE					
2			2		

**Skills:** Arcana 3 (○○○◇), Cool 2 (○○◇), Discipline 2 (○○◇), Knowledge (Lore) 4 (○○○○).

### Talents:

- **Adversary 1:** Upgrade the difficulty of checks targeting this enemy once.

### Abilities:

- **Elemental Mastery:** The first effect that a storm sorceress adds to a spell does not increase the difficulty of the Arcana check.

**Spells:** Storm sorceresses can choose any magic action allowed for the Arcana skill, and may select additional spell effects, as normal. The spells they use most often are the following:

- **Blizzard:** The storm sorceress chooses a target within long range and makes a Daunting ◇◇◇◇ Arcana check. If the check is successful, this magic attack inflicts 8 damage +1 damage per ✨ with the Blast 4, Disorient 4, Ensnare 4, and Knockdown qualities.
- **Stormbolt:** The storm sorceress chooses a target within medium range and makes an Easy ◇ Arcana check. If the check is successful, this magic attack inflicts 8 damage +1 damage per ✨, with the Auto-fire and Stun 4 qualities.
- **Squall:** The storm sorceress chooses a target within medium range and makes an Easy ◇ Arcana check. If the check is successful, this magic attack inflicts 8 damage +1 damage per ✨. The storm sorceress may spend ▲▲ on the check to move the target or a character engaged with the target up to one range band in any direction.

### Equipment:

- **Magic Staff:** The first Range effect added to a spell does not increase its difficulty; increase damage of Attack spells by +4.
- **Robes:** +1 defense.

## SWORD POET (NEMESIS)

2	3	2	2	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		S. THRESHOLD	
2		18		16	
M/R DEFENSE					
1			0		

**Skills:** Charm 3 (○○○◇), Cool 2 (○○◇), Deception 2 (○○◇), Melee (Light) 3 (○○◇).

### Talents:

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.
- **Duelist:** A sword poet adds ■ to melee combat checks while engaged with a single opponent, but adds ■ while engaged with three or more opponents.
- **Parry 3:** When a sword poet suffers a hit from a melee combat check, after damage is calculated (but before soak is applied, so immediately after Step 3 of Perform a Combat check on page 102 of Genesys Core Rulebook), they may take a Parry incidental. They suffer 3 strain and reduce the damage dealt by that hit by five. This talent may only be used once per hit and when the sword poet is wielding a Melee weapon.
- **Improved Parry:** When a sword poet suffers a hit from a melee combat check and uses Parry to reduce the damage from that hit, after the attack is resolved, they may spend ☹☹☹ or ☹ from the attacker's check to use this talent. Then, the sword poet automatically hits the attacker once with a Brawl or Melee weapon they are wielding. The hit deals the weapon's base damage, plus any damage from applicable **talents** or abilities. The sword poet can't use this talent if the original attack incapacitates them.

### Abilities:

- **Show Off:** A sword poet may choose to inflict stun damage when resolving a successful melee combat check or using the Improved Parry ability.

### Equipment:

- **Dueling Rapier:** Melee (Light); Damage 5; Critical 2; Range (Engaged); Defensive 1, Pierce 3.
- Fancy clothes.

## THIEVES GUILD CUTPURSE (RIVAL)

2	3	2	3	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		M/R DEFENSE	
2		12		0   0	

**Skills:** Cool 2 (○○◇), Coordination 2 (○○◇), Deception 2 (○○◇), Melee (Light) 2 (○○◇), Skulduggery 3 (○○○○), Stealth 3 (○○○○).

### Talents:

- **Finesse:** May use Agility instead of Brawn for Brawl and Melee (Light) checks.

### Abilities:

- None.

### Equipment:

- **Dagger:** Melee (Light); Damage 3; Critical 3; Range (Engaged); Accurate 1.
- **Blackjack:** Melee (Light); Damage 5; Critical 5; Range (Engaged); Disorient 2, Stun Damage.

## WITCH AND WARLOCK (RIVAL)

2	2	3	3	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		M/R DEFENSE	
3		18		0 0	

**Skills:** Divine 3 (○○○○), Cool 1 (○○◇◇),  
Knowledge (Forbidden) 3 (○○○○),  
Melee (Light) 1 (○○◇).

### Talents:

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.
- **Dark Insight:** Use Knowledge (Forbidden) to determine spell effects.

### Abilities:

- **Telepathic Coordination:** A witch or warlock can perform a maneuver to add □ to the next check made by all other Uthuk Y'llan in the encounter.
- **Sacrifice:** After inflicting wounds on a living creature (whether an enemy or ally), a witch or warlock adds □ to their next magic skill check; after killing a living creature, a witch or warlock instead upgrades the ability of their next magic skill check once.

**Spells:** Witches and warlocks can choose any magic action allowed for the Divine skill, and may select additional spell effects as normal. The spells they use most often are:

- **Boneshatter:** Select one target at short range for this magic attack and make a Hard (◇◇◇) Divine check. If the check is successful, the magic attack inflicts 5 damage, +1 damage per ✨, with the Pierce 3, Sunder, and Vicious 3 qualities, and with a Critical Rating of 2.
- **Boil Blood:** Select one target at short range for this curse and make an Average (◇◇) Divine check. If the check is successful, until the end of the witch or warlock's next turn, the target decreases the ability of any skill checks they make by one and suffers one additional strain each time they suffer strain for any reason. The witch or warlock can maintain these effects with the concentrate maneuver.

### Equipment:

- **Sacrificial blade:** Melee (Light); Damage 4; Critical 3; Range (Engaged); Vicious 1.
- **Bone Armor:** +1 soak.

## WIZARD (NEMESIS)

1	2	4	2	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		S. THRESHOLD	
1		12		18	
			M/R DEFENSE		
			1		1

**Skills:** Arcana 3 (○○○○◇), Cool 2 (○○),  
Discipline 2 (○○◇), Knowledge (Lore) 4 (○○○○), Runes 3 (○○○○◇).

### Talents:

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.

### Abilities:

- None.

**Spells:** A wizard can choose any magic action allowed for the Arcana skill, and may select additional spell effects, as normal. The spells they use most often are the following:

- **Fireball:** Choose one target at short or medium range and make a Hard (◇◇◇) Arcana check; if successful, this magic attack inflicts 8 damage +1 damage per ✨, with the Blast 4 and Burn 4 qualities.
- **Magic Shield:** Make a Hard (◇◇◇) Arcana check; if successful, until the end of the wizard's next turn, reduce the damage of all hits against them by one, plus one for every ✨✨, and the wizard gains +3 defense. The wizard can maintain these effects with the concentrate maneuver.

### Equipment:

- **Magic staff:** Add +4 damage to magic attacks; the first Range effect added does not increase difficulty.
- **Heavy Robes:** +1 defense.



# UNDEAD

## GHAST (RIVAL)



**Skills:** Athletics 1, Brawl 2, Stealth 2

**Talents:**

- None

**Abilities:**

- **Death Sight** (an undead suffers no Perception penalties at night or in total darkness)
- **Undead** (an undead is immune to poison, disease, and sleep, and needs no air, water, or food to survive)
- **Stench** (any character that begins their turn engaged with a ghast must make an Average Resilience check. On a success, they are disoriented for one round. On a failure, they are staggered for one round. A Triumph on this check means they do not have to make the check again during this encounter)
- **Defiant Undead** (increase the difficulty of any Divine check made against a ghast by one)
- **Paralyzing Touch** (a living target hit by a ghast's claws must make an Average Resilience check. If it fails, it is staggered until the end of the encounter. At the end of each of its turns, it may attempt another Average Resilience check to escape the effect. Divine Healing may also undo the effect)

**Equipment:**

- **Bite** (Brawl; Damage: 6; Critical: 3; Range [Engaged]; Vicious 1),
- **Filthy Claws** (Brawl; Damage: 5; Critical: 4; Range [Engaged]; Special)

## GHOUL (MINION)



**Skills (group only):** Athletics, Brawl

**Talents**

- None

**Abilities:**

- **Death Sight** (an undead suffers no Perception penalties at night or in total darkness)
- **Undead** (an undead is immune to poison, disease, and sleep, and needs no air, water, or food to survive)
- **Paralyzing Touch** (a living target hit by a ghoul's claws must make an Average Resilience check. If it fails, it is staggered until the end of its next turn. At the end of each of its turns, it may attempt another Average Resilience check to escape the effect. Divine Healing may also undo the effect)

**Equipment:**

- **Bite** (Brawl; Damage: 5; Critical: 4; Range [Engaged]; Vicious 1)
- **Filthy Claws** (Brawl; Damage: 5; Critical: 4; Range [Engaged]; Paralyzing Touch (Special))

## LICH (APEX NEMESIS)

2	3	4	3	4	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD	S. THRESHOLD	M/R DEFENSE	
5		22	35	2   2	

**Skills:** Arcana 5 (🟡🟡🟡🟡🟡), Brawl 3 (🟡🟡🟡), Coercion 4 (🟡🟡🟡🟡), Cool 3 (🟡🟡🟡), Discipline 4 (🟡🟡🟡🟡), Knowledge (Forbidden) 5 (🟡🟡🟡🟡🟡), Knowledge (Lore) 4 (🟡🟡🟡🟡), Leadership 3 (🟡🟡🟡), Negotiation 3 (🟡🟡🟡), Perception 3 (🟡🟡🟡), Resilience 3 (🟡🟡🟡), Vigilance 3 (🟡🟡🟡).

### Talents:

- **Adversary 3:** Upgrade the difficulty of combat checks targeting this character three times.
- **Dark Insight:** Use Knowledge (Forbidden) to determine spell effects.

### Abilities:

- **Master Sorcerer** (a lich may maintain concentration on one spell per turn as an incidental instead of as a maneuver)
- **Forbidden Knowledge** (A lich reduces the difficulty of all spells cast by two)
- **Death Sight** (an undead suffers no Perception penalties at night or in total darkness)
- **Undead** (an undead is immune to poison, disease, and sleep, and needs no air, water, or food to survive. A lich doubles its soak against all non-magical attacks)
- **Terrifying** (at the start of the encounter, all opponents must make a Daunting (🔱🔱🔱) fear check as an out-of-turn incidental. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy)
- **Spell Turning** (Once per round, when targeted by a magic skill check, a lich may spend a Story Point and suffer 4 strain as an out-of-turn incidental to cause the spell to target another character instead)
- **Phylactery** (a lich's soul is tied to a special item called a phylactery. This item is always carefully hidden. If a lich is destroyed, it gains a new body in seven days, regaining all its lost wounds and strain, and becoming active again. The new body appears within 5 feet of the phylactery. If its phylactery is destroyed, a lich cannot reform, and is permanently destroyed).

**Spells:** (a Lich can choose any magic action allowed for the Arcana skill, and may select additional spell effects as normal. The spells they use most often are the following:

- **Disintegrate** (choose a target at short or medium range for this attack and make a Hard (🔱🔱🔱) Arcana check. If successful, this magic attack inflicts 9 damage +1 damage per Success, with the Pierce 5, Vicious 5 and Sunder qualities, and a Critical Rating of 2)
- **Ice Storm** (choose a target at short or medium range for this attack and make a Hard (🔱🔱🔱) Arcana check. If successful, this magic attack inflicts 13 damage +1 damage per Success, with the Blast 7, Ensnare 5, and Vicious 5 qualities, and a Critical Rating of 2. If the

Blast quality is triggered, it affects all targets within short range of the target rather than engaged)

- **Arcane Barrier** (make a Average (🔱🔱) Arcana check; if successful, until the end of the lich's next turn, reduce the damage of all hits against them by one, plus one for every Success, and the lich gains +5 defense (to a maximum of 4). The lich can maintain these effects with the concentrate maneuver).
- **Forbidden Curse** (The Lich chooses two targets within short range or medium and make a Hard (🔱🔱🔱) Arcana check. If successful, until the end of the Lich's next turn, each time the target makes a skill check, decrease the ability by one and the Lich may choose to change any die in the pool not displaying 🎲 or 🎲 to any other face. The Lich may sustain these effects with the concentrate maneuver.)

### Equipment:

- **Icy Claw:** (Brawl; Damage: 5; Critical: 3; Range [Engaged]; Concussive 1, Stun 5)
- **Lich Staff of Power:** (implement, +5 damage, the lich may add the Additional Target, Empowered, and Range qualities to a Arcane spell without increasing the difficulty. Add 🎲🎲 to the result of any successful spell check)
- **Archmagus Robes** (+2 Soak, +2 Defense)
- Other magical items as chosen by the GM.

## NECROMANTIC SWARM (RIVAL)



**Skills:** Brawl 2, Coordination 2

**Talents:**

- None

**Abilities:**

- **Silhouette 2**
- **Death Sight** (an undead suffers no Perception penalties at night or in total darkness)
- **Undead** (an undead is immune to poison, disease, and sleep, and needs no air, water, or food to survive)
- **Terrifying** (at the start of the encounter, all opponents must make a Hard fear check as an out-of-turn incidental. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy)
- **Teeming Threat** (as a maneuver, a swarm may engage all living targets within Short range, and take an attack action against each target)
- **Swarm** (halve the damage dealt to the swarm before applying soak, unless the weapon has the Blast or Burn quality [regardless of whether the quality is activated])
- **Show of Hands** (enemies who are Engaged with a necromantic swarm at the start of their turn must make a Hard Resilience check as an incidental or suffer 4 wounds)

**Equipment:**

- **Body Parts** (Brawl; Damage: 4; Critical: 4; Range [Engaged]; Disorient 3, Knockdown)

## REANIMATE (MINION)



**Skills:** Melee (Light), Perception, Ranged, Resilience, Vigilance.

**Talents:**

- None.

**Abilities:**

- **Undead:** Does not need to breathe, eat, or drink, and can survive underwater; immune to poisons and toxins.
- **Undying:** May spend ☠☠☠ from any check made by a PC to return one previously defeated Reanimate to an existing minion group, removing damage from the group accordingly. Spend ☠ to return two Reanimates to a minion group.

**Equipment:**

- **Rusted Blade:** Melee; Damage 5; Critical 3; Range (Engaged).
- **Worn Bow:** Ranged; Damage 6; Critical 3; Range (Medium).
- **Antique Mail:** +1 soak.

## REANIMATED HAND (RIVAL)



**Skills:** Brawl 2, Perception 2, Ranged 2, Vigilance 2

**Talents:**

- **Adversary 1** (upgrade difficulty of all combat checks against this creature once)

**Abilities:**

- **Death Sight** (an undead suffers no Perception penalties at night or in total darkness)
- **Undead** (an undead is immune to poison, disease, and sleep, and needs no air, water, or food to survive)
- **Magic Resistance** (a reanimated hand upgrades the difficulty of any magic skill check targeting it by one)
- **Flying Punch** (Once per encounter, a reanimated hand may ball into a fist and launch itself at an enemy within Medium Range. If it hits, it becomes Engaged with that enemy as an incidental).
- **Death Grip** (if a reanimated hand Ensnare a target with its Smack attack, it grips the target tightly and begins to squeeze, while ferociously biting at the same time. The target suffers 4 additional wounds, and is immobilized. The target suffers another 4 wounds each turn that the hand continues its Death Grip. Either the target (or an ally) must succeed at an opposed Athletics check as an action on their turn to free the target from the hand. A reanimated hand cannot attack other targets while using its Death Grip, but may release its target as an incidental).

**Equipment:**

- **Punch** (Ranged; Damage: 6; Critical: 3; Range [Short]; Disorient 3, Knockdown),
- **Smack** (Brawl; Damage: 7; Critical: 3; Range [Engaged]; Ensnare 1)

## SHADE (MINION)



**Skills:** Brawl, Cool, Discipline

### Talents:

- None.

### Abilities:

- **Ghostly:** May move over or through terrain (including doors and walls) without penalty. Halve the damage dealt to the shade before applying soak, unless the attack came from a magical source such as a spell or magical weapon.
- **Terrifying:** At the start of the encounter, all of their opponents must make a Hard (◆◆◆) fear check as an out-of-turn incidental, as per page 243 of the Genesys Core Rulebook. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy. Undead does not need to breathe, eat, or drink, and can survive underwater; immune to poisons and toxins.

### Equipment:

- **Spectral Hands:** Brawl; Damage 1; Critical 2; Range (Engaged); Breach 1, Stun Damage.

## SKELETON (MINION)



**Skills:** Melee (Light), Perception, Ranged, Vigilance.

### Talents:

- None.

### Abilities:

- None.

### Equipment:

- **Rusty Blade:** Melee (Light); Damage 5; Critical 4; Range (Engaged).
- **Old Bow:** Ranged; Damage 6; Critical 3; Range (Medium).

## SKELETON MAGE (RIVAL)



**Skills:** Arcane 3, Cool 2, Lore 3, Perception 2

### Talents:

- **Adversary 1** (upgrade difficulty of all combat checks against this creature once)

### Abilities:

- **Death Sight** (an undead suffers no Perception penalties at night or in total darkness)
- **Undead** (an undead is immune to poison, disease, and sleep, and needs no air, water, or food to survive)
- **Enervating Curse** (A skeleton mage may make a Hard Arcana check against a target, if successful, the target reduces its Ability for all checks by one until the end of its next turn. In addition, if the target suffers strain for any reason, they suffer 1 additional strain).

### Equipment:

- **Ice Spear** (Arcane; Damage: 7; Critical: 2; Range [Medium], Ensnare 3, Vicious 3),
- **Icy Blast** (Arcane; Damage: 7; Critical: 2; Range [Medium], Blast 3, Ensnare 3)
- **Staff** (+4 to magic attacks; Melee (Heavy); Damage: 4; Critical: 4; Range [Engaged], Defensive 1),
- **decaying finery** (+1 Defense)

### Equipment:

- **Steel blade** (Melee (Light); Damage: 6; Critical: 2; Range [Engaged], Defensive 1),
- **Longbow** (Ranged; Damage: 6; Critical: 3; Range [Medium])
- **Shield** (Melee (Light); Damage: 3; Critical: 6; Range [Engaged]; Defensive 1, Deflection 1, Inaccurate 1, Knockdown),
- **plate and chain** (+1 Defense, +2 soak)

## VAMPIRE (RIVAL)

4	4	4	4	4	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
6	22	20	0	0	0

**Skills:** Athletics 2, Brawl 3, Cool 3, Coordination 2, Deception 2, Discipline 2, Perception 3, Stealth 4, Survival 3, Vigilance 3.

### Talents:

- **Adversary 2:** Upgrade the difficulty of combat checks targeting this character twice.

### Abilities:

- **Blood Call:** When this character inflicts wounds on a target using their fangs, they heal 4 strain and 4 wounds.
- **Sunlight Sensitivity:** While exposed to sunlight, a Vampire reduces all their characteristics by 2 and halves their Wound Threshold and Strain Threshold.
- **Terrifying:** At the start of the encounter, all of their opponents must make a Daunting (◆◆◆◆) fear check as an out-of-turn incidental, as per page 243 of the Genesys Core Rulebook. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy.
- **Undead:** Does not need to breathe, eat, or drink (except blood), and can survive underwater; immune to poisons and toxins.
- **Vulnerable Heart:** When this character suffers a Critical Injury from a weapon made of wood, such as a stake or crossbow bolt, they add +40 to the Critical Injury result.
- **Wall Crawler** (may move along walls or ceilings without needing to make an Athletics check)

### Equipment:

- **Bloodstained Fangs:** Brawl; Damage 6; Critical 2; Range (Engaged); Ensnare 1, Pierce 2, Vicious 2.
- **Claws:** Brawl; Damage 7; Critical 3; Range (Engaged); Knock-down, Ensnare 1, Vicious 3.

## VAMPIRE LORD (NEMESIS)

5	5	4	4	4	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
7	28	25	0	0	0

**Skills:** Arcana 3 (●●●◆◆), Athletics 2 (●●●◆◆◆), Brawl 4 (●●●●◆◆), Charm 3 (●●●◆◆), Coercion 5 (●●●●●◆◆), Cool 3 (●●●◆◆), Deception 3 (●●●◆◆), Discipline 3 (●●●◆◆), Knowledge (Forbidden) 4 (●●●●◆), Negotiation 3 (●●●◆◆), Perception 3 (●●●◆◆), Stealth 4 (●●●●◆), Survival 3 (●●●◆◆), Vigilance 3 (●●●◆◆).

### Talents:

- **Adversary 3:** Upgrade the difficulty of combat checks targeting this character three times.
- **Dark Insight:** Use Knowledge (Forbidden) to determine

spell effects.

### Abilities:

- **Blood Call:** When a Vampire Lord damages a target using their fangs or a magic attack, they heal wounds equal to the wounds inflicted.
- **Blood Mist:** If the Vampire Lord suffers damage in excess of her Wound Threshold, she is not incapacitated, but takes the form of a cloud of blood mist. While in this form, she can fly (see page 100 of the GENESYS Core Rulebook) and does not suffer damage from physical attacks. If she suffers additional damage from a magical attack, she becomes incapacitated as normal and resumes corporeal form.
- **Dominate:** May use the Dominate action once per encounter, making an opposed Charm vs. Discipline check targeting one character in short range; if successful, the target is immobilized for 1 round per uncanceled ✨, and may spend ⚡ to stagger the target for 1 round.
- **Sunlight Sensitivity:** While exposed to sunlight, a Vampire Lord reduces all their characteristics by 2 and halves their Wound Threshold and Strain Threshold.
- **Terrifying:** At the start of the encounter, all of their opponents must make a Daunting (●●●◆◆) fear check as an out-of-turn incidental, as per page 243 of the Genesys Core Rulebook. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy.
- **Undead:** Does not need to breathe, eat, or drink (except blood), and can survive underwater; immune to poisons and toxins.
- **Vampiric Magic:** A Vampire Lord reduces the difficulty of all magic skill checks one step.
- **Vulnerable Heart:** When this character suffers a Critical Injury from a weapon made of wood, such as a stake or crossbow bolt, they add +40 to the Critical Injury result.
- **Wall Crawler** (may move along walls or ceilings without needing to make an Athletics check)

**Spells:** A Vampire Lord can choose any magic action allowed for the Arcana skill, and may select additional spell effects, as normal. The spells they use most often are the following:

- **Blood Funnel:** Choose one target at short or medium range for the attack and make a Hard (◆◆◆) Arcana check; if the magic combat check succeeds, the target suffers 8 damage + 1 damager per uncanceled ✨, with Critical Rating 2 and the Blast 6 and Vicious 4 qualities.
- **Curse of the Night:** Choose one target within short range and make a Hard (◆◆◆) Arcana check; if the check succeeds, the target decreases the ability of any skill checks they make by one and reduce their strain and wound thresholds by 4 until the end of the Vampire Lord's next turn. The Vampire Lord may maintain these effects by performing the Concentrate maneuver.

### Equipment:

- **Bloodstained Fangs:** Brawl; Damage 8; Critical 2; Range (Engaged); Ensnare 1, Pierce 3, Vicious 3.
- **Claws:** Brawl; Damage 9; Critical 3; Range (Engaged); Knock-down, Ensnare 2, Vicious 3.
- **Magic Staff:** Add +4 damage to magic attacks; the first Range effect added does not increase difficulty.

## VAMPIRE SPAWN (MINION)



**Skills (group only):** Brawl, Perception, Stealth, Vigilance

### Talents:

- None.

### Abilities:

- **Death Sight** (an undead suffers no Perception penalties at night or in total darkness)
- **Wall Crawler** (a vampire may move along walls or ceilings without needing to make an Athletics check)
- **Undead** (an undead is immune to poison, disease, and sleep, and needs no air, water, or food to survive)
- **Sunlight Vulnerability** (a vampire spawn exposed to natural sunlight reduces all their characteristics by 2 and suffers 3 Wounds per turn until it is out of the sunlight. If reduced to zero Wounds, it collapses into dust).
- **Vampire's Embrace** (a vampire spawn that Ensnares its target with its Claws attack may spend 2 Advantage or Triumph to make a Bite attack against the target. If the bite attack is successful, the vampire spawn heals damage equal to the damage inflicted after soak)

### Equipment:

- **Claws** (Brawl; Damage: 6; Critical: 3; Range [Engaged]; Ensnare 2, Vicious 1),
- **Vampiric Bite** (Brawl; Damage: 6; Critical: 2; Range [Engaged]; Pierce 1)

## WIGHT (RIVAL)



**Skills:** Athletics 1, Melee (Light) 3, Perception 2, Vigilance 2

### Talents:

- None

### Abilities:

- **Death Sight** (an undead suffers no Perception penalties at night or in total darkness)
- **Undead** (an undead is immune to poison, disease, and sleep, and needs no air, water, or food to survive)
- **Life Drain** (each time a target is wounded by a wight, it must make a Hard Resilience check or have its Wound and Strain threshold reduced by two until the next sunrise. If either threshold is reduced to zero, the target dies. It will rise as a zombie under the control of its killer at the next nightfall)
- **Sunlight Vulnerability** (a wight exposed to natural sunlight suffers 2 Wounds per turn until it is out of the sunlight. If reduced to zero Wounds, it collapses into dust)

### Equipment:

- **Sword** (Melee (Light); Damage: 6; Critical: 2; Range [Engaged]; Defensive 1),
- **Shield** (Melee (Light); Damage: 3; Critical: 6; Range [Engaged]; Defensive 1, Deflection 1, Inaccurate 1, Knock-down),
- **Ancient Platemail** (+1 Defense, +2 Soak)

## WILL O' WISP (RIVAL)



**Skills:** Brawl 2, Deception 3, Stealth 3

### Talents:

- **Finesse** (When making a Brawl or Melee (Light) check, your character may use Agility instead of Brawn.)

### Abilities:

- **Flyer,**
- **Silhouette 0**
- **Undead** (an undead is immune to poison, disease, and sleep, and needs no air, water, or food to survive)
- **Incorporeal** (may move over or through terrain [including doors and walls] without penalty. Halve the damage dealt before applying soak, unless the attack came from a magical source such as a spell or magical weapon)
- **Deceptive Illumination** (A will o' wisp can shed light out to Medium range, or as little as Engaged range. It can appear as candlelight, torchlight, or virtually any form of luminescence it chooses. It can change the range of its illumination, or its appearance, as an incidental)
- **Invisibility** (As an action, a will o' wisp may turn invisible, extinguishing its light, gaining 4 dice of concealment. It may sustain this invisibility by spending a maneuver to concentrate each turn. It cannot remain invisible if it attacks)
- **Consume Life** (Once per turn, a will o' wisp engaged with an Incapacitated creature may attempt to consume its life as an incidental. The creature must make an Average Resilience check or suffer 6 wounds. The will o' wisp then regains 6 wounds)

### Equipment:

- **Shock** (Brawl; Damage: 6; Critical: 3; Range [Engaged], Stun 4, Vicious 1)

## WRAITH (RIVAL)



**Skills:** Brawl 3 (◆◆◆), Cool 2 (◆◆), Discipline 2 (◆◆◆), Ranged 1 (◆◆◆).

### Talents:

- None.

### Abilities:

- **Ghostly:** May move over or through terrain (including doors and walls) without penalty. Halve the damage dealt to the wraith before applying soak, unless the attack came from a magical source such as a spell or magical weapon.
- **Silhouette 2.**
- **Terrifying:** At the start of the encounter, all of its opponents must make a Daunting (◆◆◆◆) fear check as an out-of-turn incidental, as per page 243 of the Genesys Core Rulebook. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy.
- **Undead:** Does not need to breathe, eat, or drink, and can survive underwater; immune to poisons and toxins.

### Equipment:

- **Spectral Claws:** Brawl; Damage 2; Critical 1; Range (Engaged); Breach 1, Stun Damage,
- **Wailing Cry:** Ranged; Damage 2; Critical 5; Range (medium); Breach 1, Stun Damage.

