

Plarfem's Fantasy Conversion
For
FFG's Star Wars Roleplaying System

Adapting the Narrative Dice System used in Edge of the Empire,
Age of Rebellion, and Force and Destiny for use in a Fantasy
Setting

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Why Edge of the Empire?

Some of you may be wondering, why use the Edge of the Empire dice system for fantasy when there are plenty of Fantasy RPG systems already out there? Simply put, the narrative dice in the Fantasy Flight Games Star Wars system allow for every roll of the dice to change the game in interesting ways. Failing while gaining an advantage or succeeding while sinking into the depths of despair- these things give the game a very different feel from a traditional fantasy RPG with a pass/fail only mechanic, and gives all the players around the table some narrative control and a chance to think creatively to interpret the results.

Introduction

This document is designed to allow players of the Fantasy Flight Games (FFG) Star Wars system (Edge of the Empire, Age of Rebellion, and Force and Destiny) to play games using that ruleset in a Fantasy setting. It will also outline the major differences between this ruleset and that of traditional fantasy roleplaying games in an effort to aid players who may be trying it out for the first time.

While there will be an overview of how to play, this document will not replace the FFG rulebooks. A copy of the FFG ruleset is needed to play; the rules are available from several sources (including one free source):

- Edge of the Empire Core Rulebook
- Edge of the Empire Beginner's Box
- Age of Rebellion Core Rulebook
- Age of Rebellion Beginner's Box
- Force and Destiny Core Rulebook
- Force and Destiny Beginner's Box
- *Under A Black Sun*- FFG's offering for Free RPG day 2013- available for free from FFG's website, (www.fantasyflightgames.com)

The game also requires a set of the Fantasy Flight Games Star Wars dice. The dice are found in each Beginner's box set, or can be purchased separately. Alternatively, there is also an official dice roller app available for purchase (\$5). There is a way to use standard dice described in some of these rulesets, but it is not recommended as it adds a lot of complexity to every roll.

The FFG Star Wars Roleplaying system works well to provide a fantasy game with an epic, action-packed or pulpy feel, as the system is focused on high adventure, epic themes, and narrative play where every roll can change the flow of the story with collaborative input from the game master and the players. A grim, gritty campaign may be best served with another system, as resource tracking, long healing times, and frequent player character death are not the focus of this system.

This ruleset is likely a good fit for those who enjoy adventures that have a feel like Indiana Jones, Eberron, or unsurprisingly, Star Wars.

Example of Play

The Gamemaster (GM), Dennis, is running a game for the four people, playing as the following characters:

Jordan, playing Liam, a Human Sellsword-Duelist

Sean, playing Sister Lana, a Human Priest-Healer

Ingrith, playing Penny, a Human Rogue-Scoundrel

Ed, playing Milo, a Halfling Aristocrat-Scholar

Dennis (GM): “You follow the hooded figure into the alleyway. The buildings around here are fairly run down, two-story structures. You know you must be getting close to the docks as well, as you can smell the saltwater and hear the bells of ships coming into port. The alley seems to be mostly filled with refuse, and turns to the right about twenty feet ahead of you. You don’t see anyone in the alley, not even the one you followed here. What do you do?”

Ed (Milo): “Now where did he get off to? I give a quick look around before moving in there. I don’t want to get caught in an ambush.”

Dennis (GM): “OK then, make me a Perception check. The difficulty is Average, so add two purple dice to your pool. It’s pretty dark out, so also add a setback- one black die.”

Ed (Milo): “So, my dice are two yellow and one green plus the two purples and one black...” ~rolls dice~ “...so after everything cancels, I have one Success and two Advantage left. What do I see?”

Dennis (GM): “You see a figure huddled into a very dark alcove right around the bend in the alley, clearly trying to stay out of sight. You can’t see him well enough to make out any of his features, but you are pretty sure it’s the cutpurse you followed in here.”

Ed (Milo): “There he is! I point him out to the others.”

Dennis (GM): “No problem; they can now all see him. What about your two advantages?”

Ed (Milo): “Hmm. What about if I spot some cover between him and us that I could duck behind?”

Dennis (GM): That will work. You luck out and spot some old, mostly broken crates that someone left here. They look like they might give just enough of a blind spot for you to hide. You dive down behind there to take cover. The hooded figure stands up and takes an aggressive stance, drawing a short sword from underneath his cloak. Those of you still at the entry to the alley hear some heavy footsteps coming up behind you, as well as what a cacophony of high pitched, screeching sounds- it sounds like there is company headed your way. You have a few seconds before they get here- we’ll roll for initiative after the rest of you take one action. What are you each going to do?”

Jordan (Liam): “I’ll get the ones coming up behind us! I want to see if I can get the high ground- maybe climb up to a second story landing or something to get the drop on them.”

Ingrith (Penny): "I draw my hatchets and run forward, throwing one at the enemy in the alley."

Sean (Sister Lana): I'm going to move forward a little and get out of way. I also want to use my Death domain spell to put a protective ward on Liam."

Dennis (GM): That all sounds good. Penny, you run forward, gripping your hatchets comfortably. You move into short range and throw one end over end. Since its short range, the difficulty is one purple die, but he has some armor, so you get one black setback die as well. Sister Lana, go ahead and make your divine power check, and Liam, you see that there is a small second story balcony directly above you, and there are some decent handholds to get up there, so let's say the difficulty is average- two purple dice."

Jordan (Liam): ~rolls dice~ "It looks like I have two successes, but three threat. That's not good. So, I scale the balcony without any problem, right?"

Dennis (GM): ~Laughing~ "Nice try- you make it look easy getting up there, swinging off of a drainage pipe and using a couple other easy handholds. However, as you get to the balcony, your rapier catches on the railing. You slip going over the railing, and while you did successfully end up on the balcony, you are flat on your face and your rapier slides out of your scabbard and hits the ground beneath you with a clang."

Jordan (Liam): "Ouch..."

Ingrith (Penny): "So, I use Ranged-Light to throw the axe, right? My pool for that skill is one green and one yellow... add in the difficulty dice..." ~rolls dice~ "Ah hah! A

Triumph! Wait, though, I don't hit- it's a net failure..."

Dennis (GM): "So your attack can't damage him, but something really good happens with that Triumph. What happens?"

Ingrith (Penny): "I've got a good idea. The hatchet doesn't hit him, but strikes the wall really close to his head, catching the hood of his cloak. It pins him to the wall by the cloak, and we can now see his face."

Dennis (GM): "Perfect. Your hatchet knocks his hood off and pins him to the wall, and completely surprised, he struggles to try and get out of the cloak. When his face is revealed, you see matted grey fur, a short snout, and long incisors- you realize it is a wererat!"

Ed (Milo): "Uh oh. I knew I should have bought that silver dagger..."

Sean (Sister Lana): "I rolled one power point on my spell, so I suffer two strain and the spell goes off. Sister Lana closes her eyes for a moment and whispers a prayer to the Divine Mother to keep death from taking her friends in this battle. Liam now reduces the next damage he takes this encounter by four."

Jordan (Liam): "Thanks, I have a feeling I'm going to need it when we see what comes around that corner..."

Dennis (GM): Speaking of that, you now see another wererat moving in from behind you, and you can now tell what was making that horrible noise- the pack of four giant rats he is leading in your direction. Everyone please make Cool checks for Initiative..."

Creating a Character

1. Determine Character Concept and Background

Before you start looking at Races and Careers, start thinking about what kind of character you want to be. The system is flexible enough to cover most concepts through a combination of career and skill training.

2. Determine Obligation/Duty/Morality

In the FFG Star Wars system, there is one of these subsystems for each game setting. In Edge of the Empire, there is Obligation. Age of Rebellion has Duty, and Force and Destiny has Morality. Generally, the GM and players choose one of these systems to use in a given campaign, although sometimes it makes sense to have some characters with one system, some with others. Additionally, it is possible to gain more starting experience points by adjusting your ratings in these systems.

Obligation is a system that tracks the things that get in your character's way or who you now owe for getting where you are today. This can be a debt, a criminal history, or several other options. This system translates extremely well to a fantasy setting, and can be used directly without alteration. Obligation is checked for the group as a whole at the beginning of each session, and if someone's obligation is triggered, then that obligation is going to come back to impact the character at some point during the session.

Duty is a way to measure the success of a character at doing their part to further their organization's goals, and get rewarded as they do so. That can translate well for a fantasy campaign where the characters are part of an army or religious organization.

Morality is a way to measure how a character acts in accordance with a moral code and the internal conflicts they may face. This is a little harder to translate to most fantasy settings, as the system is really geared towards the Force in Star Wars, but it could be used for characters such as Paladins with very strict codes and laws.

3. Select a Race

Select the Race you will be playing. Your Race determines your base characteristics, as well as any special abilities you may have and how many experience points you have to spend during character creation. See the Races section.

4. Select a Career

Select your career. Your career determines eight of your career skills, which are easier to advance in as you gain experience than non-career skills. Your career also determines which specializations you may pick from for your starting specialization. You only ever get one career, but you will be able to get specializations outside of that career if desired. See the Career section.

5. Select a Specialization

Select your specialization from the three available from within your career. Your specialization gives you four more career skills, your talent tree, and depending on

Spending Experience Points		
Options	Cost	Character Creation Limits
Increase Characteristics (only available during character creation)	10X the level to which the Characteristic is being raised. Must be raised sequentially.	Maximum starting level is 5.
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. Max ranks after character creation is 5.
Purchase Talents from Talent Trees within Specializations	Based on the position on the tree.	Limited only by available XP.
Purchase new Specializations	10X the number of specializations the character will have after gaining the new one. Non-career specializations cost 10 additional XP.	Limited only by available XP.
Purchase Magical Powers	Based on the position within the spell tree	Limited only by available XP and access to the spell tree.

the specialization, access to magical powers. You will be able to purchase additional specializations later with experience points, even those from another career. See the Career section.

6. Invest Experience Points

You may spend the additional experience points to improve the character as described in the above table. Any XP you do not spend can be used at a later time, and you will gain more experience points to spend at the end of each session or adventure.

7. Determine Derived Attributes

Fill in the calculated values for Wound Threshold and Strain Threshold as described by your Race, and calculate your Soak, which is equal to your Brawn, but may be modified later by talents or armor.

8. Determine Motivation

Determine why your character adventures and what their goals are. The random motivations from the tables in the FFG books work well, or you can develop your own motivation. You can also use motivation like an alignment system in traditional fantasy RPGs.

9. Choose Equipment and Appearance

Each starting character gets 100 gold pieces to purchase initial weapons, armor, and gear. See the Equipment section.

10. Determine Group Resource

Each group should get some kind of group resource to help tie them together. This can range from a base of operations, a mentor or benefactor, a cache of items, or a map leading to some ancient ruins or treasure. The Gamemaster has final say on what this resource is.

How to Play

While the complete ruleset of the game will be needed to run this game (see the list of sources in the introduction), the basic mechanic of the game will be discussed here, and the differences between this fantasy conversion and both traditional fantasy RPGs and an unconverted game of the FFG Star Wars system.

Basic Mechanic

The basic mechanic of the game is based on Skill Checks. Skill checks generally work the same whether in combat or out of it, providing a fairly unified mechanic, making learning the game fairly easy.

When a player makes a skill check, they build a dice pool based on their ranks in the skill and the characteristic linked to that skill. Most character sheets display that pool for all of the character's skills to make this step easier. The Gamemaster then determines the difficulty of the action, and tells the player to add a certain number of difficulty dice to their pool. The amount of difficulty dice added to the pool is most often determined by the inherent difficulty of the action being performed, but may sometimes be based on the skills or abilities of an opponent who is resisting that action. Other dice called boosts and setbacks may be added in for special or environmental circumstances, and aid or hinder the player's chances respectively.

Once the pool is built, the player rolls, and the dice produce different symbols- Success (★), Failure (▼), Advantage (👁), Threat (⚡), Triumph (⚔), and Despair

(☹). Success and Failure cancel each other out, and a player must have at least one net Success for their action to be successful. Advantage and Threat cancel each other out, and provide interesting additional effects that are determined by the player or GM. Triumph and Despair are rare, functioning like Critical Successes or Critical Failures, and do not cancel each other. A Triumph also counts as one success and a Despair also counts as one failure.

When all the relevant symbols are canceled (Success vs. Failure and Advantage vs. Threat), the leftover symbols tell you the results of the skill check. It is then up to the players and GM to determine what that means in the narrative.

This mechanic leads to some interesting results. A player may succeed and have something else good happen with advantage, or may have something bad happen due to threat, or they may even fail but have something good happen due to advantage. It is also possible to have a Triumph while failing at the check, or vice-versa with success and Despair.

See the example of play in this document for how this works, and see the FFG ruleset for more specifics on the mechanic.

Comparison to Traditional Fantasy RPGs

The biggest thing separating this ruleset from traditional fantasy RPGs is the skill mechanic listed above. The extra effects that happen as part of a skill check are very different than the pass/fail mechanic of traditional fantasy RPGs, and the mechanic

takes some getting used to. There are two main consequences of this mechanic that require some adjustment.

The first of these consequences is that players have a lot more narrative control over the game. They determine Advantage effects for themselves and Threat effects for their enemies, and a lot of the narrative is a collaborative effort. This is a lot different than traditional fantasy RPGs where the Gamemaster does most of the description and adjudication.

The second is that since every roll may require input from everyone and may significantly change the course of the game, player engagement is generally high. Throughout the game, even when it is not that player's turn to act. This is not as common in traditional fantasy RPGs with a pass/fail mechanic.

There are a number of other standout differences as well- the obligation mechanic in particular is fairly unique, as is the Destiny Pool (a resource that ebbs and flows between the players and GM and allows them to impact the game to their advantage). The split between Strain and Wound thresholds is also different than a straight Hit Point pool. See the FFG ruleset for more information about those mechanics.

Comparison to the Star Wars RPG

For those used to playing the FFG Star Wars games, there are a few consequences when switching from the default setting to a fantasy setting.

First, melee weapons are much more common in fantasy games than in Star Wars- hence the change from just the Melee skill to Melee-Light and Melee-Heavy for some differentiation. As a result of the amount of melee combat, armor becomes a lot more prevalent as well. This changes how most battlegrounds are set up. While having places for cover is still important, cover does not come into play quite as often, and providing obstacles or other interesting objects to interact with in the environment becomes even more important to keep combat from becoming repetitive.

Secondly, magic is much more commonplace and reliable than the Force. Most adventuring parties will have at least one spellcaster, if not more, and use of magic is not generally a corrupting influence. So, the spellcasting rules have been altered slightly so that it only takes a Strain to be able to use a dark side point on the power die as opposed to using a destiny point. This means that casters can be counted on to reliably use their magic until they tire from use of strain, which is more in keeping with most fantasy settings. Healing magic is also much more prevalent, and several talent trees have the capability to use magic that functions as Stimpaks. This means that Stimpaks are effectively free of cost. This does not generally have a negative effect as the diminishing returns rule of Stimpaks still applies, and the characters in a fantasy campaign are usually injured a little more often than characters in most Star Wars campaigns.

Finally, the skill list is altered some to accommodate a fantasy setting. Please see the Skill section of this document.

A Note on Dungeon Crawls

The typical dungeon crawl from a fantasy RPG involves delving into a dungeon and systematically clearing the dungeon's denizens out room by room while looking for treasure or accomplishing some other goal. The idea of a dungeon crawl translates fairly well, but if done in exactly the same manner, an endless series of fights can become repetitive as this ruleset does not focus as much on long-term resource management. Dungeon crawls in this system seem to work best when most rooms of the dungeon are cleared using skill checks instead of combats- for instance, overcoming a small group of enemies in a room with a single combat check instead of going into a true combat, using Athletics or Coordination to escape a trap, or using Perception to locate a secret door. As long as there is a consequence for failure (such as suffering some wounds, strain, or adding some interesting complications), this lets the dungeon be more about getting past obstacles (including enemies) than a series of fights. True combats can be reserved for set piece encounters or boss-fights, usually two or three within a dungeon crawl.

Races

Humans

Humans are the most common race in most campaign worlds. Humans often vary drastically from region to region in appearance, mannerisms, and goals. Humans' greatest strength is their flexibility.

2	2	2	2	2	2
Brawn	Agility	Intellect	Willpower	Cunning	Presence

- **Wound Threshold:** 10 + Brawn
- **Strain threshold:** 10 + Willpower
- **Starting Experience:** 110 XP
- **Special Abilities:** Humans start the game with one rank each in two different non-career skills of their choice. They still may not train these skills above rank 2 at character creation.

Dwarves

Dwarfs are short, stocky mountain dwellers. In most campaign worlds, dwarves are tough, bearded warriors who favor heavy armor, axes or hammers, and can also make expert craftsmen. Their greatest strength is their legendary toughness.

3	1	2	2	2	2
Brawn	Agility	Intellect	Willpower	Cunning	Presence

- **Wound Threshold:** 12 + Brawn
- **Strain threshold:** 9 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Dwarves begin the game with one rank in Resilience. They may not train

Resilience past rank 2 during character creation.

- **Physical Training:** Dwarves gain a ☐ to all Athletics and Resilience Checks.
- **Darkvision:** Dwarves remove up to ☒ imposed due to darkness to any skill test.

Elves

Elves are slender, long-lived humanoids that often live in ancient forests. In most campaign worlds, Elves are renowned for both their skill with the bow, their knowledge of woodcraft, and a long history with the use of arcane magic.

2	3	2	2	2	1
Brawn	Agility	Intellect	Willpower	Cunning	Presence

- **Wound Threshold:** 10 + Brawn
- **Strain threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Elves begin the game with one rank in Survival. They may not train Survival past rank 2 during character creation.
- **Woodlore:** Elves do not suffer penalties for moving through difficult terrain in a forest environment.
- **Low-light Vision:** Elves remove a ☒ imposed due to darkness to any skill test.

Halflings

Halflings are a short, stealthy people who delight in the fine things in life and the company of others. They do not scare easily, and have quick reflexes that make

them good at performing delicate work or picking a pocket or two.

1	3	2	2	2	2
Brawn	Agility	Intellect	Willpower	Cunning	Presence

- **Wound Threshold:** 10 + Brawn
- **Strain threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Halflings begin the game with one rank in Skullduggery. They may not train Skullduggery past rank 2 during character creation.
- **No Fear:** Halflings remove ♦ from all checks to resist fear.

Dragonborn

Dragonborn are humanoids descended from dragons, complete with a reptilian appearance and a breath weapon. Dragonborn often have a strong sense of honor and are fiercely loyal.

3	1	2	2	2	2
Brawn	Agility	Intellect	Willpower	Cunning	Presence

- **Wound Threshold:** 12 + Brawn
- **Strain threshold:** 9 + Willpower
- **Starting Experience:** 90 XP
- **Dragonborn Fury:** Dragonborn gain a +1 to all damage they deal when they have at least one wound. They gain +2 to all damage dealt when they have suffered at least one critical injury.
- **Dragon Breath:** Gain a ranged weapon with the following qualities: Damage 4, Blast 5, Slow Firing 2, and Range Medium.

Select an element type from Fire, Cold, Lightning, Poison, or Acid. The breath weapon gains that element type; this cannot be changed once selected.

Half-Orc

Half-Orcs are the result of interbreeding between humans and Orcs. Depending on the campaign setting, they may or may not be easily accepted into either Orc or Human societies. Half-Orcs have the strength of their Orcish heritage, but with the greater intelligence of their human parentage.

3	2	1	2	2	2
Brawn	Agility	Intellect	Willpower	Cunning	Presence

- **Wound Threshold:** 12 + Brawn
- **Strain threshold:** 9 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Half-Orcs begin the game with one rank in Melee-Heavy. They may not train Melee-Heavy past rank 2 during character creation.
- **Orcish Strength:** Half-Orcs gain +1 damage to all attacks using Brawn or Melee.
- **Darkvision:** Half-Orcs remove up to ■■ imposed due to darkness to any skill test.

Warforged

Warforged are sentient magical constructs. They can have a lot of variations in appearance, as they are not all created in the same way, but they are generally vaguely humanoid in shape. Depending on the

campaign setting, warforged may be common, rare, or nonexistent.

1	1	1	1	1	1
Brawn	Agility	Intellect	Willpower	Cunning	Presence

- **Wound Threshold:** 10 + Brawn
- **Strain threshold:** 10 + Willpower
- **Starting Experience:** 175 XP
- **Living Construct:** Warforged do not need to eat, drink, sleep, or breathe, and are immune to poison. Warforged can only be healed through means specifically designed to heal warforged (i.e., a Craft check instead of a Heal check, or a Potion of Repair instead of a Potion of Healing)
- **Armored Plating:** Warforged gain +1 Soak.
- **Increased Training:** Warforged gain six free skill ranks from their career and three free skill ranks from their first specialization during character creation instead of the usual four from the career and two from the first specialization.

Careers and Specializations

Each character begins with one Career and Specialization. The Career is similar to a class in a traditional fantasy RPG, and represents the character's standard approach to overcoming difficulties. Specializations represent the finer details of what the character does and differentiate characters with the same career- akin to kits or subclasses in traditional fantasy RPGs. A character may later spend XP to add additional specializations, but specializations outside the character's career have an increased cost.

A career selection gives a character eight skills that are easier to learn, called career skills. The character receives a free rank in four of these skills. The selected specialization gives four additional career skills, of which two are selected for a free rank. If there is a skill that is selected for both career and specialization, the character gains two ranks in that skill. A character may also later purchase non-career skills at an increased cost.

Universal Specializations may be purchased by any character as if they were in that character's career, but may not be selected as the character's starting specialization.

Each specialization also gives a character access to that specialization's Talent Tree. Talent trees are similar to feats in traditional fantasy RPGs. They give the character a special ability. The talent trees increase in cost as you move downward. Talents must be purchased starting at the top row and then connecting downward by the paths marked in the trees.

There are seven careers provided in this conversion, with three specializations for each, as well as one universal specialization.

Although there are many ways to create characters, each of the careers maps to several traditional Fantasy RPG classes. The **Aristocrat** functions at the high end of society- or at least feels like that's where they should be, and this is the career for a Sage, Noble, or Expert class. The **Explorer** is at home in the wilds or underground and also has some skill with weapons. This is the career for Rangers and Scouts. The **Rogue** is at home in the streets and excels at squeaking past trouble; Thieves, Bards, and Assassin classes should consider this career. The **Sellsword** makes their way through life through skill of arms, and Fighters, Barbarians, or Swashbuckler classes would feel at home with this career. The **Knight** is an armored warrior and often a battlefield commander. Fighters, Paladins, and Warlord classes all fit into this career. The **Priest** career is for those who get their power from a Deity or other higher being. Clerics, Druids, or other Priest classes should consider this career. The **Wizard** career is for those seeking Arcane power; this is the career for Wizard, Artificer, or Warlock classes.

Universal Specializations

Some specializations are not part of a career, and may only be selected as an additional specialization using XP. This document contains the Guild Training specialization, which represents a character's training in a Thieves Guild.

Aristocrat

The Aristocrat's eight career skills are **Charm, Deception, Leadership, Negotiation, Streetwise, Education, Geography, and Lore**. The Aristocrat gains a free rank in four of these skills without spending XP as well as a discount on increasing them with future XP.

The Aristocrat's Role

Aristocrats are often the most educated member of an adventuring party, and often have the skills to serve as the primary negotiator or con-man- the party's "Face" character. Aristocrats also excel at making money and may already have extra money to throw around as needed.

Aristocrat Specializations

Those who select the Aristocrat Career must select one of the following specializations, who each represent a different facet of the aristocratic life.

Noble

The noble has been in charge of others for as long as they can remember, and have skills and talents to reflect that as well as their usually wealthy backgrounds. A Noble gains access to the additional career skills **Charm, Coercion, Deception, and Leadership**. If this is the character's first specialization, they may choose two of these skills and gain a rank in each of them without paying the XP cost.

Scholar

The scholar may be a graduate of an institution of higher learning within the game world, or may be self taught. They often know a lot about several fields of study, or may specialize in one particular field. A Scholar gains access to the additional career skills **Craft, Discipline, Education, and Lore**. If this is the character's first specialization, they may choose two of these skills and gain a rank in each of them without paying the XP cost.

Artisan

The Artisan is a creator, a master crafter. They know their trade, and know how to make a living off of it. An Artisan gains access to the additional career skills **Coordination, Craft, Discipline, and Negotiation**. If this is the character's first specialization, they may choose two of these skills and gain a rank in each of them without paying the XP cost.

Aristocrat - Noble

Aristocrat Skills - Charm (Pr), Deception (Cun), Leadership (Pr), Negotiation (Cun), Streetwise (Cun), Education (Int), Geography (Int), Lore (Int)

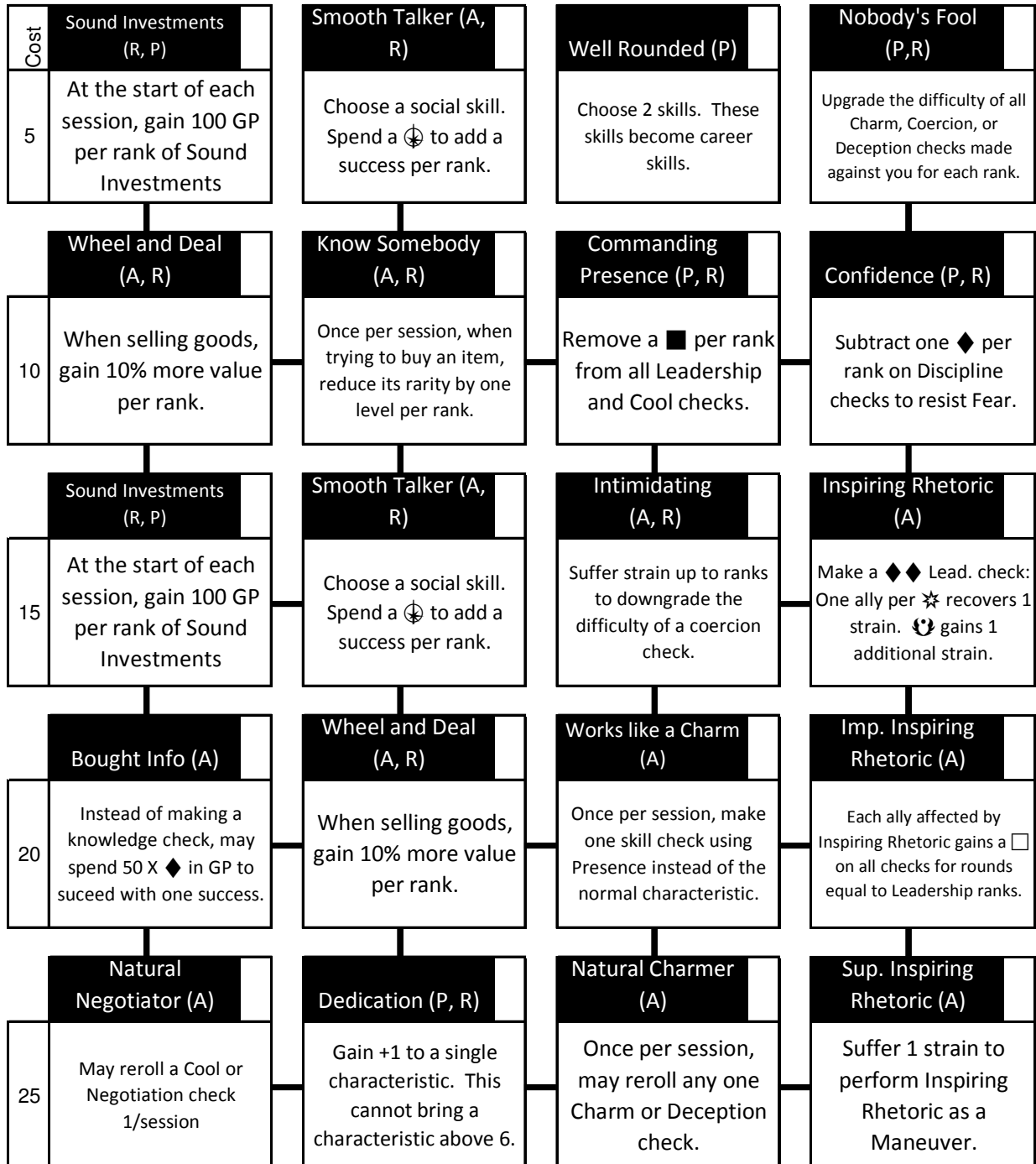
Noble Skills - Charm (Pr), Coercion (Will), Deception (Cun), Leadership (Pr)

Talent Tree - Aristocrat - Noble

A=Active

P=Passive

R=Ranked



Aristocrat - Scholar

Aristocrat Skills - Charm (Pr), Deception (Cun), Leadership (Pr), Negotiation (Cun), Streetwise (Cun), Education (Int), Geography (Int), Lore (Int)

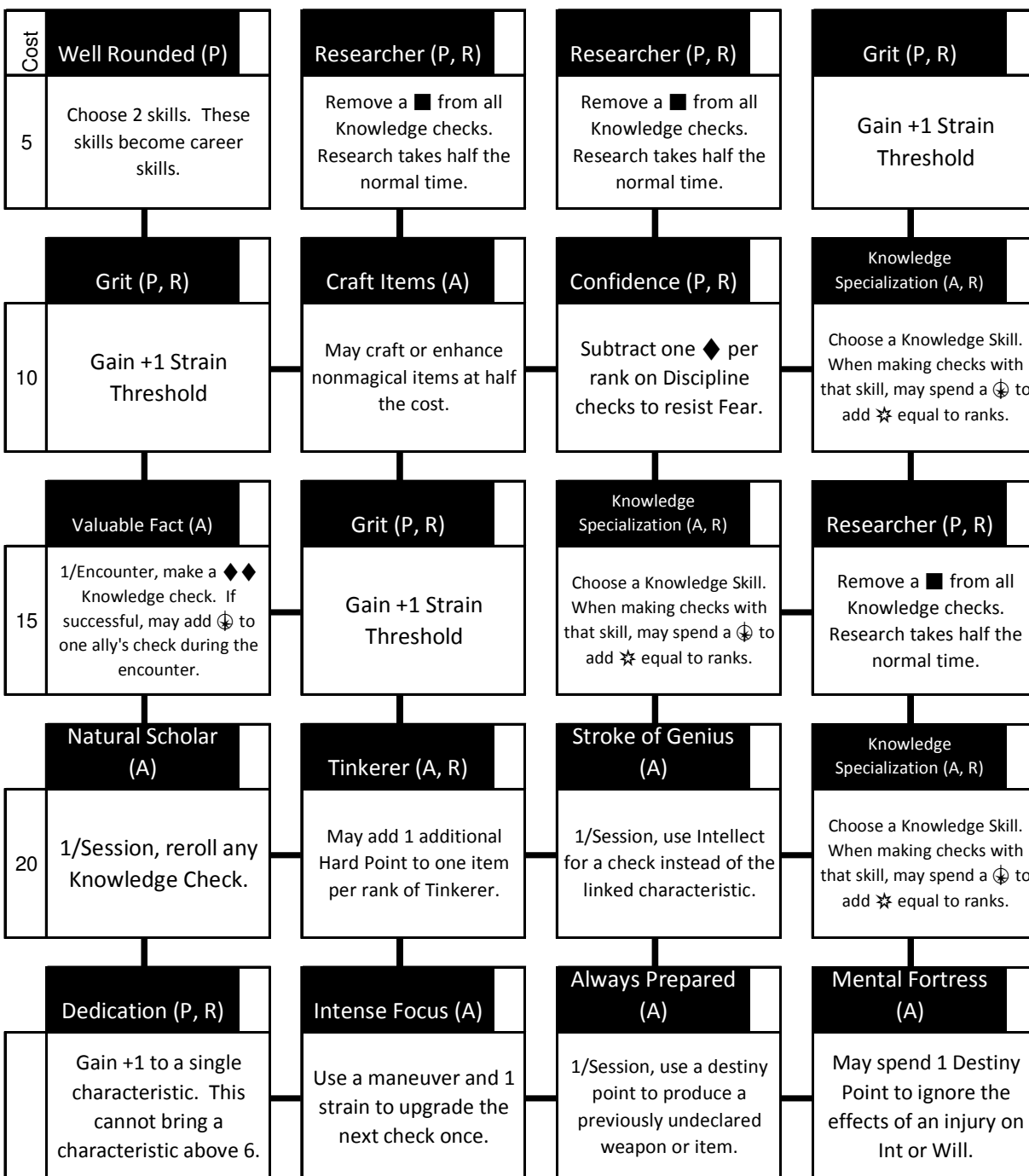
Scholar Skills - Craft (Int), Discipline (Will), Education (Int), Lore (Int)

Talent Tree - Aristocrat - Scholar

A=Active

P=Passive

R=Ranked



Aristocrat - Artisan

Aristocrat Skills - Charm (Pr), Deception (Cun), Leadership (Pr), Negotiation (Cun), Streetwise (Cun), Education (Int), Geography (Int), Lore (Int)

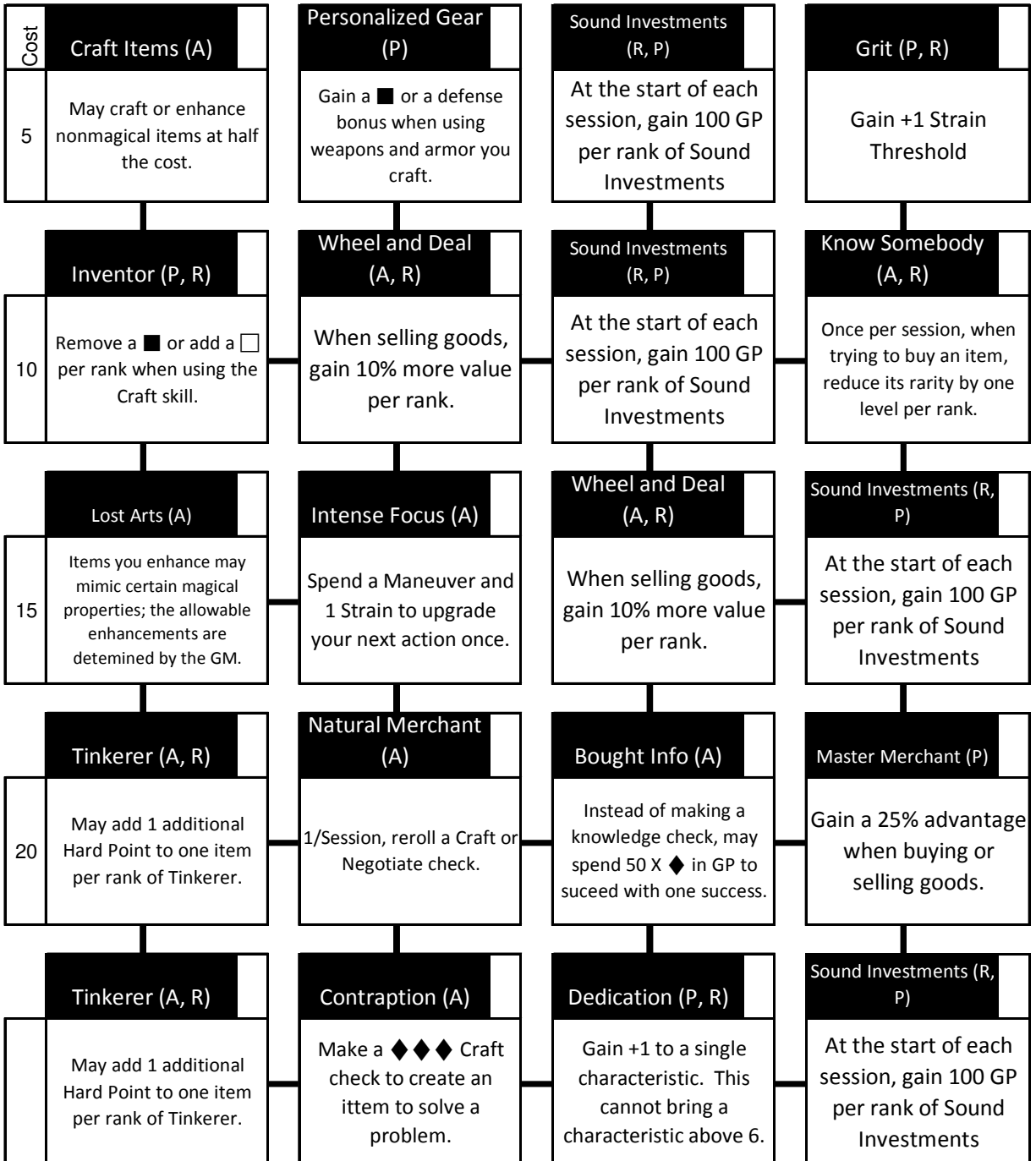
Artisan Skills - Coordination (Ag), Craft (Int), Discipline (Will), Negotiation (Pr)

Talent Tree - Aristocrat - Artisan

A=Active

P=Passive

R=Ranked



Explorer

The Explorer's eight career skills are **Navigation, Perception, Stealth, Survival, Geography, Nature, Melee-Light**, and **Ranged-Light**. The Explorer gains a free rank in four of these skills without spending XP as well as a discount on increasing them with future XP.

The Explorer's Role

Explorers excel at going where most do not dare to tread. The dangers of the wild lands or ancient ruins do not keep an explorer from their goals, and Explorers have special training to allow them to flourish where others would fall.

Explorer Specializations

Those who select the Explorer Career must select one of the following specializations, who each represent a different facet of an explorer's life.

Scout

Scouts focus on traveling and leading others through the wild lands, tracking enemies, avoiding detection, and can be notoriously tough. A Scout gains access to the additional career skills **Athletics, Healing, Survival**, and **Lore**. If this is the character's first specialization, they may choose two of these skills and gain a rank in each of them without paying the XP cost.

Hunter

The Hunter is the master of the bow, and the Hunter's skill at archery and tracking gives a leg up when stalking down their quarries. A Hunter gains access to the additional career skills **Coordination, Resilience, Melee-Heavy**, and **Ranged-Heavy**. If this is the character's first specialization, they may choose two of these skills and gain a rank in each of them without paying the XP cost.

Delver

The Delver is at home in ancient underground dungeons, and has a knack for avoiding- or at least, surviving- the dangers that lurk there. A Delver gains access to the career skills **Athletics, Coordination, Skullduggery**, and **Lore**. If this is the character's first specialization, they may choose two of these skills and gain a rank in each of them without paying the XP cost.

Explorer - Scout

Explorer Skills - Navigation (Int), Perception (Cun), Stealth (Agi), Survival (Cun), Geography (Int), Nature (Int), Melee- Light (Br), Ranged- Light (Agi)

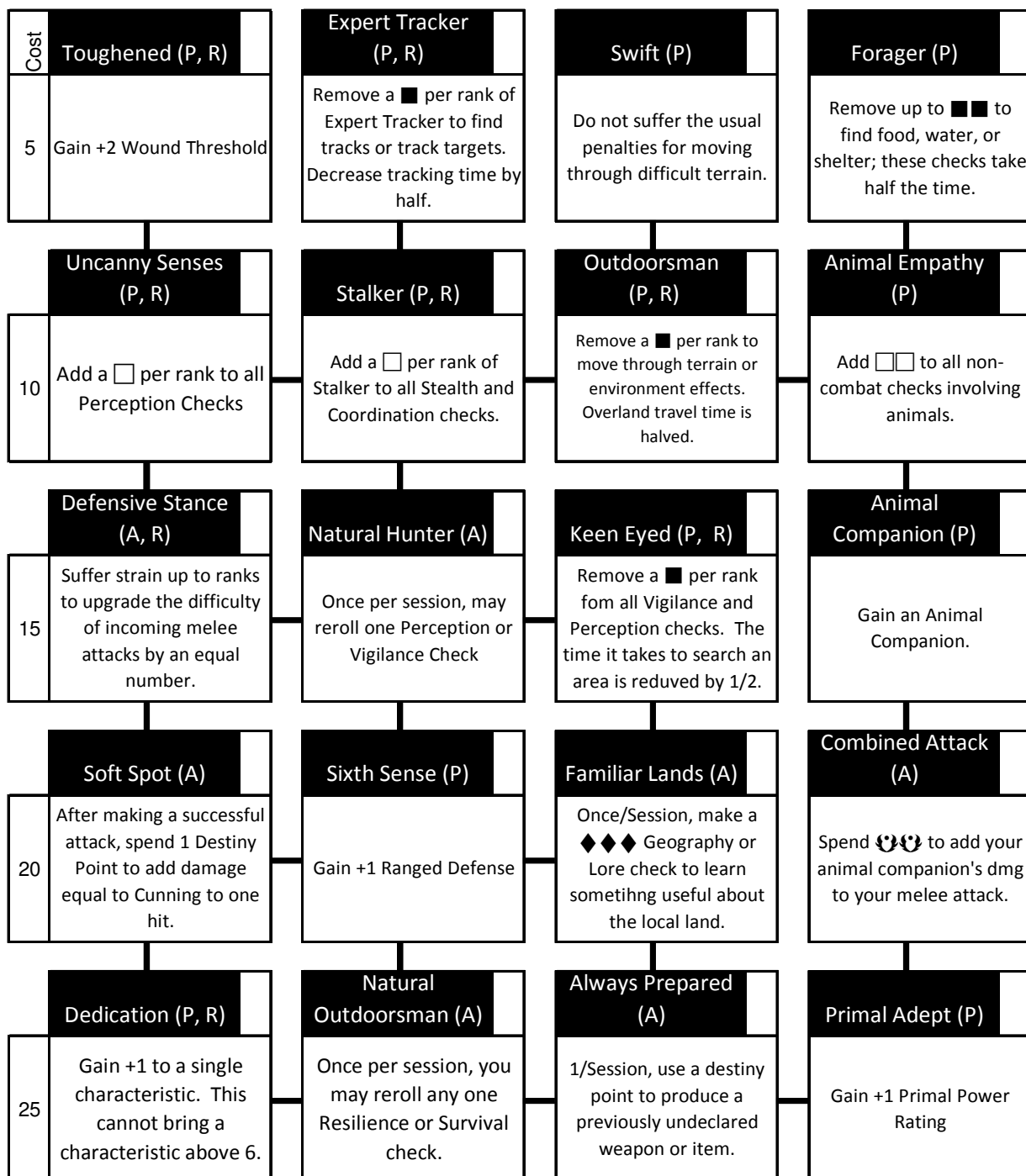
Scout Skills - Athletics (Br), Healing (Int), Survival (Cun), Lore (Int)

Talent Tree - Explorer - Scout

A=Active

P=Passive

R=Ranked



Explorer - Hunter

Explorer Skills - Navigation (Int), Perception (Cun), Stealth (Agi), Survival (Cun), Geography (Int), Nature (Int), Melee- Light (Br), Ranged- Light (Agi)

Hunter Skills - Coordination (Ag), Resilience (Br), Melee - Heavy (Br), Ranged - Heavy (Ag)

Talent Tree - Explorer - Hunter

A=Active

P=Passive

R=Ranked



Explorer - Delver

Explorer Skills - Navigation (Int), Perception (Cun), Stealth (Agi), Survival (Cun), Geography (Int), Nature (Int), Melee- Light (Br), Ranged- Light (Agi)

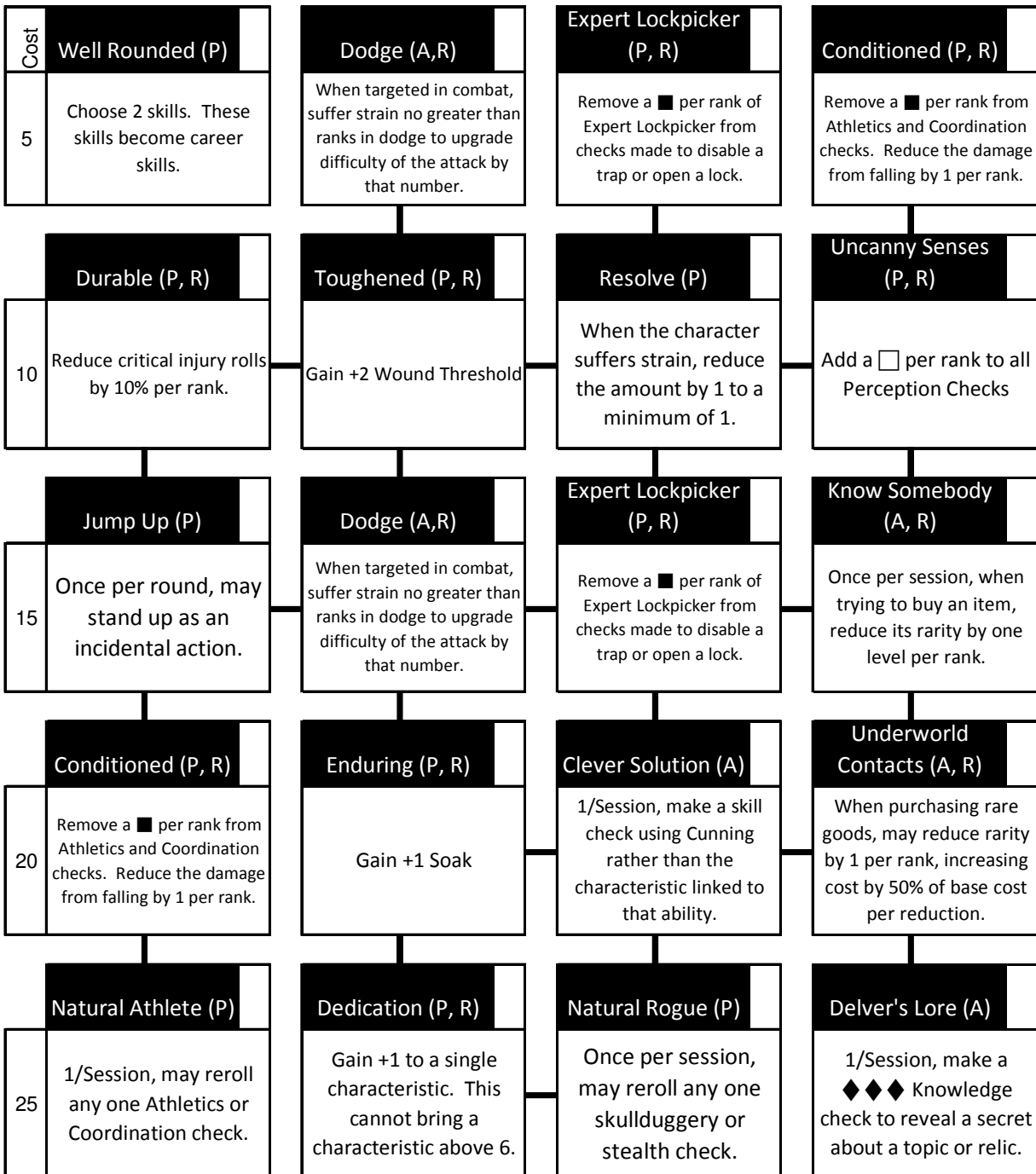
Delver Skills - Athletics (Br), Coordination (Agi), Skullduggery (Cun), Lore (Int)

Talent Tree - Explorer - Delver

A=Active

P=Passive

R=Ranked



Rogue

The Rogue's eight career skills are **Coordination, Deception, Perception, Skullduggery, Streetwise, Vigilance, Underworld, and Melee-Light**. The Rogue gains a free rank in four of these skills without spending XP as well as a discount on increasing them with future XP.

The Rogue's Role

Rogues are the best at handling situations with a little more subtlety than other characters. They often work in the shadows or with a criminal element, and focus heavily on their special skills, be they social or the result of specialized training.

Rogue Specializations

Those who select the Rogue Career must select one of the following specializations, who each represent a different facet of a Rogue's life.

Thief

Thieves run the gamut from agile cat Burglars to expert safecrackers to stealthy assassins. A Thief gains access to the additional career skills **Athletics, Skullduggery, Stealth, and Ranged-Light**. If this is the character's first specialization, they may choose two of these skills and gain a rank in each of them without paying the XP cost.

Scoundrel

The Scoundrel is the conman, the face, the guy who always knows somebody, and they also can respond very quickly when in danger. A Scoundrel gains access to the additional career skills **Charm, Cool, Deception, and Ranged-Light**. If this is the character's first specialization, they may choose two of these skills and gain a rank in each of them without paying the XP cost.

Bard

The Bard is a natural performer, gifted in music, storytelling, and often deception. They can also learn a little bit of everything throughout their varied careers, including some Arcane magic. A Bard gains access to the career skills **Charm, Coercion, Leadership, and Lore**. If this is the character's first specialization, they may choose two of these skills and gain a rank in each of them without paying the XP cost.

Rogue - Thief

Rogue Skills - Coordination (Ag), Deception (Cun), Perception (Cun), Skulduggery (Cun), Streetwise (Cun), Vigilance (Will), Underworld (Int), Melee - Light (Br)

Thief Skills - Athletics (Br), Skulduggery (Cun), Stealth (Ag), Ranged - Light (Ag)

Talent Tree - Rogue - Thief

A=Active

P=Passive

R=Ranked



Rogue - Scoundrel

Rogue Skills - Coordination (Ag), Deception (Cun), Perception (Cun), Skulduggery (Cun), Streetwise (Cun), Vigilance (Will), Underworld (Int), Melee - Light (Br)

Scoundrel Skills - Charm (Pr), Cool (Pr), Deception (Cun), Ranged - Light (Ag)

Talent Tree - Rogue - Scoundrel

A=Active

P=Passive

R=Ranked



Rogue - Bard

Rogue Skills - Coordination (Ag), Deception (Cun), Perception (Cun), Skulduggery (Cun), Streetwise (Cun), Vigilance (Will), Underworld (Int), Melee - Light (Br)

Bard Skills - Charm (Pr), Coercion (Will), Leadership (Pr), Lore (Int)

Talent Tree - Rogue - Bard

A=Active

P=Passive

R=Ranked

Cost	Smooth Talker (A, R)	Well Rounded (P)	Bardic Lore (P)	Arcane Training (P)
5	Choose a social skill. Spend a ⬠ to add a success per rank.	Choose 2 skills. These skills become career skills.	Reduce the ♦ of all Lore checks by one to a minimum of one.	Arcana and Discipline become Career Skills
10	Distracting Behavior (A)	Scathing Tirade (A)	Inspiring Rhetoric (A)	Cantrips (A)
	Use a maneuver and spend strain up to Cunning to give 1 ⬠ to enemies up to strain spent at Short Range.	As a ♦♦ Coercion action, cause 1 strain to one close enemy per ☆. Use ⬠ to cause additional strain to one target.	Make a ♦♦ Lead. check: One ally per ☆ recovers 1 strain. ⬠ gains 1 additional strain.	Gain several minor magical effects (Detect Magic, Ghost Sound, Light, Minor Image, and Mage Hand)
15	Imp. Distracting Behavior (A)	Improved Scathing Tirade (A)	Imp. Inspiring Rhetoric (A)	Healing Infusions (A)
	You may now affect enemies up to Medium Range.	Foes affected by Scathing Tirade suffer a ■ to all actions for rounds equal to Coercion ranks.	Each ally affected by Inspiring Rhetoric gains a □ on all checks for rounds equal to Leadership ranks.	Gain the ability to craft healing draughts that function as Stimpaks.
20	Sup. Distracting Behavior (A)	Supreme Scathing Tirade (A)	Sup. Inspiring Rhetoric (A)	Arcane Adept (P)
	You now give two ⬠ when enemies target your allies.	Suffer one strain to use Scathing Tirade as a maneuver instead of an action.	Suffer 1 strain to perform Inspiring Rhetoric as a Maneuver.	Gain +1 Arcane Power Rating.
25	Biggest Fan (A)	Taunt (A)	Natural Performer (A)	Dedication (P, R)
	1/Session, make a ♦♦♦ Charm check to turn an NPC into your biggest fan.	1/Session, make an opposed Coercion check. If successful, enemy must attack you with next action.	1/Session, reroll any Charm or Coercion check.	Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

Sellsword

The Sellsword's eight career skills are **Athletics, Discipline, Resilience, Vigilance, Brawl, Melee-Light, Melee-Heavy, and Ranged-Light**. The Sellsword gains a free rank in four of these skills without spending XP as well as a discount on increasing them with future XP.

The Sellsword's Role

Sellswords live or die by their strength and skill at arms. Whether part of a standing army, a travelling mercenary, or a dashing swashbuckler, they spend their time honing their skill with their weapons and using those skills against their foes.

Sellsword Specializations

Those who select the Sellsword Career must select one of the following specializations, who each represent a different facet of a Sellsword's life.

Slayer

Slayers focus on big, heavy weapons and depend on surviving on pure toughness while they take down their foes with massive damage. A Slayer gains access to the additional career skills **Coercion, Resilience, Survival, and Melee-Heavy**. If this is the character's first specialization, they may choose two of these skills and gain a rank in each of them without paying the XP cost.

Duelist

A duelist is a skilled fencer or swashbuckler. They rely on quickness of their arms and wit to get ahead. A Duelist gains access to the additional career skills **Coercion, Coordination, Streetwise, and Melee-Light**. If this is the character's first specialization, they may choose two of these skills and gain a rank in each of them without paying the XP cost.

Soldier

The Soldier is a professional warrior, used to standing in the formed lines of an army and leading other combatants. A Soldier gains access to the career skills **Leadership, Healing, Melee-Heavy, and Ranged-Heavy**. If this is the character's first specialization, they may choose two of these skills and gain a rank in each of them without paying the XP cost.

Sellsword - Slayer

Sellsword Skills - Athletics (Br), Discipline (Wi), Resilience (Will), Vigilance (Will), Brawl (Br), Melee - Light (Br), Melee - Heavy (Br), Ranged - Light (Ag)

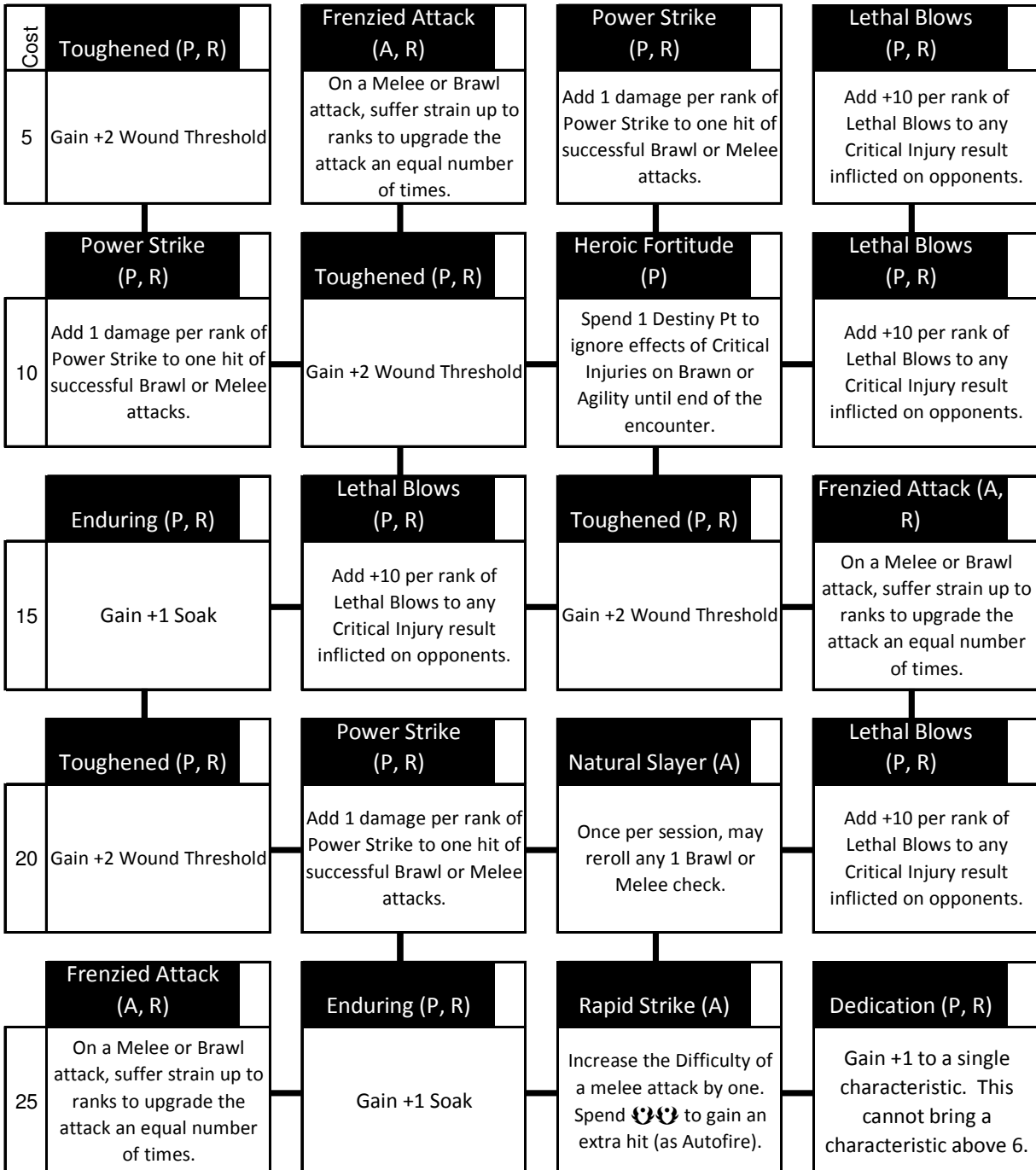
Slayer Skills - Coercion (Will), Resilience (Br), Survival (Cun), Melee - Heavy (Br)

Talent Tree - Sellsword - Slayer

A=Active

P=Passive

R=Ranked



Sellsword - Duelist

Sellsword Skills - Athletics (Br), Discipline (Wi), Resilience (Will), Vigilance (Will), Brawl (Br), Melee - Light (Br), Melee - Heavy (Br), Ranged - Light (Ag)

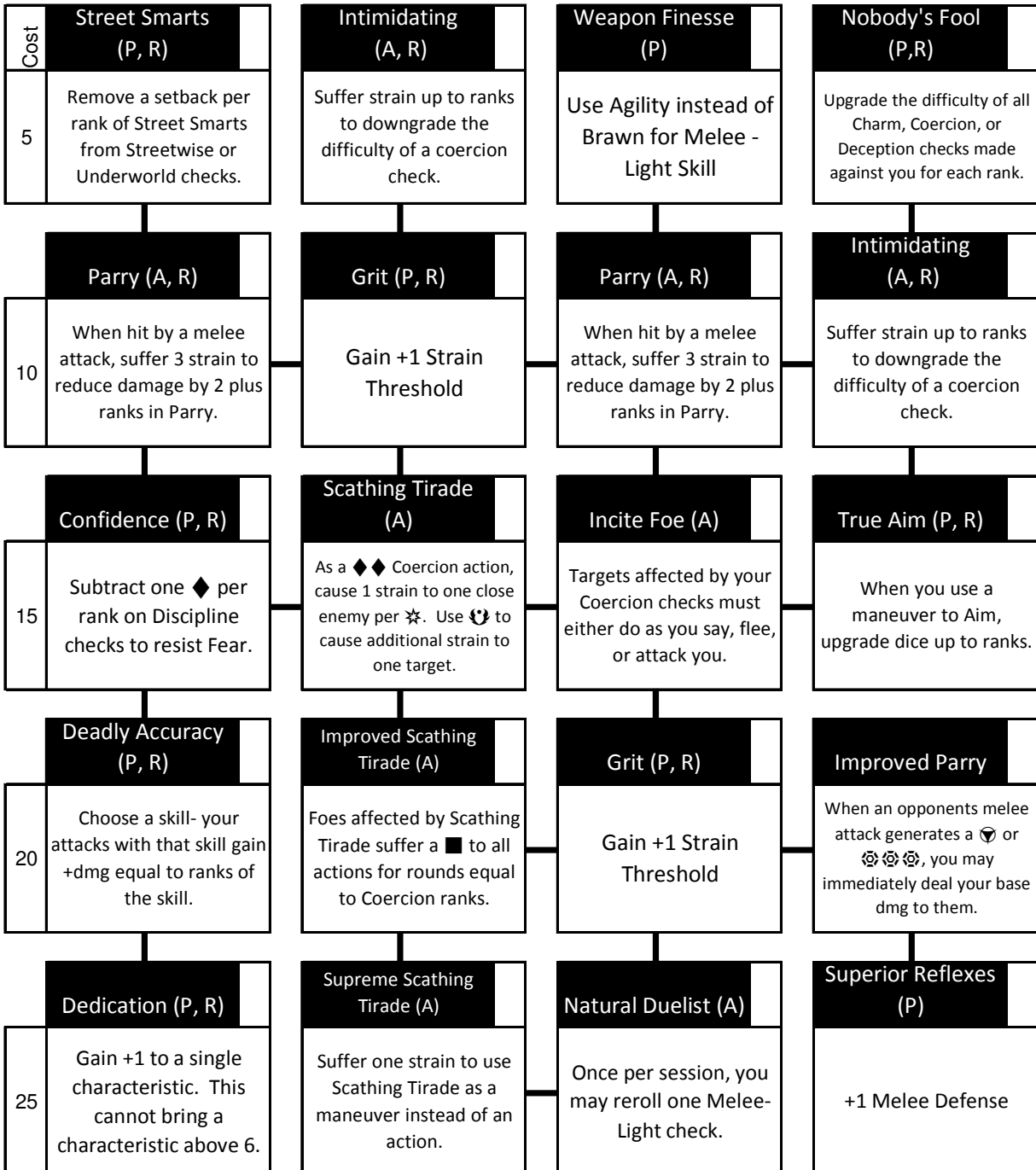
Duelist Skills - Coercion (Will), Coordination (Ag), Streetwise (Cun), Melee - Light (Br)

Talent Tree - Sellsword - Duelist

A=Active

P=Passive

R=Ranked



Sellsword - Soldier

Sellsword Skills - Athletics (Br), Discipline (Wi), Resilience (Will), Vigilance (Will), Brawl (Br), Melee - Light (Br), Melee - Heavy (Br), Ranged - Light (Ag)

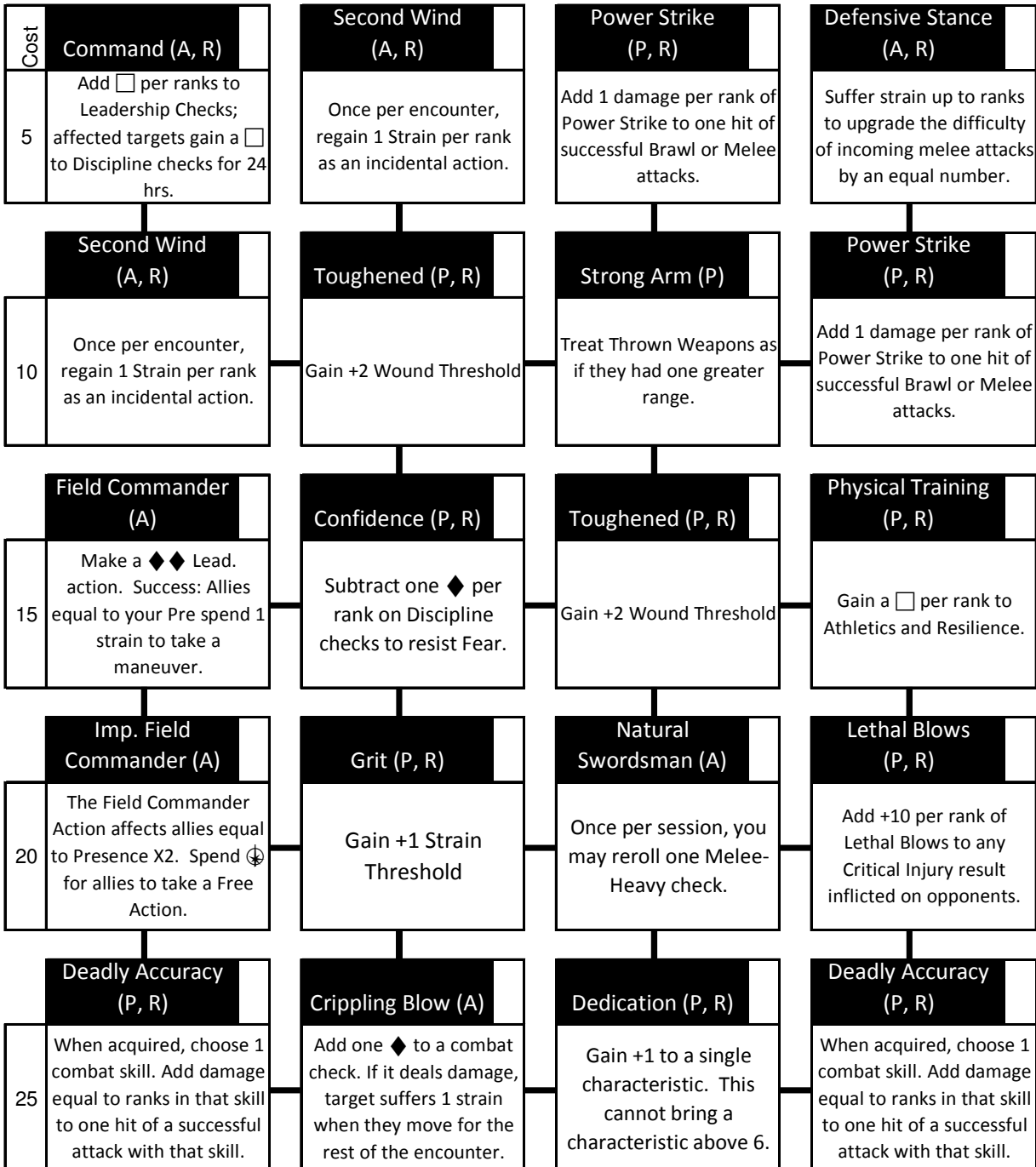
Soldier Skills - Leadership (Pr), Healing (Int), Melee - Heavy (Br), Ranged - Heavy (Ag)

Talent Tree - Sellsword - Soldier

A=Active

P=Passive

R=Ranked



Knight

The Knight's eight career skills are **Athletics, Discipline, Leadership, Riding, Vigilance, Brawl, Melee-Light**, and **Melee-Heavy**. The Knight gains a free rank in four of these skills without spending XP as well as a discount on increasing them with future XP.

The Knight's Role

Knights are often born into high society or are selected to begin training with arms and tactics at an early age. They often wear heavy armor and know how to direct or protect others in a fight.

Knight Specializations

Those who select the Knight Career must select one of the following specializations, who each represent a different facet of a Knight's life.

Paladin

Paladins are holy warriors, trained to enforce the will of their order or deity, and often follow strict moral codes. A Paladin gains access to the additional career skills **Healing, Education, Religion**, and **Melee-Heavy**. If this is the character's first specialization, they may choose two of these skills and gain a rank in each of them without paying the XP cost.

Guardian

Guardians are the tough warriors born to be in the front lines of a fight. They draw the enemy's attention, and make life difficult for anyone trying to attack their allies. A Guardian gains access to the additional career skills **Athletics, Resilience, Melee-Heavy**, and **Ranged-Light**. If this is the character's first specialization, they may choose two of these skills and gain a rank in each of them without paying the XP cost.

Commander

A Commander is the consummate general. They inspire and direct their allies to victory. A Commander gains access to the career skills **Leadership, Healing, Education**, and **Melee-Heavy**. If this is the character's first specialization, they may choose two of these skills and gain a rank in each of them without paying the XP cost.

Knight - Paladin

Knight Skills - Athletics (Br), Discipline (Will), Leadership (Pr), Riding (Ag), Vigilance (Will), Brawl (Br), Melee - Light (Br), Melee - Heavy (Br)

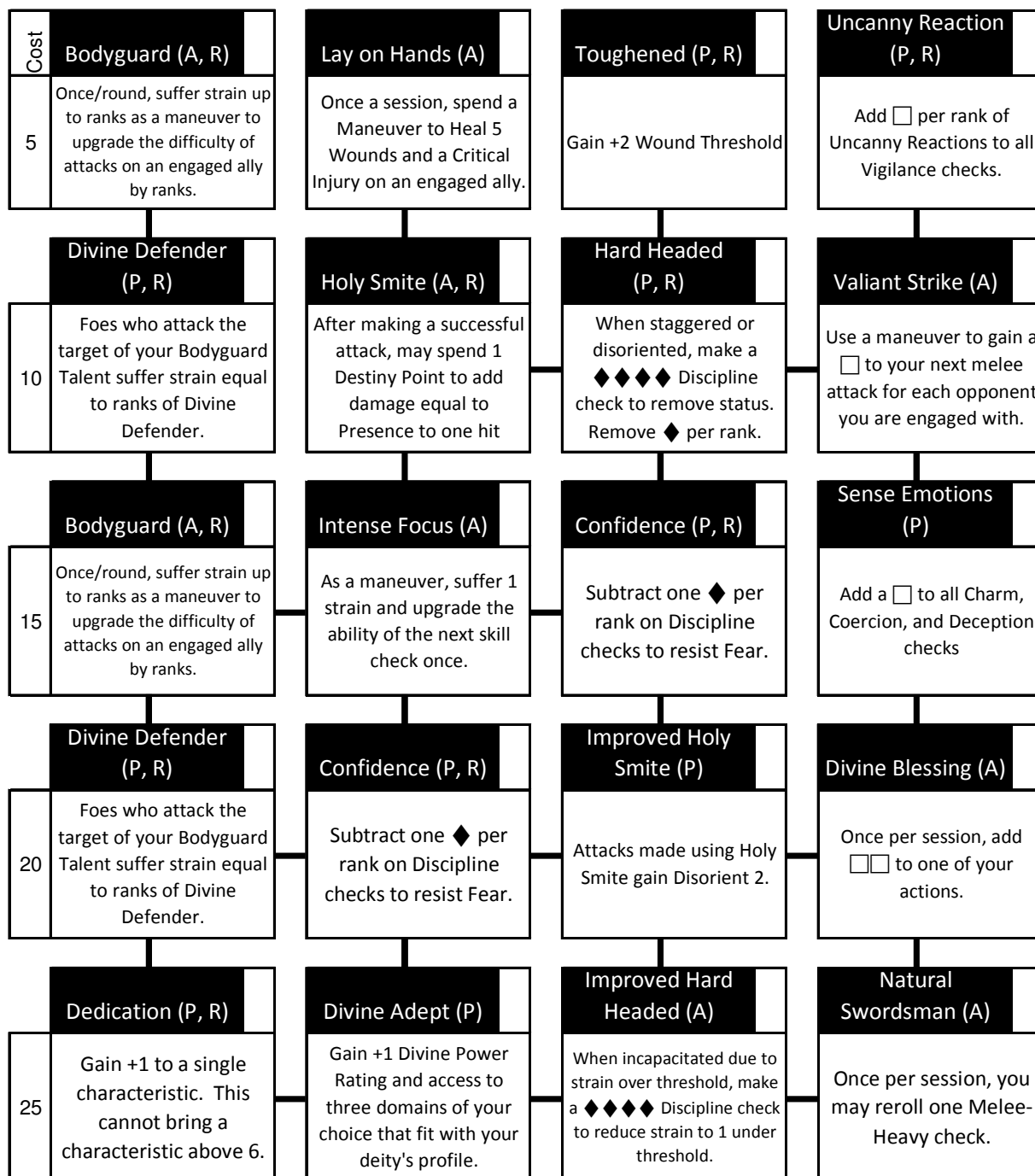
Paladin Skills - Healing (Int), Education (Int), Religion (Int), Melee - Heavy (Br)

Talent Tree - Knight - Paladin

A=Active

P=Passive

R=Ranked



Knight - Guardian

Knight Skills - Athletics (Br), Discipline (Will), Leadership (Pr), Riding (Ag), Vigilance (Will), Brawl (Br), Melee - Light (Br), Melee - Heavy (Br)

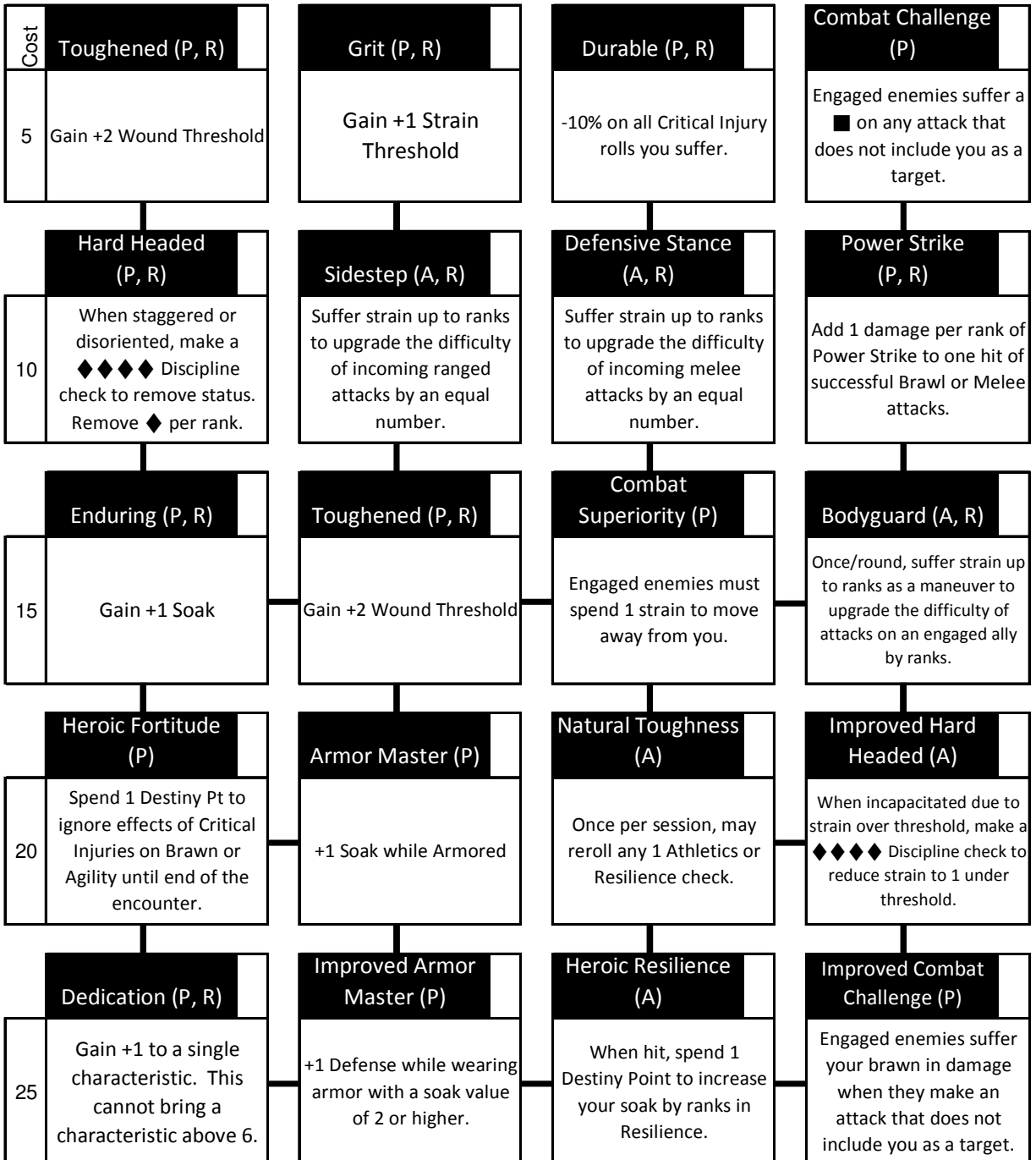
Guardian Skills - Athletics (Br), Resilience (Br), Melee - Heavy (Br), Ranged - Light (Ag)

Talent Tree - Knight - Guardian

A=Active

P=Passive

R=Ranked



Knight - Commander

Knight Skills - Athletics (Br), Discipline (Will), Leadership (Pr), Riding (Ag), Vigilance (Will), Brawl (Br), Melee - Light (Br), Melee - Heavy (Br)

Commander Skills - Leadership (Pr), Healing (Int), Education (Int), Melee - Heavy (Br)

Talent Tree - Knight - Commander

A=Active

P=Passive

R=Ranked



Priest

The Priest's eight career skills are **Discipline, Healing, Vigilance, Education, Lore, Religion, Melee-Light,** and **Ranged-Light**. The Priest gains a free rank in four of these skills without spending XP as well as a discount on increasing them with future XP.

The Priest's Role

Priests serve a higher power or deity. They act in accordance with the will of the power they follow, and gain magical power to see their goals through.

Priest Specializations

Those who select the Priest Career must select one of the following specializations, who each represent a different facet of a Priest's life.

Crusader

Crusaders are chosen by their deity to take the fight to the enemy or to protect and preach to the faithful. A Crusader gains access to the additional career skills **Coercion, Leadership, Religion,** and **Melee-Heavy**. If this is the character's first specialization, they may choose two of these their choice skills and gain a rank in each of them without paying the XP cost. The Crusader also gains a Divine Power Rating of 1 if they do not already have a Divine Power rating, and they gain access to purchase three Divine Domain powers of their choice consistent with the profile or leanings of the deity or power they serve.

They gain the domain benefit of one of these domains of their choice.

Healer

Healers focus on their divine magic to protect their allies and repair their injuries. A Healer gains access to the additional career skills **Cool, Discipline, Healing,** and **Religion**. If this is the character's first specialization, they may choose two of these skills and gain a rank in each of them without paying the XP cost. The Healer also gains a Divine Power Rating of 1 if they do not already have a Divine Power rating, and they gain access to purchase the Healing Divine Domain and two other Divine Domain powers of their choice consistent with the profile or leanings of the deity or power they serve. They gain the domain benefit of one of the Healing Domain.

Druid

A druid serves nature, using their woodcraft and magic to protect the wildlands. A Druid gains access to the career skills **Perceptions, Resilience, Survival,** and **Nature**. If this is the character's first specialization, they may choose two of these skills and gain a rank in each of them without paying the XP cost. The Druid also gains a Primal Power rating of 1 if they do not already have a Primal Power rating, and they gain access to purchase all Primal Evocations.

Priest - Crusader

Priest Skills - Discipline (Will), Healing (Int), Vigilance (Will), Education (Int), Lore (Int), Religion (Int), Melee - Light (Br), Ranged - Light (Ag)

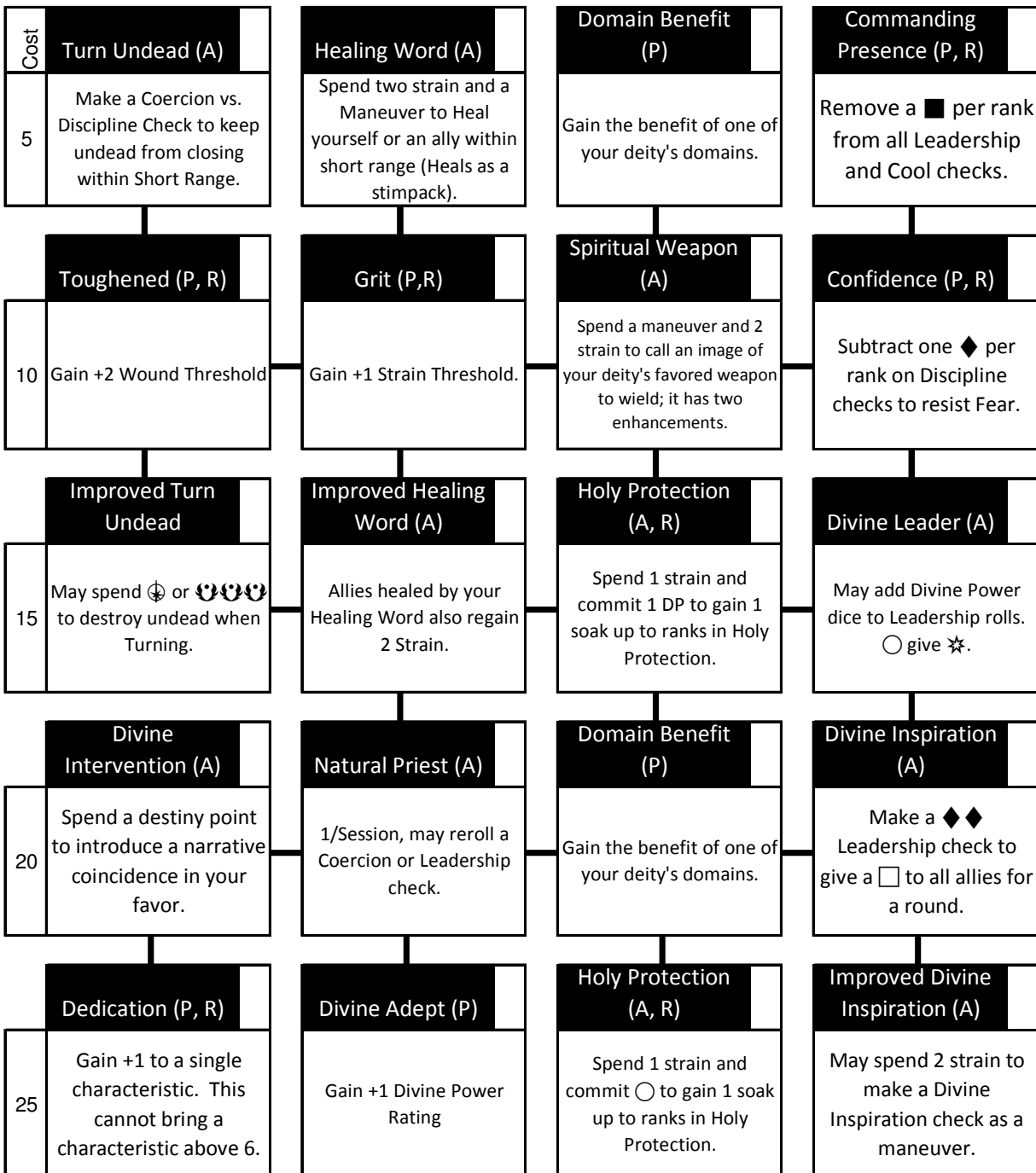
Commander Skills - Coercion (Will), Leadership (Pr), Religion (Int), Melee - Heavy (Br)

Talent Tree - Priest - Crusader

Gain Divine Power Rating 1

A=Active P=Passive R=Ranked

Gain Access to three Domains of your choice that fit with your Deity's profile; gain the Domain benefit of one of those Domains.



Priest - Healer

Priest Skills - Discipline (Will), Healing (Int), Vigilance (Will), Education (Int), Lore (Int), Religion (Int), Melee - Light (Br), Ranged - Light (Ag)

Healer Skills - Cool (Pr), Discipline (Will), Healing (Int), Religion (Int)

Talent Tree - Priest - Healer

Gain Divine Power Rating 1

A=Active P=Passive R=Ranked

Gain Access to the Healing Domain, it's Domain benefit, and two other Domains of your choice that fits with your Deity's profile.

Cost	Grit (P,R)	Healing Lore (P, R)	Healing Word (A)	Healing Lore (P, R)
5	Gain +1 Strain Threshold.	Whenever you heal wounds by any means, heal 1 additional wound point.	Spend two strain and a Maneuver to Heal yourself or an ally within short range (Heals as a stimpack).	Whenever you heal wounds by any means, heal 1 additional wound point.
10	Divine Sanctuary (A) 1/Session, make a Discipline Check. If successful, cannot be targeted for the rest of the encounter unless you attack.	Imbue Item (A) Commit 1 DP to give an item an improvement as an action. Spend 1 strain/round while active.	Divine Knowledge (A) 1/Session, count DP as total ranks in Religion.	Divine Boost (A) Make a Healing check to give an ally +1 to a characteristic for the encounter. The ally suffers 4 strain.
15	Domain Benefit (P) Gain the benefit of one of your deity's domains.	Touch of Fate (A) 1/Session, add to any check.	Improved Healing Word (A) Allies healed by your Healing Word also regain 2 Strain.	Improved Divine Boost (A) Increase the difficulty of Divine boost to to have the ally only suffer 1 Strain.
20	Healercraft (A) May craft single use healing items.	Invigorate (A) Once/encounter, add Divine Power dice to an ally's Brawn or Agi check. gives , gives .	It's Not That Bad! (A) 1/Session, make a Healing check to prevent an ally from suffering a critical injury.	Supreme Divine Boost (A) Spend a or on a Divine Boost check to give another characteristic +1.
25	Divine Adept (P) Gain +1 Divine Power Rating	Dedication (P, R) Gain +1 to a single characteristic. This cannot bring a characteristic above 6.	Natural Healer (A) Once per session, may reroll any 1 Healing check.	Quickened Spell (A) Once per session, spend two strain to cast a spell as a maneuver.

Priest - Druid

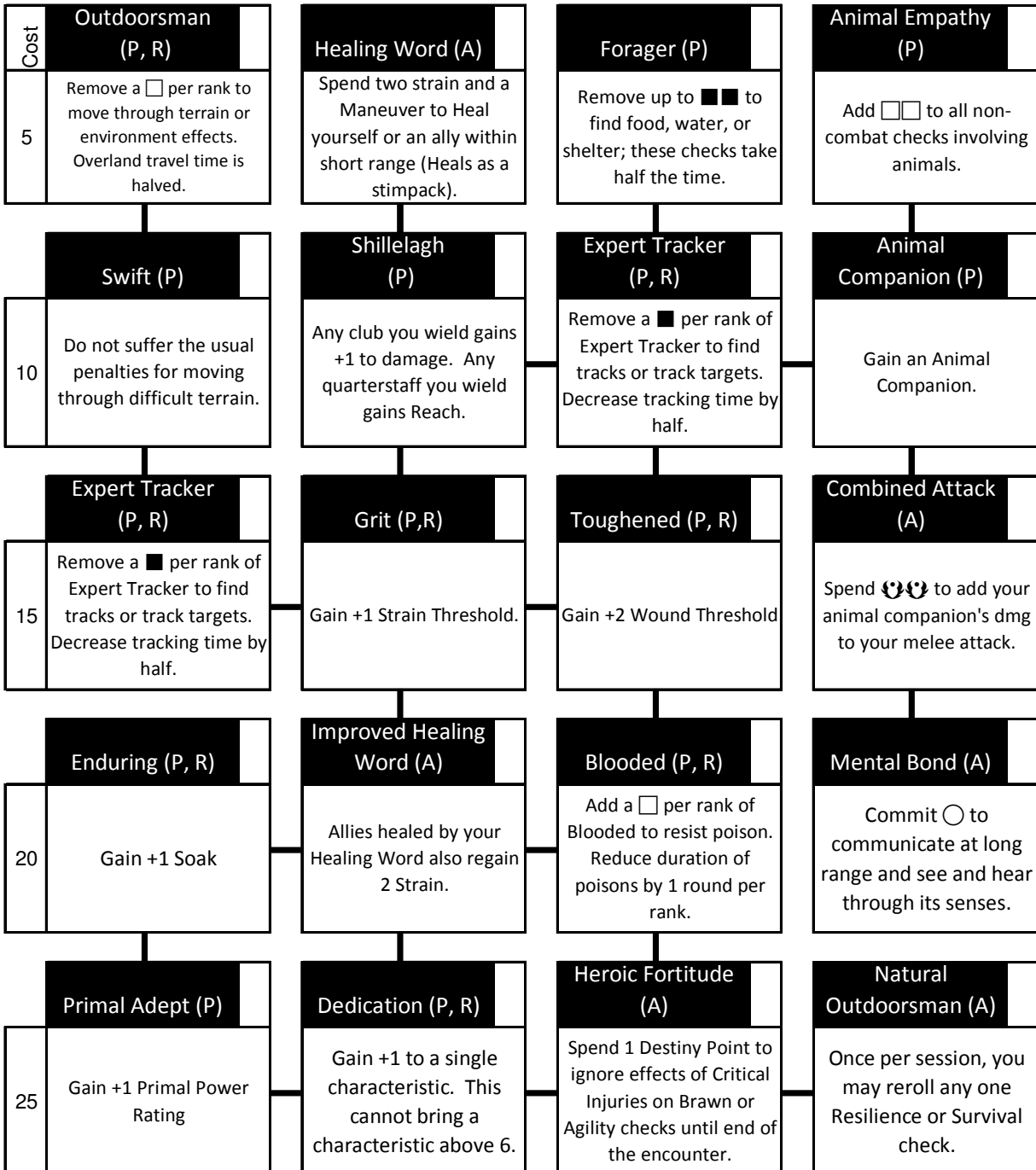
Priest Skills - Discipline (Will), Healing (Int), Vigilance (Will), Education (Int), Lore (Int), Religion (Int), Melee - Light (Br), Ranged - Light (Ag)

Druid Skills - Perception (Cun), Resilience (Br), Survival (Cun), Nature (Int)

Talent Tree - Priest - Druid

Gain Primal Power Rating 1

A=Active P=Passive R=Ranked



Wizard

The Wizard's eight career skills are **Cool**, **Craft**, **Discipline**, **Perception**, **Vigilance**, **Arcana**, **Education**, and **Lore**. The Wizard gains a free rank in four of these skills without spending XP as well as a discount on increasing them with future XP.

The Wizard's Role

Wizards seek to master Arcane power. They spend their days studying strict formulae and ancient texts describing the schools of magic in order to bend reality to their will. Some wizards use their magic for personal gain, while others may serve as sages, artificers, or as part of an armed force.

Wizard Specializations

Those who select the Wizard Career must select one of the following specializations, who each represent a different facet of a Wizard's life.

War Wizard

War Wizards use their magical talents to excel in battle, and are often a welcome addition to any military or mercenary band. A War Wizard gains access to the additional career skills **Coercion**, **Discipline**, **Melee-Light**, and **Ranged-Light**. If this is the character's first specialization, they may choose two of these their choice skills and gain a rank in each of them without paying the XP cost. The War Wizard also gains an Arcane Power Rating of 1 if they do not already have an Arcane Power rating, and

they gain access to purchase any of the Arcane Spell Schools.

School Specialist

A School Specialist focuses their studies on the more academic applications of the arcane, and usually focus on one of the schools of magic, gaining vast knowledge in that area. A School Specialist gains access to the additional career skills **Discipline**, **Arcana**, **Education**, and **Lore**. If this is the character's first specialization, they may choose two of these skills and gain a rank in each of them without paying the XP cost. The War Wizard also gains an Arcane Power Rating of 1 if they do not already have an Arcane Power rating, and they gain access to purchase any of the Arcane Spell Schools.

Artificer

An Artificer devotes their arcane studies to the enchantment and crafting of items, arms, and equipment. An Artificer gains access to the career skills **Craft**, **Discipline**, **Arcana**, and **Lore**. If this is the character's first specialization, they may choose two of these skills and gain a rank in each of them without paying the XP cost. The Artificer also gains an Arcane Power Rating of 1 if they do not already have an Arcane Power rating, and they gain access to purchase any of the Arcane Spell Schools.

Wizard - War Wizard

Wizard Skills - Cool (Pr), Craft (Int), Discipline (Will), Perception (Cun), Vigilance (Will), Arcana (Int), Education (Int), Lore (Int)

War Wizard Skills - Coercion (Will), Discipline (Will), Melee - Light (Br), Ranged - Light (Ag)

Talent Tree - Wizard - War Wizard

Gain Arcane Power Rating 1

A=Active P=Passive R=Ranked

Cost	Mage Armor (A)	Intimidating (A, R)	Grit (P,R)	Magic Missile (A)
5	Spend a Maneuver and 2 Strain to gain +2 Soak and 1 Ranged defense for an encounter.	Suffer strain up to ranks to downgrade the difficulty of a coercion check.	Gain +1 Strain Threshold.	Gain a ranged weapon that uses Discipline to attack. This bolt of energy does 6 dmg and has Medium range.
	Toughened (P, R)	Cantrips (A)	Second Wind (A, R)	Intense Focus (A)
10	Gain +2 Wound Threshold	Gain several minor magical effects (Detect Magic, Ghost Sound, Light, Minor Image, and Mage Hand)	Once per encounter, regain 1 Strain per rank as an incidental action.	Spend a Maneuver and 1 Strain to upgrade your next action once.
	Arcane Shield (A)	Steely Nerves (A)	Second Wind (A, R)	Improved Magic Missile (A)
15	When hit by a ranged attack, spend 3 strain to reduce the damage taken by 3.	Spend 1 Destiny point to ignore the effects of crits to willpower or presence until the end of the encounter.	Once per encounter, regain 1 Strain per rank as an incidental action.	Your magic missile now does 8 dmg and gains the Autofire property.
	Second Nature (A)	Quickened Spell (A)	Touch of Fate (A)	Magecraft (A, R)
20	Spend a ☉ when casting a spell to immediately cast it again as a maneuver.	Once per session, spend two strain to case a apell as a maneuver.	1/Session, add ☐☐ to any check.	Gain the ability to craft one type of single use magic items per rank, cost is halved.
	Natural Spellcaster (A)	Arcane Adept (P)	Dedication (P, R)	Magecraft (A, R)
25	Reroll Arcana or Discipline 1/Session	Gain +1 Arcane Power Rating.	Gain +1 to a single characteristic. This cannot bring a characteristic above 6.	Gain the ability to craft one type of single use magic items per rank, cost is halved.

Wizard - School Specialist

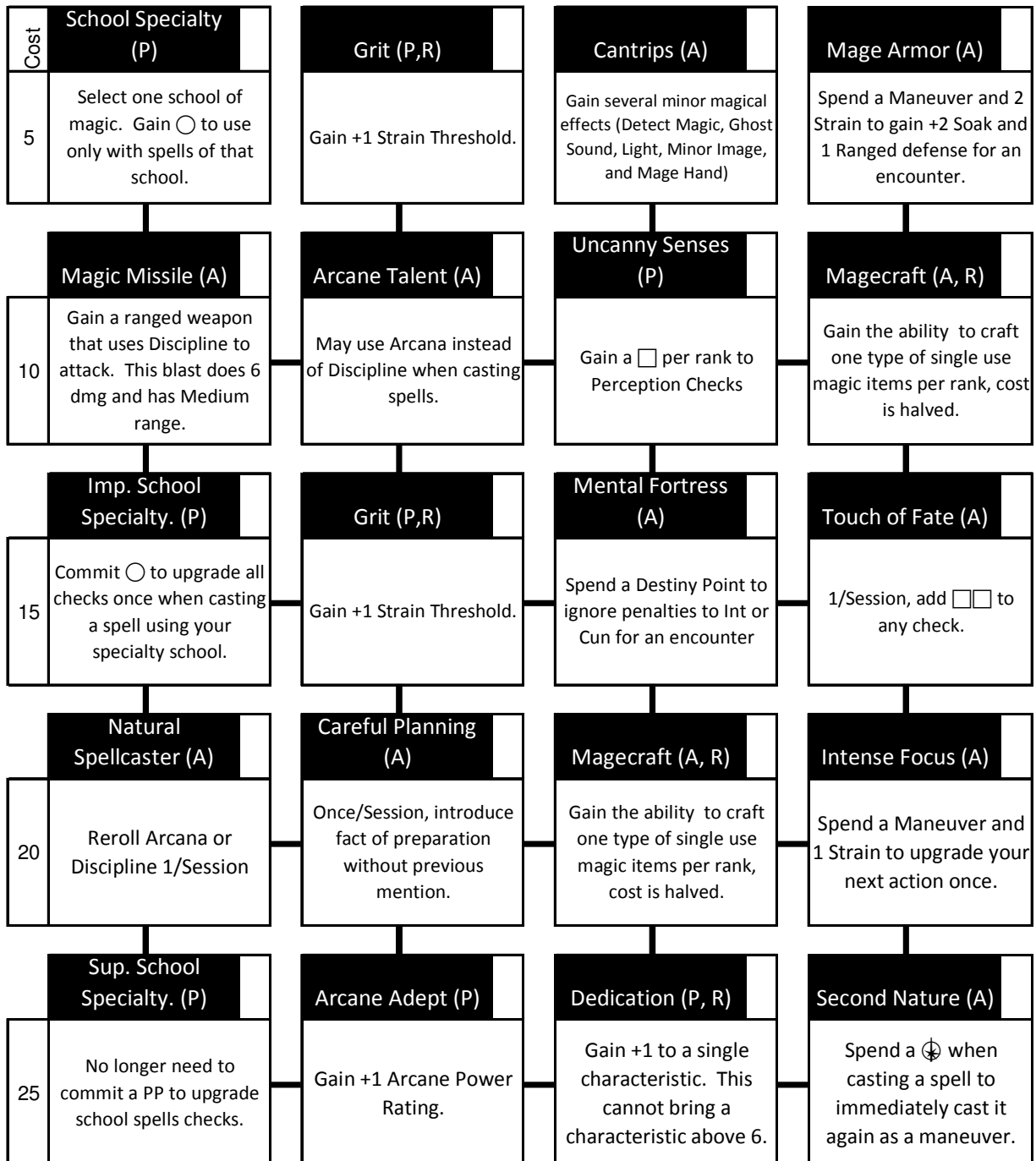
Wizard Skills - Cool (Pr), Craft (Int), Discipline (Will), Perception (Cun), Vigilance (Will), Arcana (Int), Education (Int), Lore (Int)

School Specialist Skills - Discipline (Will), Arcana (Int), Education (Int), Lore (Int)

Talent Tree - Wizard - School Specialist

Gain Arcane Power Rating 1

A=Active P=Passive R=Ranked



Wizard - Artificer

Wizard Skills - Cool (Pr), Craft (Int), Discipline (Will), Perception (Cun), Vigilance (Will), Arcana (Int), Education (Int), Lore (Int)

Artificer Skills - Craft (Int), Discipline (Will), Arcana (Int), Lore (Int)

Talent Tree - Wizard - Artificer

Gain Arcane Power Rating 1

A=Active P=Passive R=Ranked



Universal Specializations

Universal Specializations are available for characters from any career to purchase as if it were in their career. They usually represent abilities or talents that are gained through specialized training.

Guild Trainee

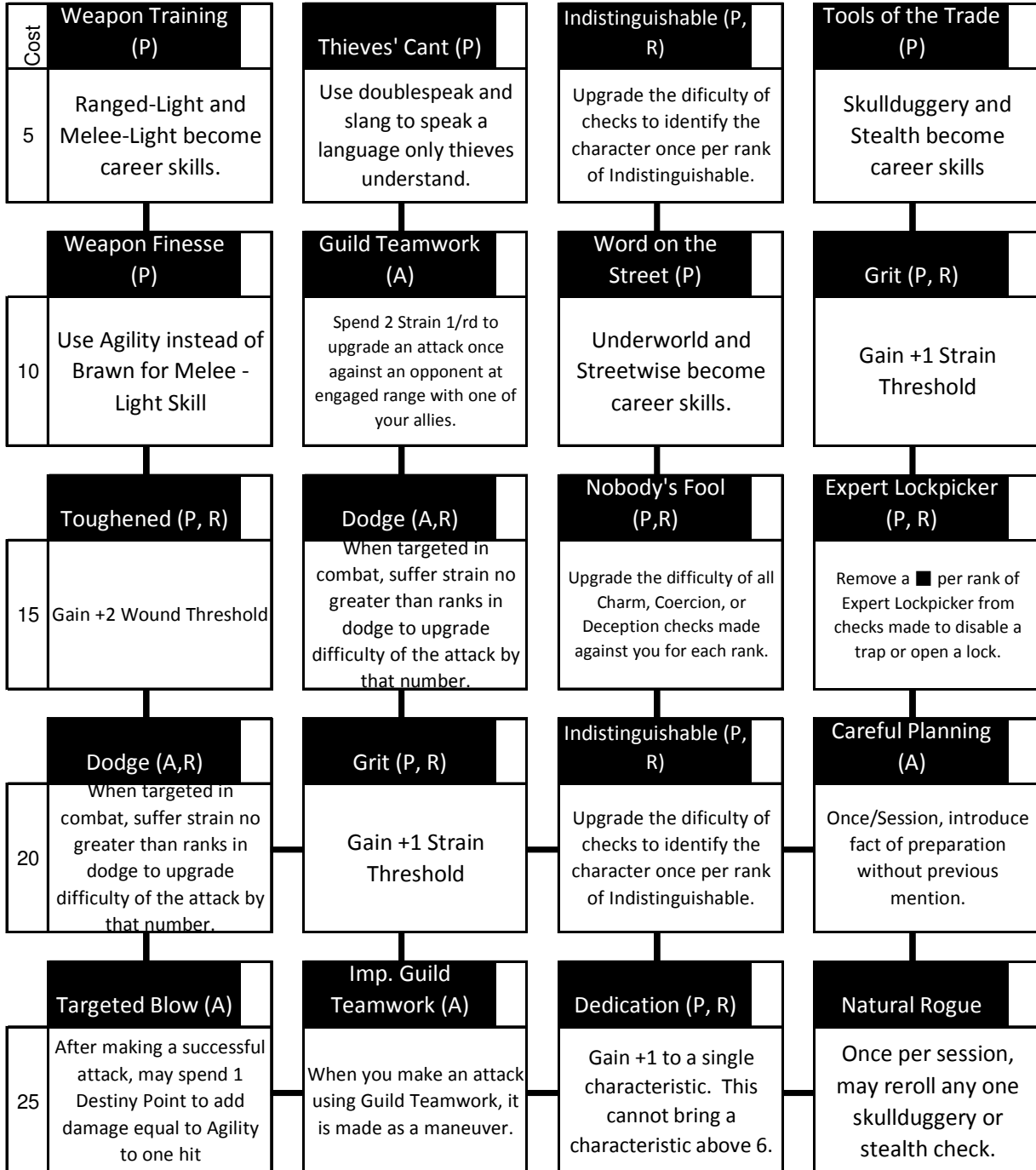
Thieves Guilds are commonly present in larger cities, and often have some kind of presence even in smaller towns. The Guild Trainee is someone who has joined, worked with, or studied one of these guilds.

Talent Tree - Universal - Guild Trainee

A=Active

P=Passive

R=Ranked



Skills

See the table below for a comparison of career skills for each career and specialization.

A description of each skill is below.

General Skills

Below is a list of skills used for most active checks outside of combat.

Athletics (Brawn): Used for difficult physical activities like climbing. See the FFG ruleset for more details.

Charm (Presence): Used to convince others to your way of thinking or to convince them you have good intentions. See the FFG ruleset for more details.

Coercion (Willpower): Used to force someone to do something they do not want to do. See the FFG ruleset for more information.

Cool (Presence): Used to keep your head under pressure, and used for initiative checks when you are aware that a fight is beginning. See the FFG ruleset for more details.

	Aristocrat	-Noble	-Scholar	-Artisan	Explorer	-Scout	-Hunter	-Delver	Rogue	-Scoundrel	-Thief	-Bard	Sellsword	-Slayer	-Duelist	-Soldier	Knight	-Guardian	-Paladin	-Commander	Priest	-Healer	-Crusader	-Druid	Wizard	-War Wizard	-Specialist	-Artificer
Athletics (Br)						X		X			X		X				X	X										
Charm (Pr)	X	X								X		X																
Coercion (Will)		X										X		X	X								X			X		
Cool (Pr)										X											X				X			
Coordination (Ag)				X			X	X	X						X													
Craft (Int)			X	X																					X			X
Deception (Cun)	X	X							X	X																		
Discipline (Will)			X	X									X				X			X	X				X	X	X	X
Leadership (Pr)	X	X										X				X	X			X		X						
Healing (Int)						X										X			X	X	X	X						
Navigation (Int)					X															X	X							
Negotiation (Pr)	X			X																								
Perception (Cun)					X				X															X	X			
Resilience (Br)							X						X	X				X					X					
Riding (Ag)													X				X							X				
Skullduggery (Cun)								X	X		X																	
Stealth (Ag)					X						X																	
Streetwise (Cun)	X								X						X													
Survival (Cun)					X	X								X										X				
Vigilance (Will)									X				X				X				X				X			
Arcana (Int)																				X					X		X	X
Education (Int)	X		X																X	X	X				X		X	
Geography (Int)	X				X																							
Lore (Int)	X		X			X		X				X									X				X		X	X
Nature (Int)					X																			X				
Other																												
Religion (Int)																			X		X	X	X					
Underworld (Int)									X																			
Brawl (Br)													X				X											
Melee – Light (Br)					X				X				X		X		X				X					X		
Melee – Heavy (Br)							X						X	X		X	X	X	X	X			X					
Ranged – Light (Ag)					X					X	X		X				X				X					X		
Ranged – Heavy (Ag)							X									X												

Coordination (Agility): Used when making a quick reaction or tumbling. See the FFG ruleset for more details.

Craft (Intellect): Used to create items, weapons, or armor. Also used to repair or create mechanical or magical devices or technology. This replaces the Mechanics skill in the FFG ruleset.

Deception (Cunning): Used to convince someone you are telling the truth when you are not. See the FFG ruleset for more information.

Discipline (Willpower): Used to maintain control over yourself during difficult situations. Also used in many magical power checks. See the FFG ruleset for more information.

Leadership (Presence): Used to inspire and direct others. See the FFG ruleset for more information.

Healing (Intellect): Used to provide nonmagical healing to yourself or others. Replaces the Medicine skill in the FFG ruleset.

Navigation (Intellect): Used to locate a place using a map or to navigate while travelling. Replaces the Astrogration skill in the FFG ruleset.

Negotiation (Presence): Used when trying to agree on the terms of a deal or when selling or buying goods. See the FFG ruleset for more information.

Perception (Cunning): Used to detect important details of the environment or

notice something hidden. See the FFG ruleset for more information.

Resilience (Brawn): Used to resist poisons, extreme conditions, or other detrimental physical hardships. See the FFG ruleset for more information.

Riding (Agility): Used to ride or drive animals. Replaces the Piloting skills in the FFG ruleset.

Skullduggery (Cunning): Used to open locks, pick pockets, or other acts of thievery. See the FFG rulest for more information.

Stealth (Agility): Used to hide or sneak around without being detected. See the FFG ruleset for more information.

Streetwise (Cunning): Used to deal correctly with members of the criminal element, or locate information by gathering rumors. See the FFG ruleset for more information.

Survival (Cunning): Used to travel, find food, or survive in harsh natural environments. See the FFG ruleset for more information.

Vigilance (Willpower): Used to remain alert against the unexpected. Also used for initiative checks when you are not aware that a combat is starting. See the FFG ruleset for more information.

Knowledge Skills

Below is the list of knowledge skills. Note that it is OK to add custom knowledge skills if desired. Please see the FFG ruleset for

more details on how to adjudicate knowledge skills.

Arcana (Intellect): Used for knowledge of the Arcane, to understand or detect Arcane magics, and to cast Arcane rituals.

Education (Intellect): Used to recall knowledge of anything that would be learned as part of an intellectual, formal education.

Geography (Intellect): Used to recall knowledge about the local region or world in general.

Lore (Intellect): Used to recall knowledge about rare information or ancient knowledge.

Nature (Intellect): Used to recall information about animals, plants, or weather, or to cast Primal Rituals.

Religion (Intellect): Used to recall information about organized religions, deities, or to cast Divine rituals.

Underworld (Intellect): Used to recall information about the criminal element.

Combat Skills

Below is the list of skills used to make most attacks during combat situations.

Brawl (Brawn): Used to make unarmed attacks or grapples in combat. In most cases, Brawl attacks are made against ♦♦.

Melee-Light (Brawn): Used to make melee weapon attacks with small, one handed weapons such as daggers or short

swords. The Weapon Finesse talent allows this skill to be based on Agility instead of Brawn. In most cases, Melee-Light checks are made against ♦♦.

Melee-Heavy (Brawn): Used to make melee weapon attacks using large one-handed or two-handed weapons such as longswords or battle axes. In most cases, Melee-Heavy checks are made against ♦♦.

Ranged-Light (Agility): Used to make ranged attacks using smaller ranged weapons such as crossbows or shortbows. The difficulty for Ranged-Light checks is usually based on range.

Ranged-Heavy (Agility): Used to make ranged attacks using larger ranged weapons such as heavy crossbows or longbows. The difficulty for Ranged-Heavy checks is usually based on range.

Magic

The magic in this conversion is based on the Force in the FFG Star Wars ruleset, with a few differences. The primary difference is that magic in most fantasy settings does not provide a moral conflict between the Light Side and Dark Side, so the cost is lessened to use ● when making power checks. Secondly, there are three separate power sources for magic instead of the one Force Power rating. These three sources are Arcane Magic (the purview of Wizards), Divine Magic (the magic granted by deities to Crusaders or Healers), and Primal Magic (the magic of nature used by druids).

How Magic Works

In order to use magic, a character must have two things- a power rating, and access to a magical power. There is a power rating for each magical power source, Arcane, Divine, and Primal. Power ratings of 1 are gained by selecting certain specializations. If a specialization gains a Power rating, it will say so at the top of the talent tree for that specialization.

The Power rating may be increased by gaining specific talents (Arcane Adept, Divine Adept, and Primal Adept), which are usually located near the bottom of a talent tree.

A Power rating represents the character's raw magical talent. It also represents the number of Power dice (⬡) they roll when making a power check (see the next section for details) or how many power dice they have available to commit.

To gain access to a magical power, a character must purchase the basic power sought by spending 10 XP. Additionally, there are some restrictions on what powers may be purchased. Characters with an Arcane power rating may purchase any of the Arcane Spell School powers. Characters with a Primal Power rating may purchase any of the Primal Evocation powers. Characters with a Divine Power rating may only purchase those Divine Domain powers that fit with their deity's profile (see the Crusader or Healer Specialization for more details).

Using Magic

Once a character has a magic power, it is typically used in one of two ways. The first way is through an active power check. To do this, the character rolls a number of power dice equal to their relevant power rating for the power they are trying to use. Some powers also require a skill check of some kind, usually a Discipline check; some powers also have a Strain cost. If at least one ○ is rolled, then the spell is cast and has the described effect. Additional ○ rolled may be used to gain additional effects described in the power tree. Any ● rolled may be converted to ○ by suffering one strain, representing the character having to work that much harder to draw power. If no ● or ○ are rolled, then the character cannot gain the power needed to cast their spell, and must try again on their next action if they want to cast the spell. A character may spend XP to purchase upgrades to their powers that allow them to function in different ways or have a greater impact.

The second way to use a power is to commit power dice to maintain a long-term benefit or effect. These effects are unlocked by purchasing the relevant Control upgrade in a power tree. When a power die is committed, the committing character can no longer use that power die to make active checks or to commit for another benefit. The character may end the commitment at the end of their turn as an incidental action, regaining their power die for use.

Rituals

Rituals are a special form of magic that allows characters to perform complex magical effects. These spells cannot be cast during a combat situation, as they take at least 10 minutes to cast.

To gain access to a Ritual, a character must have the relevant required power rating (See the ritual list), and must have learned the ritual by either being taught it directly or by finding a magical text that describes the ritual. Rituals may have an additional cost for necessary material components, as determined by the Gamemaster.

Arcane Spell Schools

Wizardly magic is divided into the eight Arcane Spell Schools. These schools each represent a particular field of study and type of spell that may be cast. A character with Arcane Power (primarily wizards, but also Bards who have gained the Arcane Adept talent) gains the ability to learn any of these schools of magic.

Abjuration

Abjuration magic focuses on defense, allowing the casting wizard to defend themselves and their allies from both spell and sword.

Conjuration

Conjuration involves summoning material as if from nowhere. This allows the wizard to attack or impact his enemies (such as with a web spell) or to summon useful items or beings to fight on their behalf.

Divination

Divination is used to learn the unknown. This allows a wizard to gain impressions of the future, read thoughts of others, or predict the actions of their enemies.

Enchantment

Enchantments allow a wizard to impact the mind or the emotional state of their targets. This allows the wizard to charm, enrage, or put others to sleep.

Evocation

Evocation is the magic of raw energy and power. Evocation spells allow a wizard to directly assault their foes with fire, lightning, or other energy types.

Illusion

Illusion magic allows the spellcaster to make others see and hear things that do not exist. A wizard using illusion magic can even make themselves or others invisible.

Necromancy

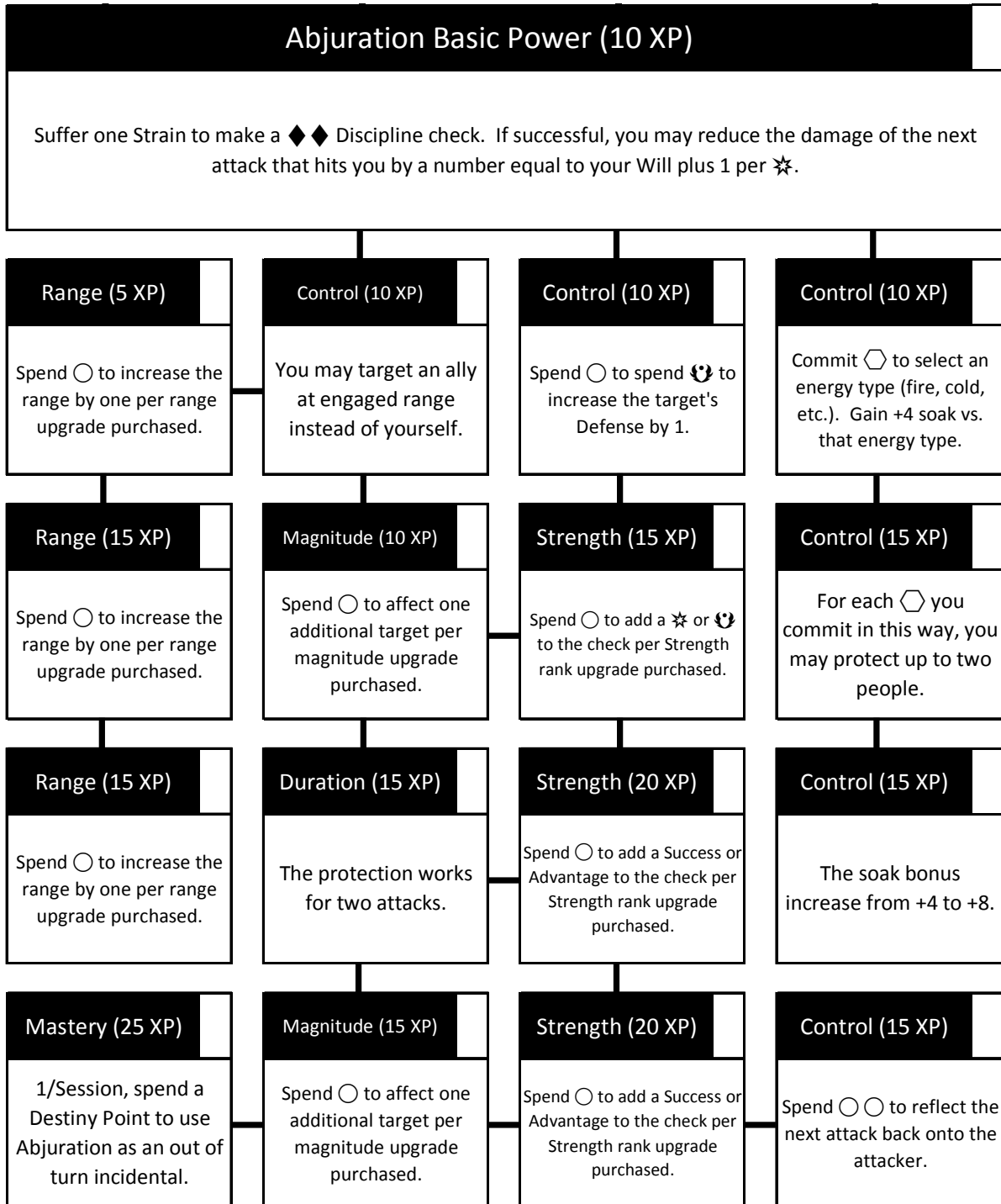
Necromancy is magic dealing with the energy of life. It allows the wizard to weaken or wound their foes and even create undead minions.

Transmutation

Transmutation magic allows a wizard to change the nature of a material or object. Transmutation also allows the wizard to enhance their own physical power.

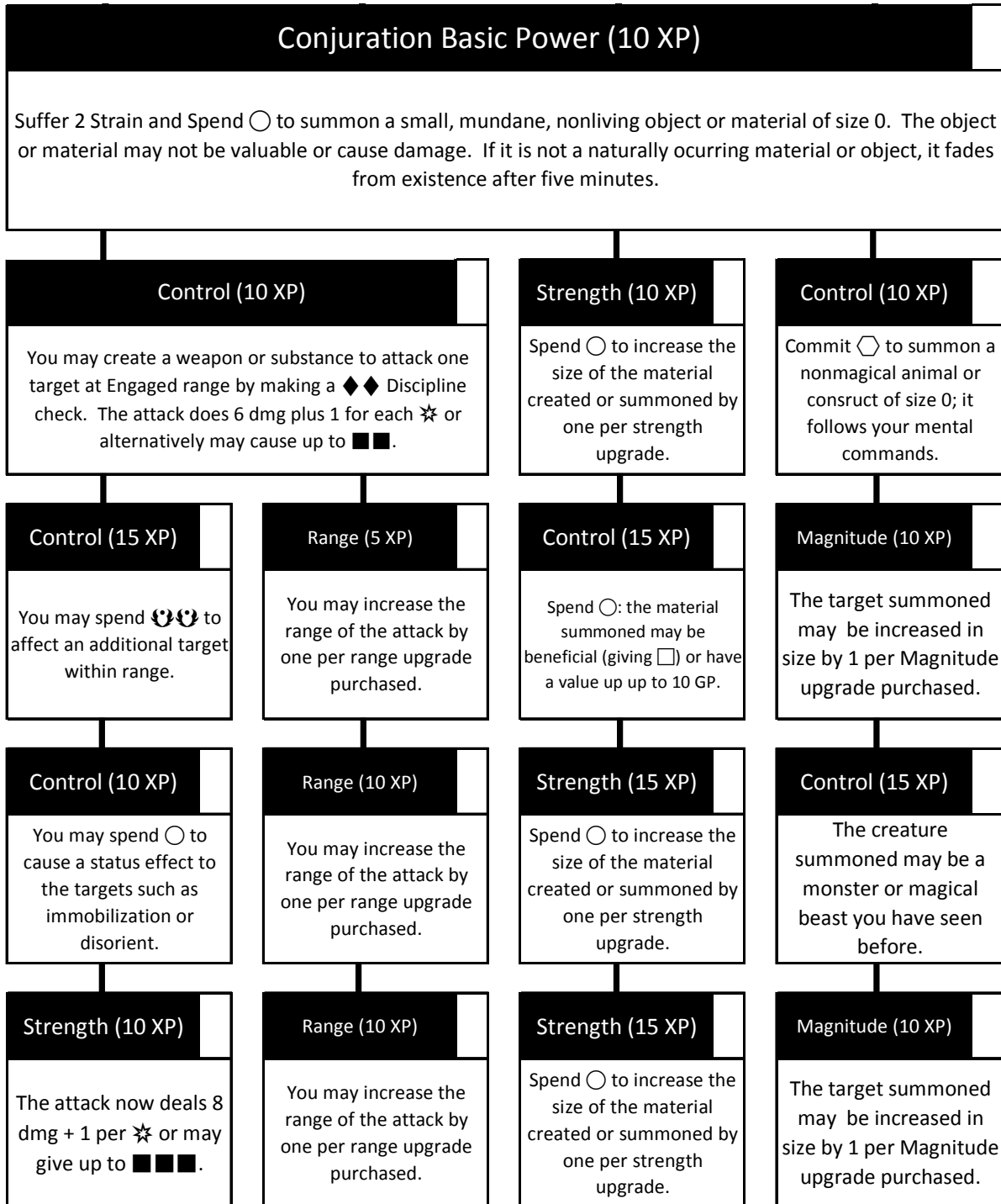
Arcane Spell School - Abjuration

Prerequisite: Arcane Power Rating 1+



Arcane Spell School - Conjunction

Prerequisite: Arcane Power Rating 1+



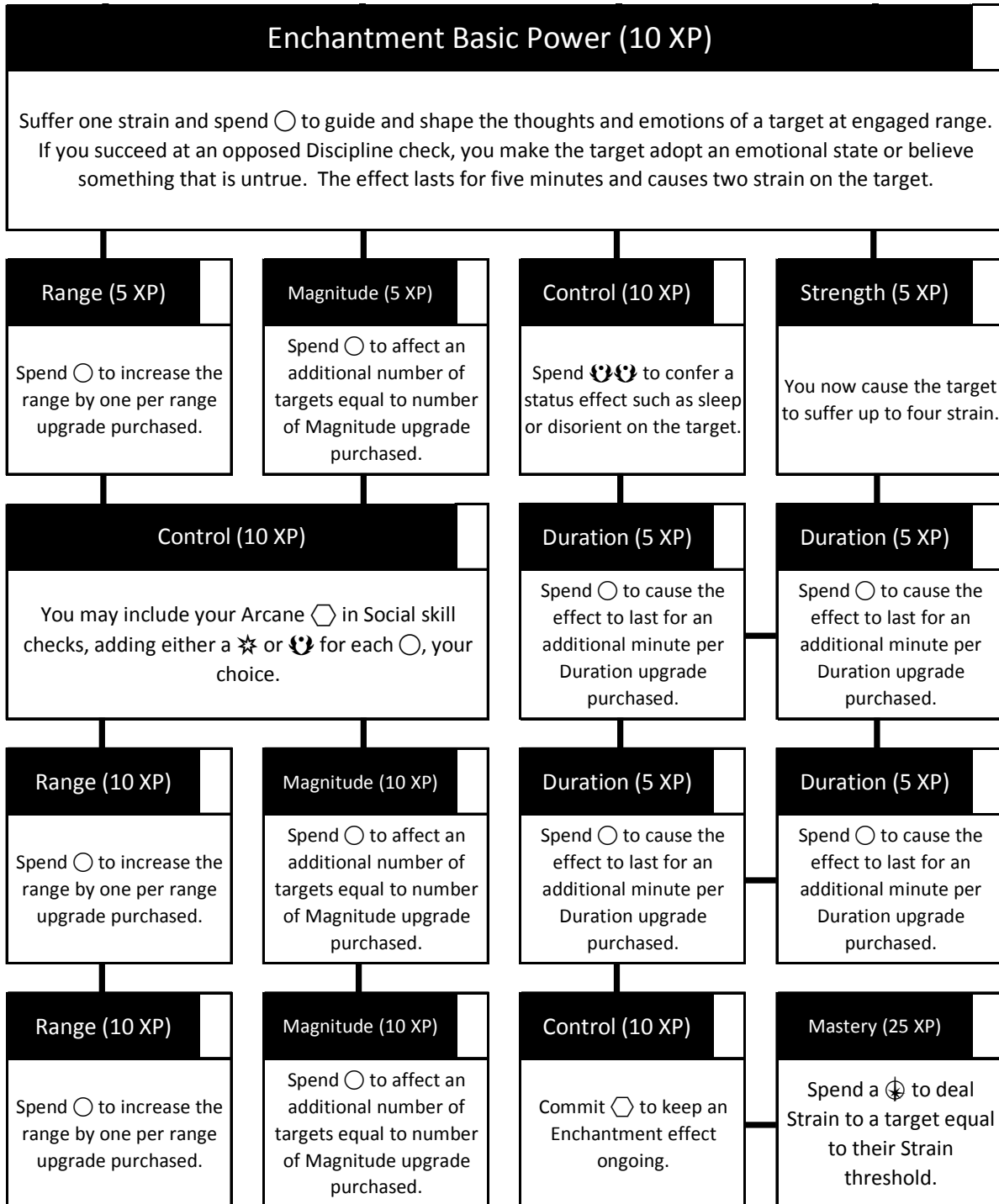
Arcane Spell School - Divination

Prerequisite: Arcane Power Rating 1+



Arcane Spell School - Enchantment

Prerequisite: Arcane Power Rating 1+



Arcane Spell School - Evocation

Prerequisite: Arcane Power Rating 1+



Control Upgrade Energy Types

Energy Type	Effect Gained	Description
Force	Knockdown	Spend 2 ☹☹ to knock a target down.
Fire	Burn 1	Deals damage an additional round.
Lightning	Accurate	Gain a ⬡ on the attack roll.
Thunder	Disorient 2	Target gains a ■■ for 2 rounds.
Cold	Stun	You may do strain damage instead of wounds.
Acid	Pierce 2	Ignore 2 points of Soak.

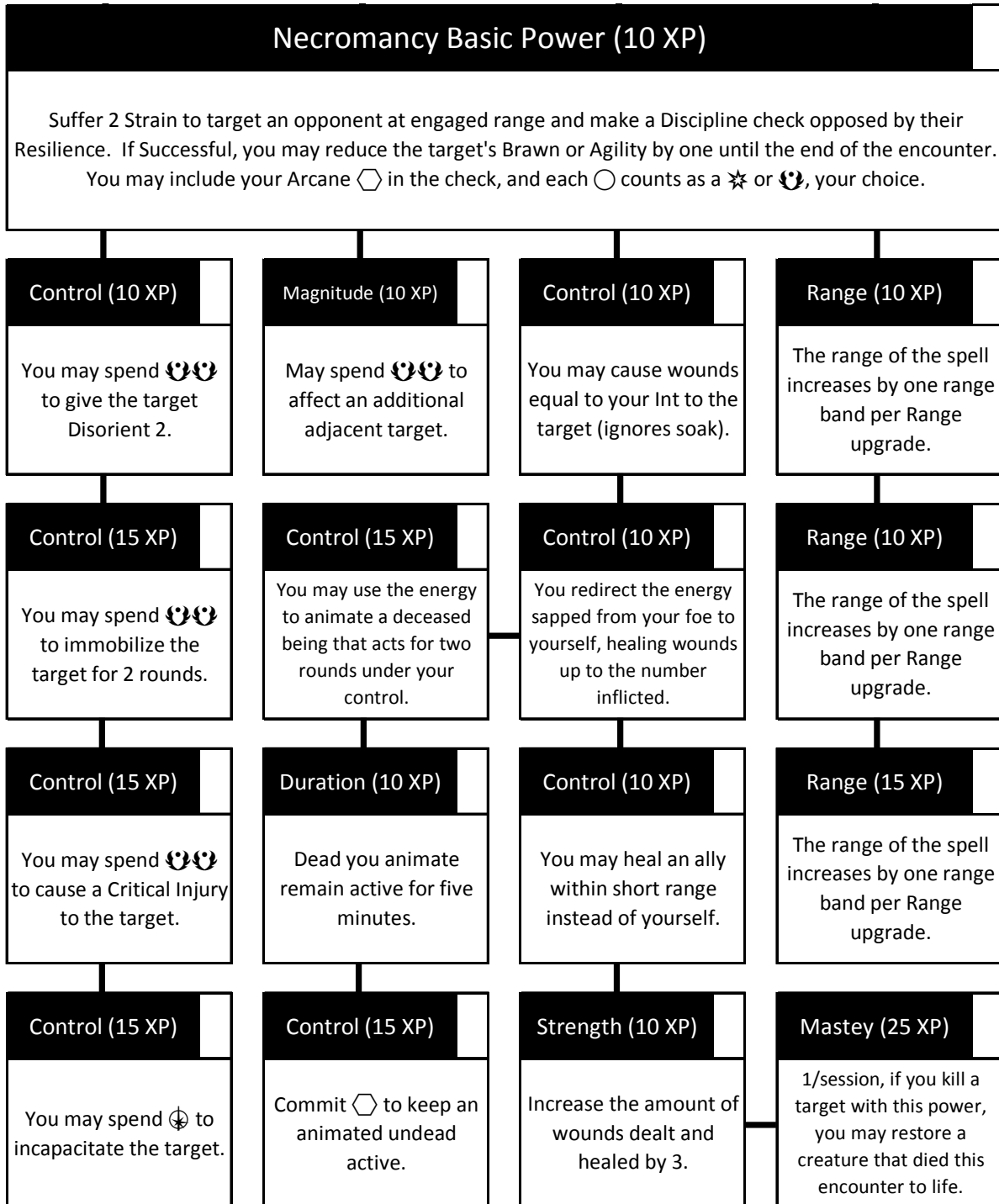
Arcane Spell School - Illusion

Prerequisite: Arcane Power Rating 1+

Illusion Basic Power (10 XP)			
Suffer one Strain to spend ○ to create a small, visual and auditory illusion no larger than size 1 and no louder than normal speech. You affect one target within short range. The target must make a Perception check opposed by your Discipline to disbelieve the Illusion. Situational modifiers may apply. The illusion lasts up to one minute or until you dismiss it.			
Control (5 XP)	Control (5 XP)	Duration (5 XP)	Range (5 XP)
You may alter your appearance (gives a ■ to a check to recognize you).	Spray a blast of colorful light that gives two adjacent targets Disorient 2.	Commit ◇ to maintain an illusion.	Increase range by one for each Range upgrade purchased.
Control (10 XP)	Control (10 XP)	Control (5 XP)	Magnitude (10 XP)
Commit ◇ to make a target invisible (gives □□ to Stealth). Ends when the target attacks.	Your blast of light affects up to three targets.	The Illusion may be up to size 2 and contain all five sensory inputs.	Spend ○○○ to affect all adjacent targets within one range band.
Control (15 XP)	Control (10 XP)	Range (10 XP)	Control (15 XP)
You may commit ◇ to cloak all engaged allies in disguise or invisibility.	Your blast of light may inflict Strain equal to 5+1 per ☆.	Increase range by one for each Range upgrade purchased.	Your illusions may affect all targets within range.
Control (5 XP)	Control (10 XP)	Control (15 XP)	Mastery (10 XP)
When you are invisible, the spell does not end when you attack.	Your blast of light incapacitates a target for a round.	Create an illusion that lasts until dismissed or a new one is created.	Targets get ■■ on checks to disbelieve your Illusions.

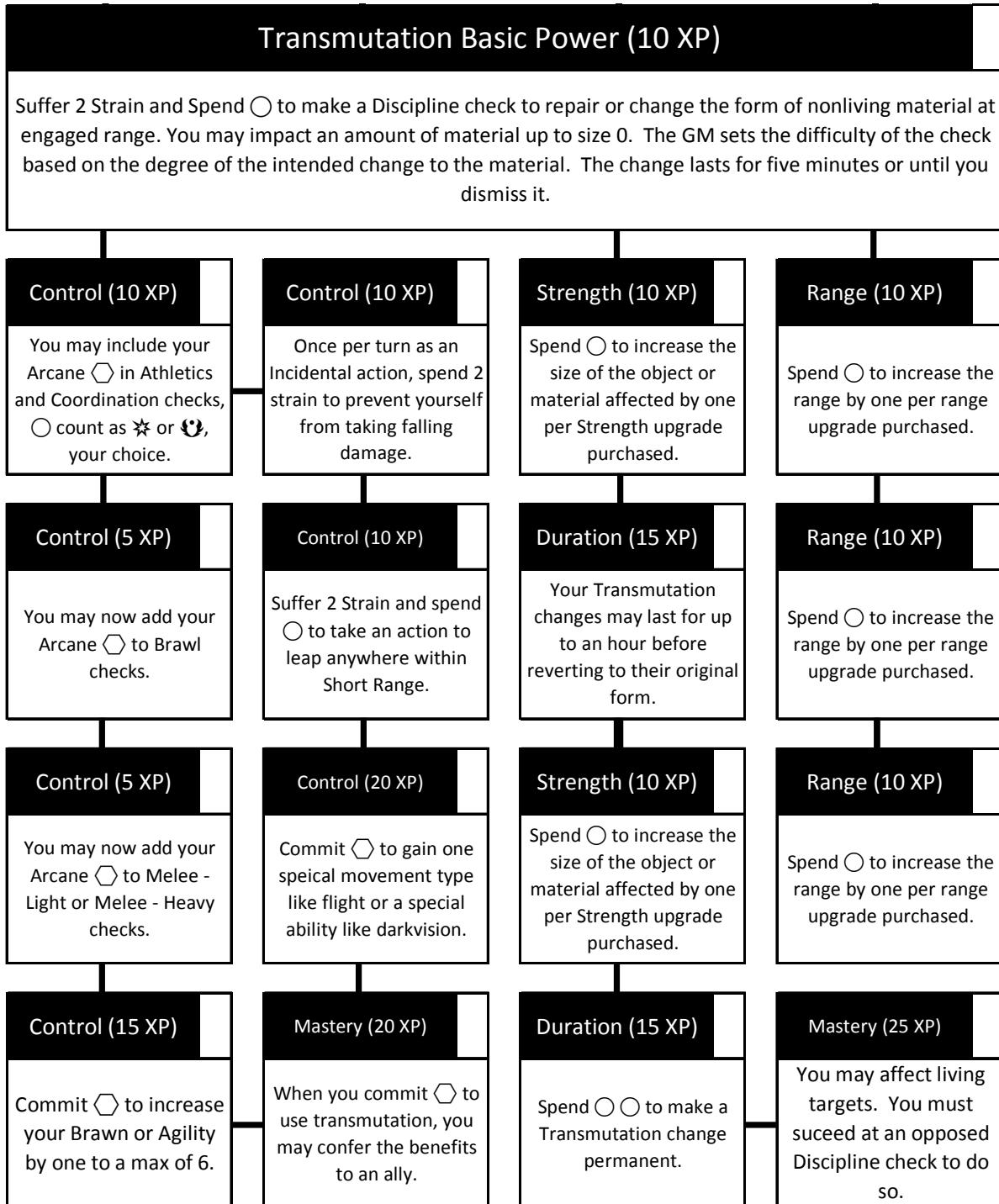
Arcane Spell School - Necromancy

Prerequisite: Arcane Power Rating 1+



Arcane Spell School - Transmutation

Prerequisite: Arcane Power Rating 1+



Divine Domains

A Divine Domain is a power granted by a deity or higher power to their followers (Those with the Crusader or Healer specialization). A character with Divine Power gains the ability to learn up to three Divine Domains. These domains that the character can access should be chosen based on the deity granting the divine power. For instance, a god of war may grant access to the War, Protection, Healing, and Death domains (and the player would select three to be able to access). The powers granted by a particular deity should be agreed upon by the player and game master.

Each Divine Domain also comes with a Domain Benefit, which provides an additional ability that a character can use that does not require an active power check. A character with Divine Power will have the domain benefit of one domain at character creation, and can gain others by purchasing the Domain Benefit talent.

Death

The Death domain allows a priest to hasten or slow a target's descent into death, and the Domain benefit grants access to some useful rituals.

Healing

The Healing domain allows the spellcaster to heal wounds and injuries with a greater capacity than just the basic Healing Word talent. The Domain benefit grants access to some useful rituals.

Knowledge

The Knowledge domain allows a priest to reveal the hidden or uncover forgotten lore. The Domain benefit allows the priest to access the Divination Arcane Spell School using their Divine power.

Nature

The Nature Domain allows a priest to commune with nature to learn information or hinder their enemies. The Domain benefit allows the priest to access a Primal Evocation of their choice using their Divine power.

Protection

The Protection domain allows a priest to protect themselves or their allies from harm or remove negative effects. The Domain benefit increases the priest's soak.

Shadow

The Shadow domain allows the priest to summon magical darkness and even summons shadow creatures to their aid. The Domain benefit increases the priest's skill at Stealth.

Storms

The Storms domain gives the priest power over wind, rain, and lightning to harm their foes or create favorable conditions. The Domain benefit confers a resistance to lightning damage.

Sun

The Sun domain allows a priest to summon divine radiance to light an area or burn their enemies. The Domain benefit allows grants or enhances the ability to turn undead.

Trickery

The Trickery domain allows a priest to disguise or hide creatures or objects from those around them. The Domain benefit allows the character to magically alter their appearance for times when a disguise is needed.

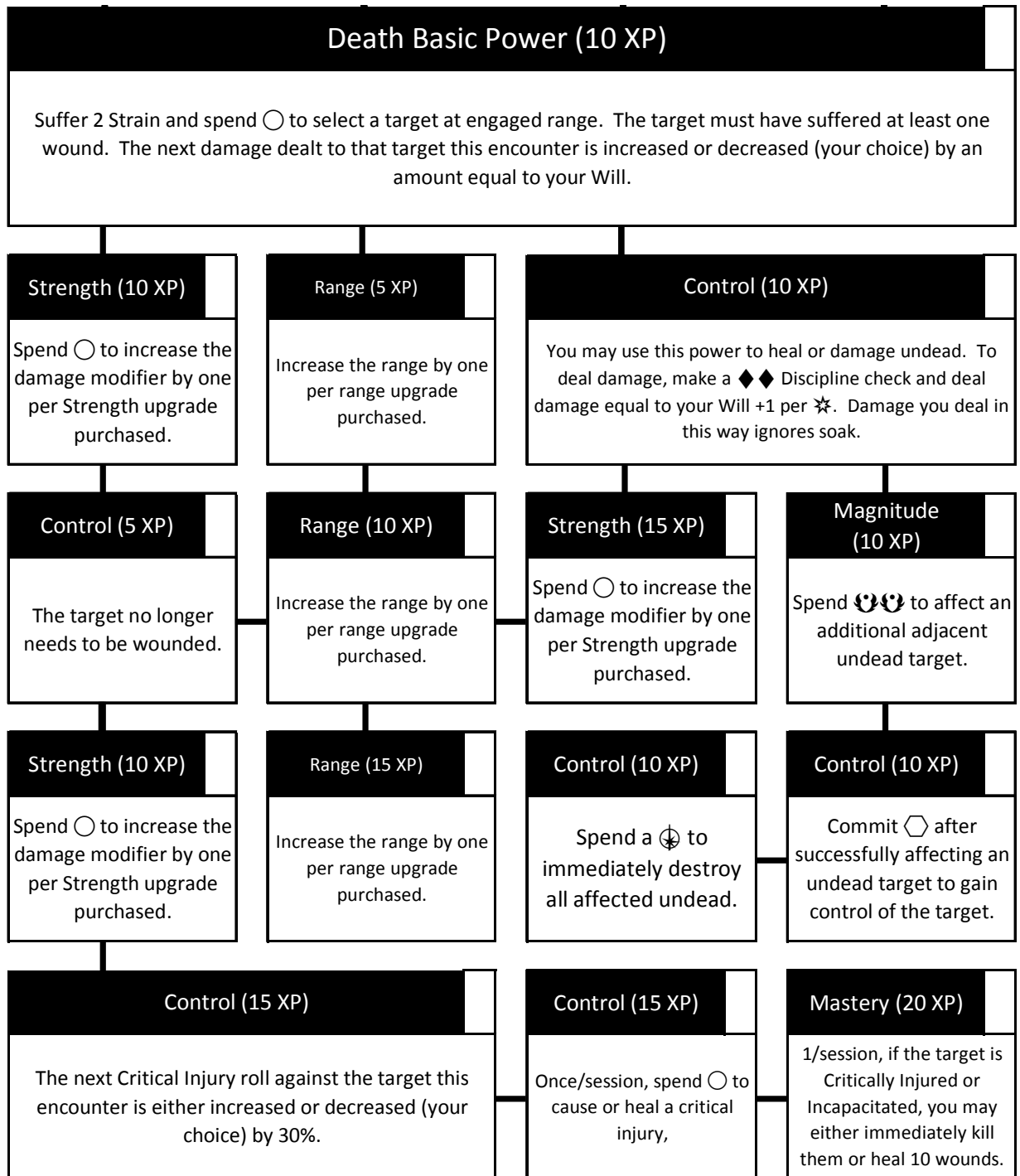
War

The War domain allows a priest to assist their allies or hinder their enemies when using combat skills. The Domain benefit grants or enhances a combat skill to the priest.

Divine Domain - Death

Prerequisite Divine Power Rating 1+

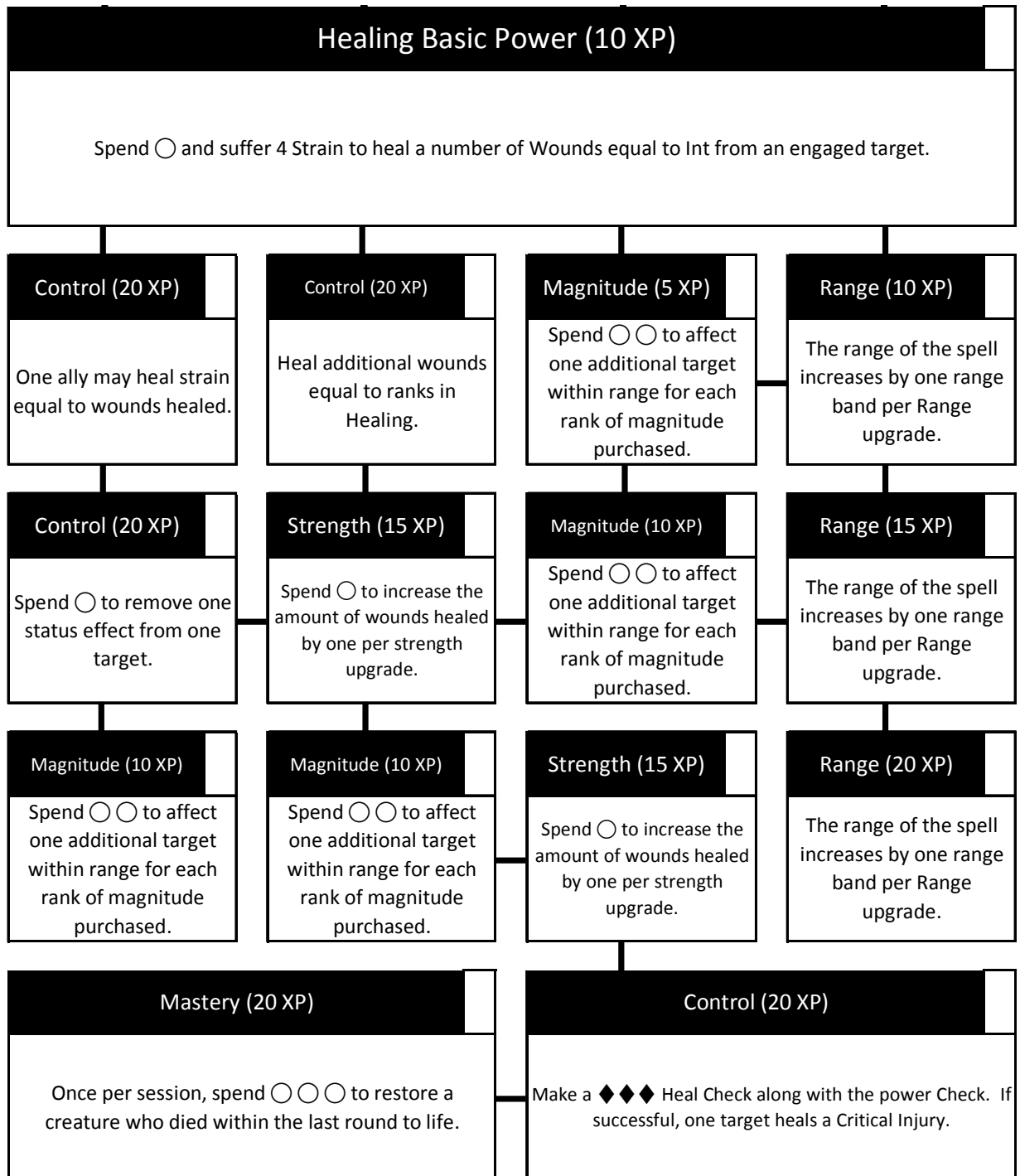
Domain Benefit: You gain access to the following Rituals as soon as you meet the requirements: Gentle Repose, Feign Death, Speak with Dead, Raise Dead.



Divine Domain - Healing

Prerequisite Divine Power Rating 1+

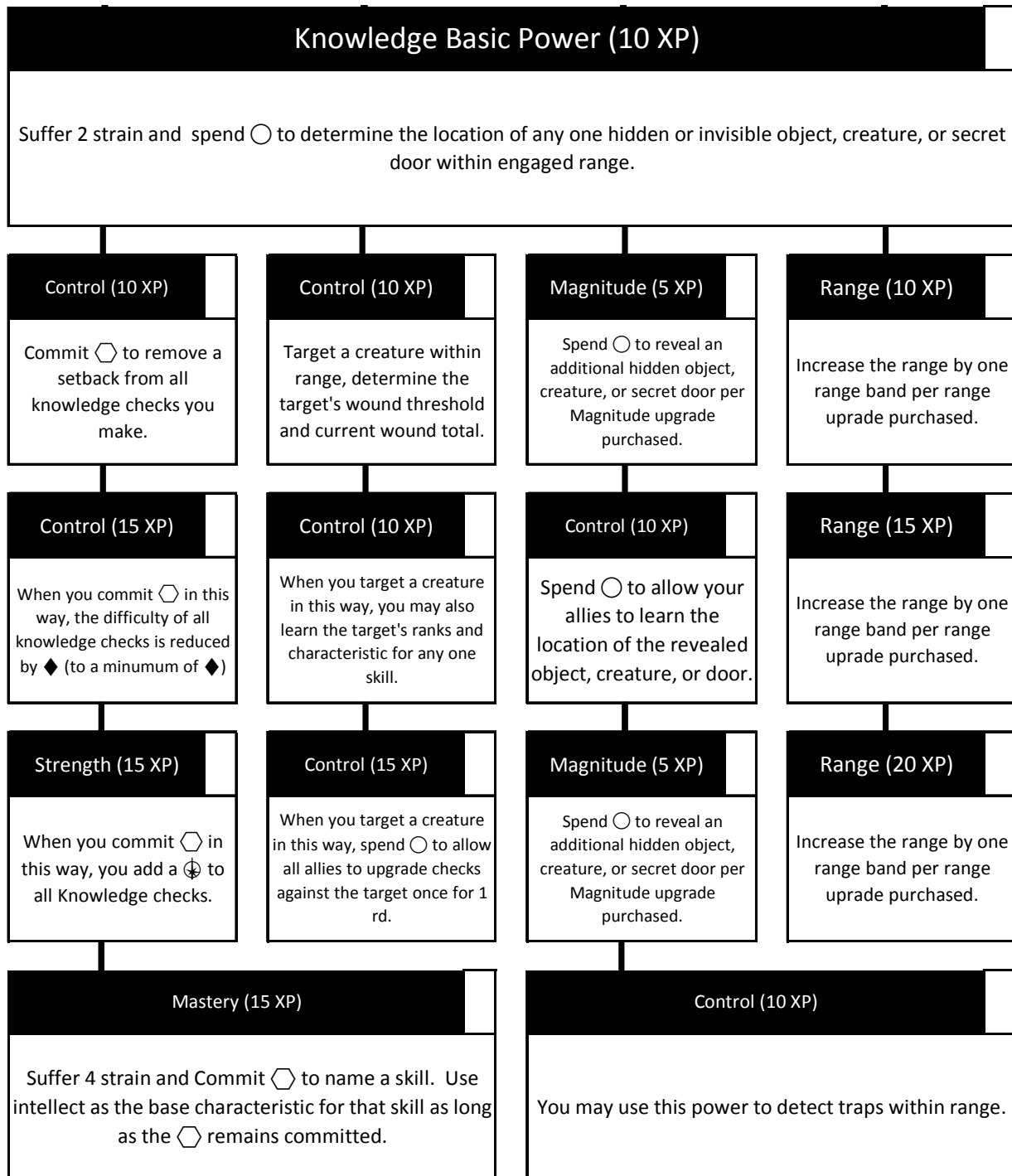
Domain Benefit: You gain access to the following Rituals as soon as you meet the requirements: Create Holy Water, Purify Food and Drink, Remove Disease/Curse. Raise Dead.



Divine Domain - Knowledge

Prerequisite Divine Power Rating 1+

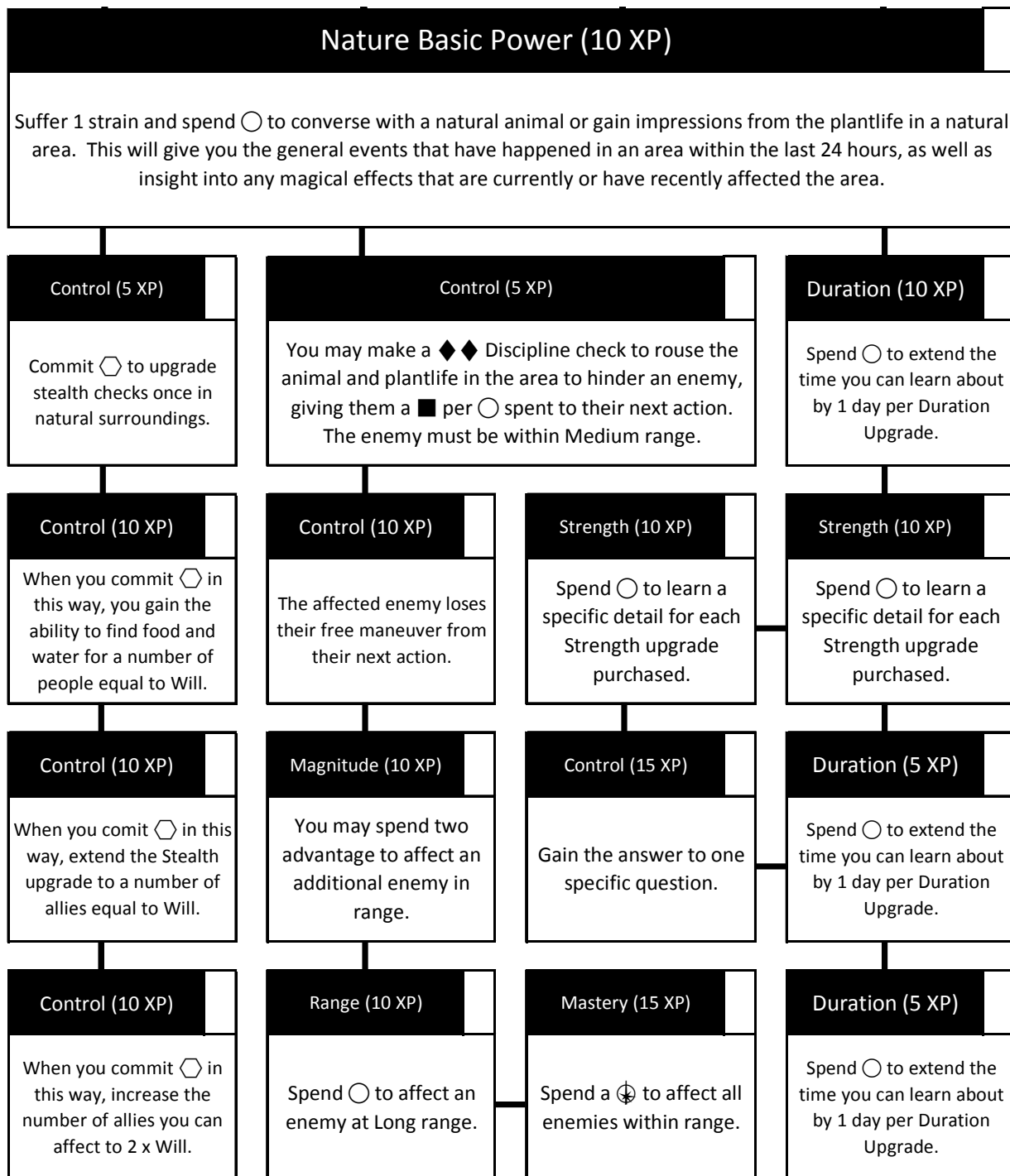
Domain Benefit: You gain access to the Divination Arcane Spell School and may use your Divine Power to activate it.



Divine Domain - Nature

Prerequisite Divine Power Rating 1+

Domain Benefit: Choose one Primal Evocation. You may gain that Primal evocation and use your Divine Power to activate it.



Divine Domain - Protection

Prerequisite Divine Power Rating 1+

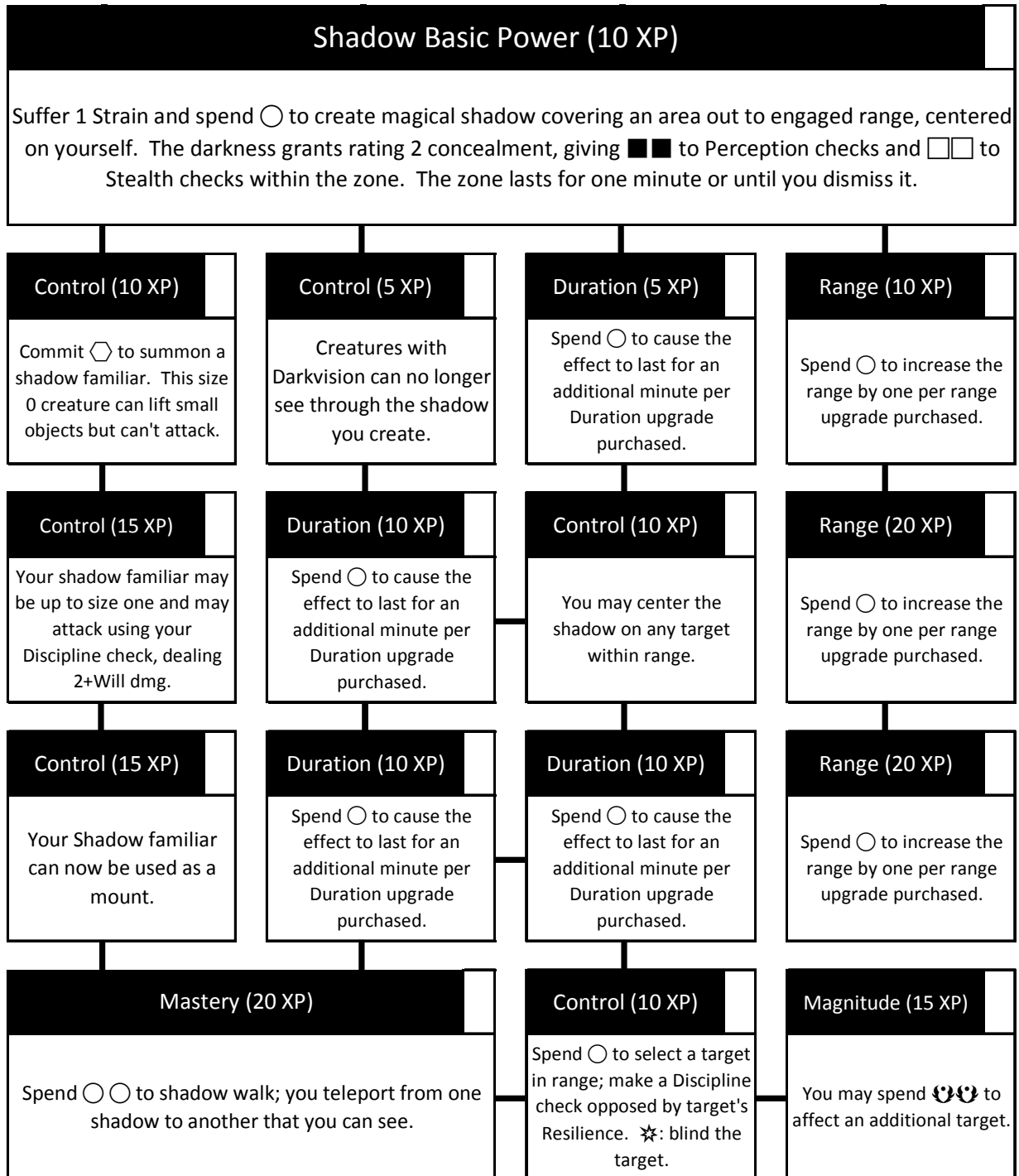
Domain Benefit: You gain +1 Soak.

Protection Basic Power (10 XP)			
Suffer 2 Strain to make a Power check. Spend ○ to remove a negative status effect from yourself or an ally within engaged range.			
Control (10 XP) Commit ○ to select an energy type (fire, cold, etc.). Gain +4 soak vs. that energy type.	Control (10 XP) Commit ○ to increase a target's Melee or Ranged Defense by one.	Control (10 XP) Your target may remove a ■ from their next action.	Range (10 XP) Increase the range by one range band per range upgrade purchased.
Control (15 XP) For each ○ you commit in this way, you may protect up to two people.	Strength (10 XP) When you commit ○ in this way, increase the Defense granted by one per Strength Upgrade.	Magnitude (10 XP) Spend ○ to affect an additional target per Magnitude Upgrade purchased.	Range (15 XP) Increase the range by one range band per range upgrade purchased.
Control (15 XP) The soak bonus increase from +4 to +8.	Control (10 XP) When you commit ○ in this way, you may affect multiple targets, splitting the defense bonus among them.	Magnitude (10 XP) Spend ○ to affect an additional target per Magnitude Upgrade purchased.	Range (20 XP) Increase the range by one range band per range upgrade purchased.
Control (20 XP) The targets you protect also gain +1 Melee and Ranged defense.	Strength (15 XP) When you commit ○ in this way, increase the Defense granted by one per Strength Upgrade.	Control (10 XP) You may now remove up to ■■ on the target's next action.	Mastery (15 XP) Once per session, you may cast this spell as an incidental, out of turn action and spend 1 Destiny Point to cancel a ☉.

Divine Domain - Shadow

Prerequisite Divine Power Rating 1+

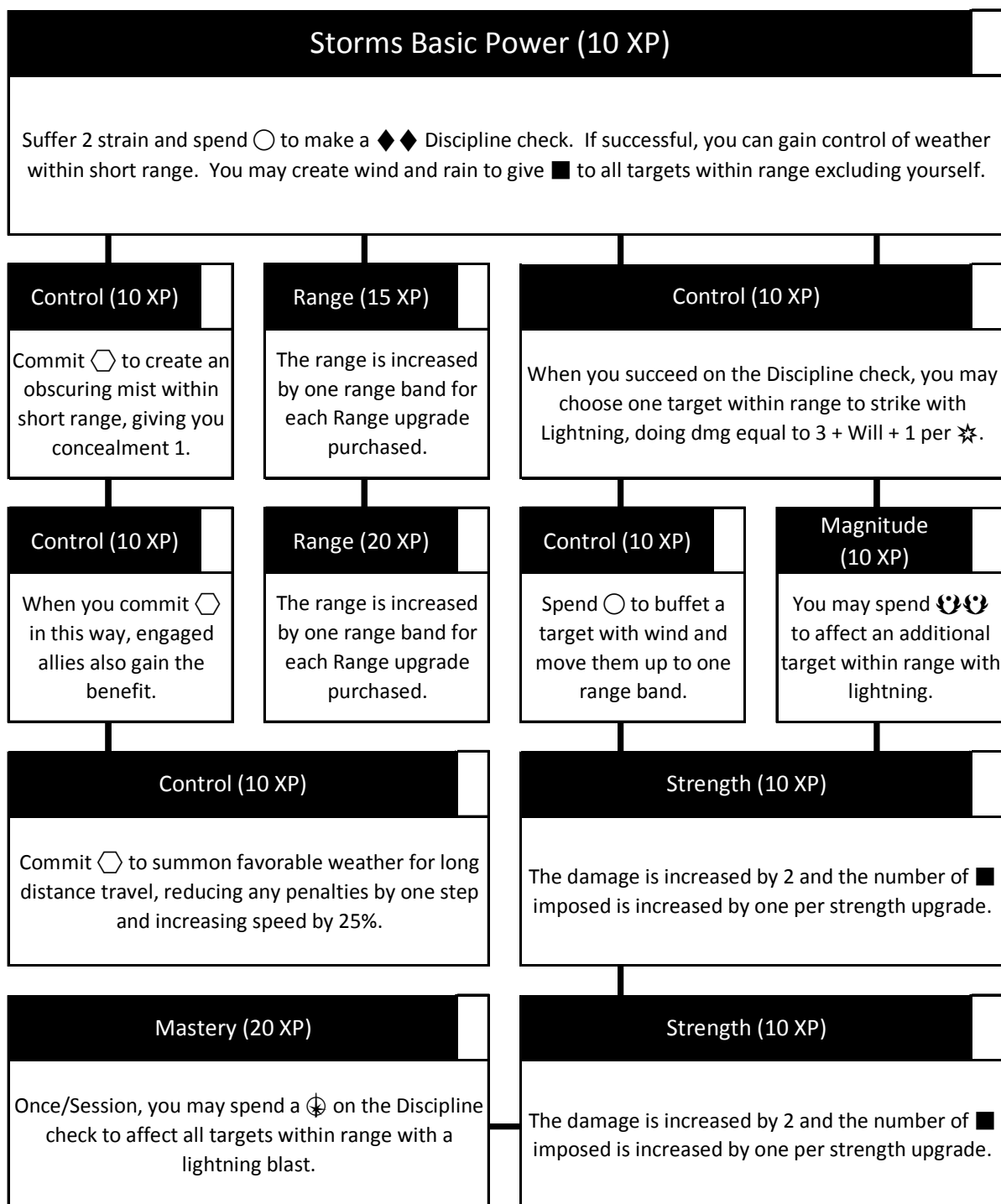
Domain Benefit: You may add ☐☐ to Stealth checks.



Divine Domain - Storms

Prerequisite: Divine Power Rating 1+

Domain Benefit: You gain +5 Soak against Lightning damage.

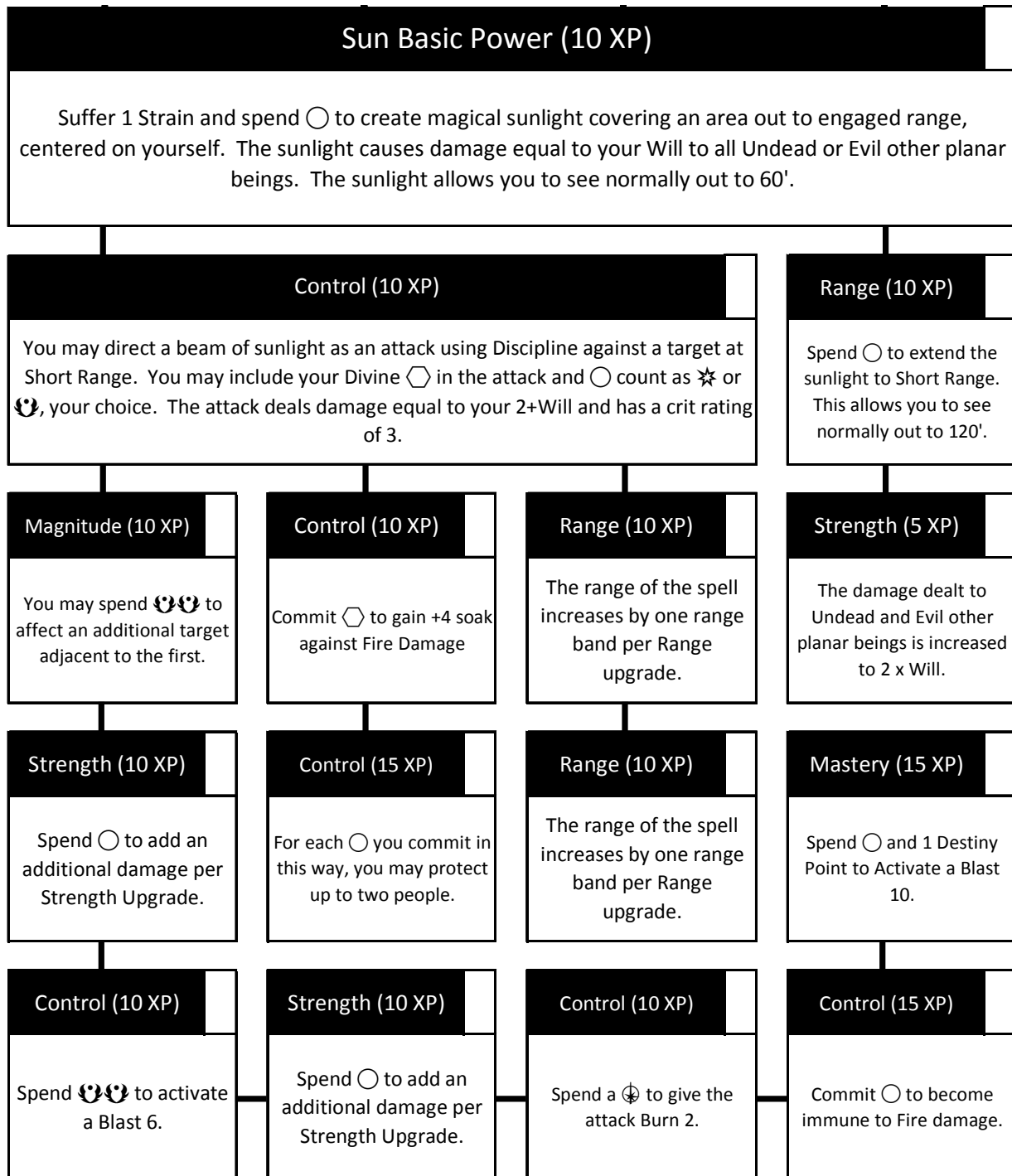


Divine Domain - Sun

Prerequisite Divine Power Rating 1+


Domain Benefit: You gain the Turn Undead Talent. If you already have it, you gain







☐☐ to Coercion checks when attempting to Turn Undead.



Divine Domain - Trickery

Prerequisite Divine Power Rating 1+

Domain Benefit: You may commit  to magically alter your appearance.

Trickery Basic Power (10 XP)			
Suffer one strain and spend ○ to make a target at short range unable to perceive a chosen person or object of size 1 or smaller. Until the end of the your next turn, the target cannot see or sense the hidden person or object unless they make a Perception check opposed by your Discipline check.			
Range (5 XP) Spend ○ to increase the range by one per range upgrade purchased.	Duration (5 XP) Commit   to sustain the effect while the target is in range.	Strength (5 XP) Spend ○ ○ to affect an object of up to one size larger per Strength upgrade purchased.	Control (10 XP) You may alter the perceived appearance of chosen person or object, instead of hiding it.
Magnitude (10 XP) Spend ○ to increase the number of targets affected by one per Magnitude upgrade purchased.	Magnitude (10 XP) Spend ○ to increase the number of targets affected by one per Magnitude upgrade purchased.	Strength (10 XP) Spend ○ ○ to affect an object of up to one size larger per Strength upgrade purchased.	Control (15 XP) May use this power to force the target to perceive a single illusory person or object.
Range (10 XP) Spend ○ to increase the range by one per range upgrade purchased.	Control (15 XP) Commit one or more  ; add one  per  to each combat check targeting the user.	Strength (15 XP) Spend ○ ○ to affect an object of up to one size larger per Strength upgrade purchased.	Mastery (20 XP) Spend ○ ○ to obscure additional objects or create illusions equal to Cunning plus Deception.
Range (15 XP) Spend ○ to increase the range by one per range upgrade purchased.	Control (15 XP) 1/Session, add a  to a combat check targeting you.	Strength (15 XP) Spend ○ ○ to affect an object of up to one size larger per Strength upgrade purchased.	Magnitude (10 XP) Spend ○ to increase the number of targets affected by one per Magnitude upgrade purchased.

Divine Domain - War

Prerequisite Divine Power Rating 1+

Domain Benefit: Select one Combat Skill. It becomes a career skill. If it is already a career skill, you gain ☐ when using that skill.

War Basic Power (10 XP)			
Suffer two strain to make a power check; spend ○ to target yourself or an ally within engaged range. The target upgrades their next combat check this encounter once.			
Control (10 XP) You may make a ♦♦ Discipline check to instead target an enemy. If successful, that enemy upgrades the difficulty of their next combat check once.		Magnitude (10 XP) Spend ○ to affect one additional ally within range.	Range (5 XP) You may affect targets within Short range.
Control (10 XP) Spend ○ to deal radiant damage to the enemy equal to Presence + 1 per ☆.	Magnitude (10 XP) You may spend ☹☹ to affect an additional enemy within range.	Control (10 XP) The target may instead take an immediate maneuver.	Range (10 XP) You may affect targets within Medium range.
Control (15 XP) After affecting an enemy, commit ○ to blind that enemy while the ○ remains committed.	Control (15 XP) In addition to the upgrade, you may add ☹☹ to the enemy's next attack.	Control (10 XP) The target may instead gain +1 melee or ranged defense.	Range (15 XP) You may affect targets within Long range.
Strength (10 XP) The damage dealt by this attack is increased by 3.	Control (15 XP) Once per session, spend a ⚔ and ○ to immediately incapacitate the target enemy.	Control (10 XP) Spend ○ and the target may make an immediate attack.	Mastery (15 XP) Spend ○ to grant the allied target two benefits instead of one.

Primal Evocations

Primal Evocations are granted by nature or nature deities to Druids or other followers who have learned how to manipulate the power of the natural world, such as Hunters or Scouts with the Primal Adept talent.

A character with Primal Power may purchase any of the evocations.

Wildshape

The Wildshape Evocation allows a spellcaster to alter their physical form to take on the shape of an animal.

Control Animals

The Control Animals Evocation allows a spellcaster to command and control animals in their area or even summon animals to their aid.

Control Plants

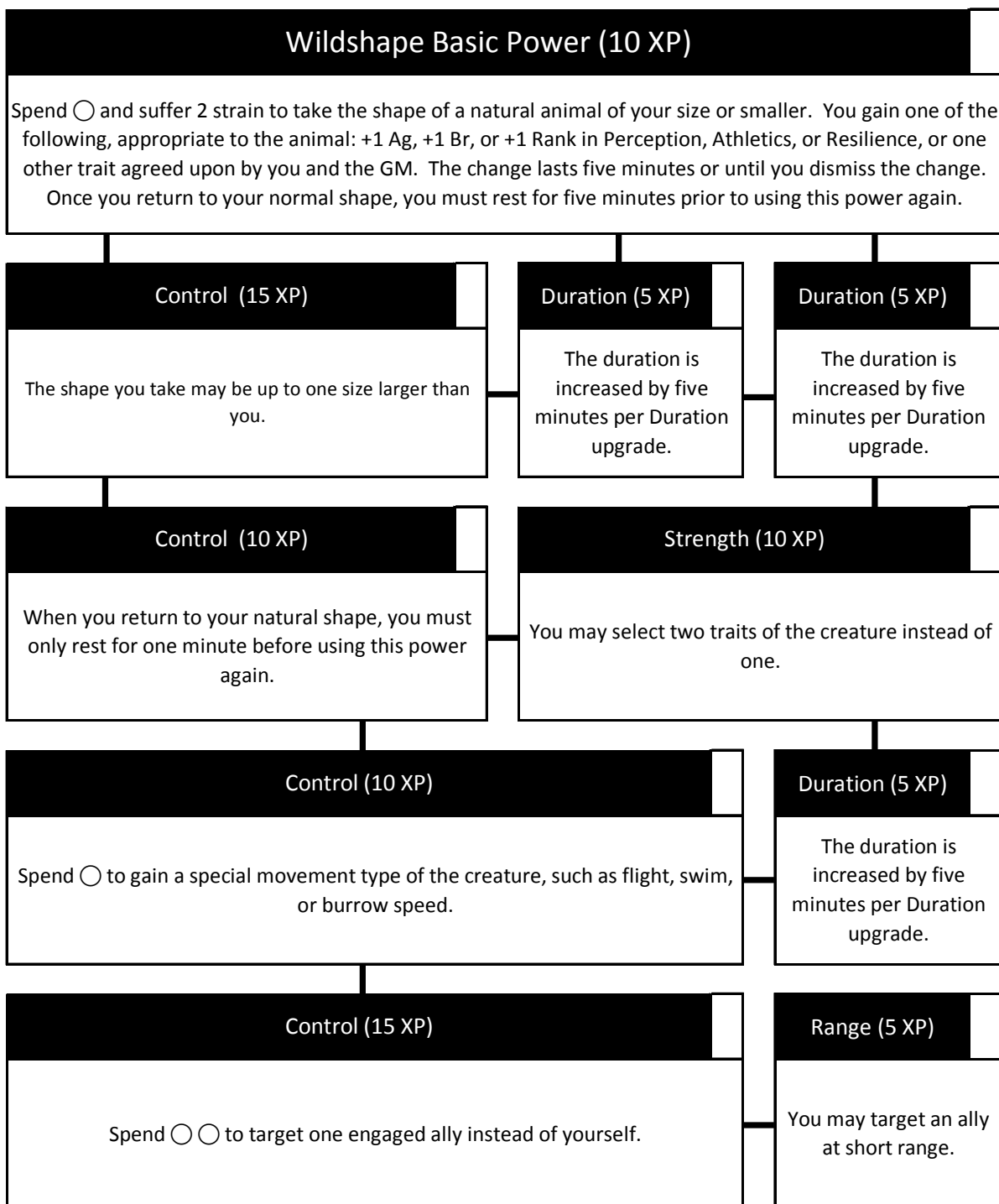
The Control Plants Evocation allows a spellcaster to use the plantlife in an area to ensnare or harm their enemies.

Control Elements

The Control Elements Evocation allows a spellcaster to bend the primal elements such as fire, earth, air, and water to hinder or damage their foes.

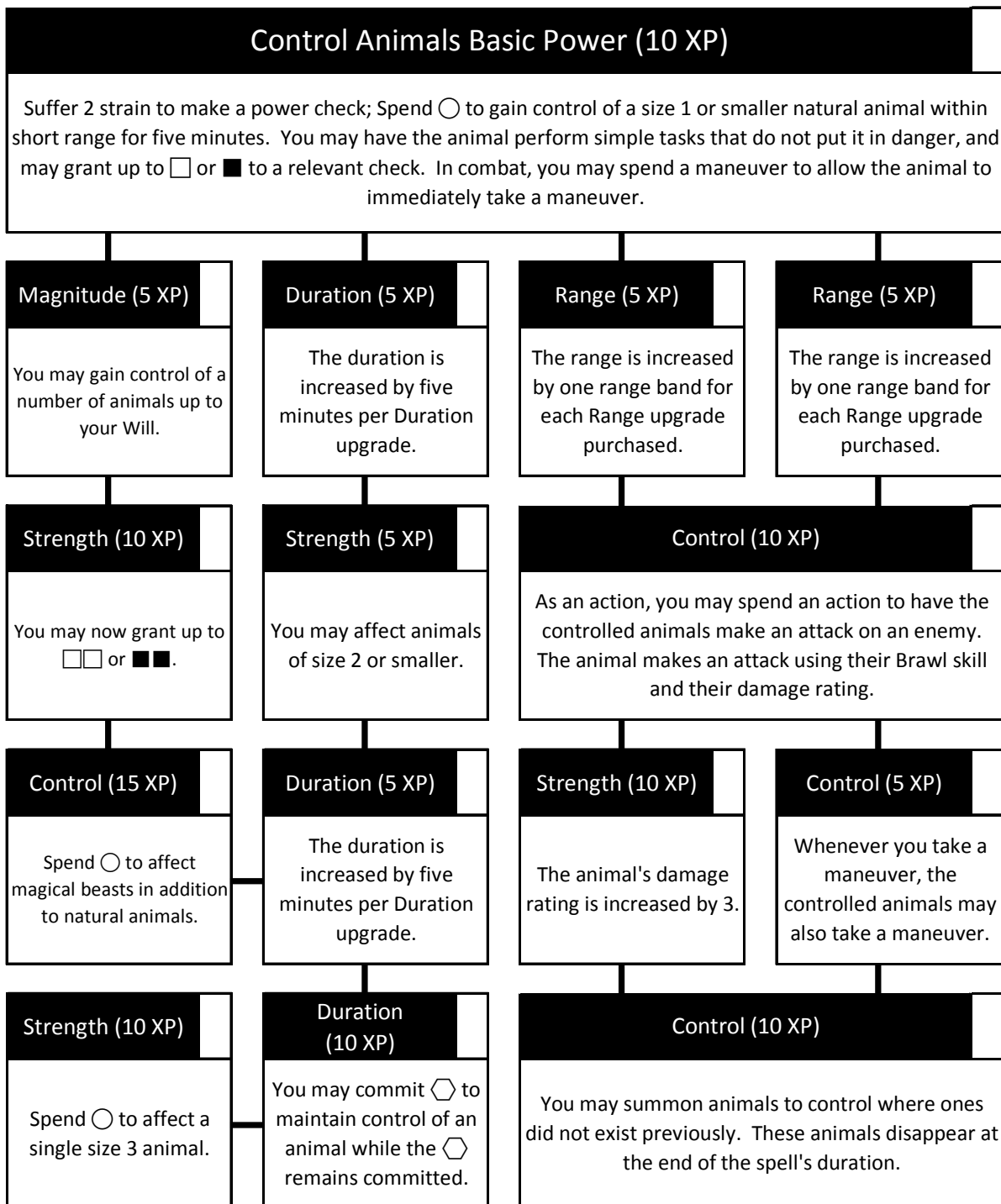
Primal Evocation - Wildshape

Prerequisite: Primal Power Rating 1+



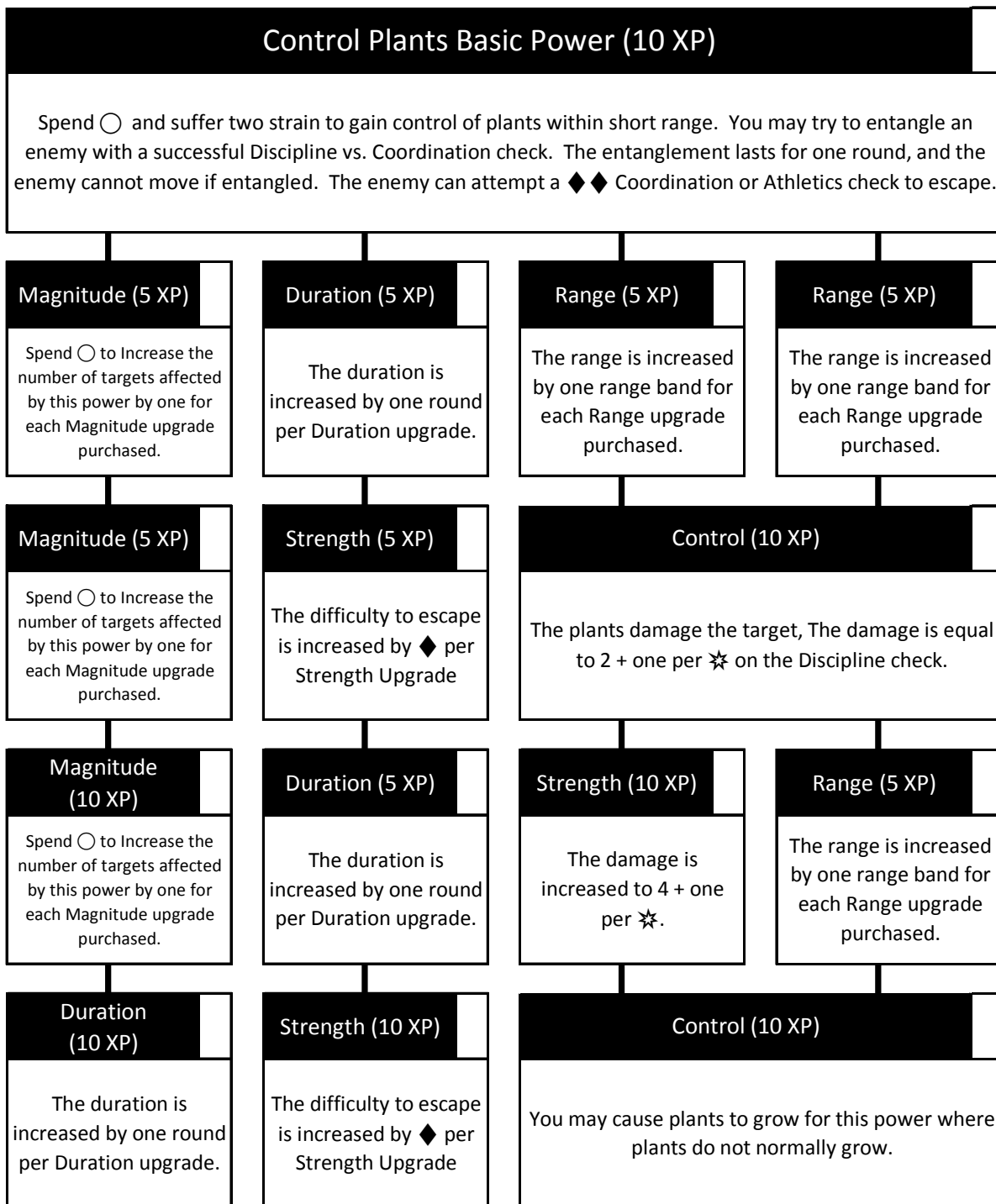
Primal Evocation - Control Animals

Prerequisite: Primal Power Rating 1+



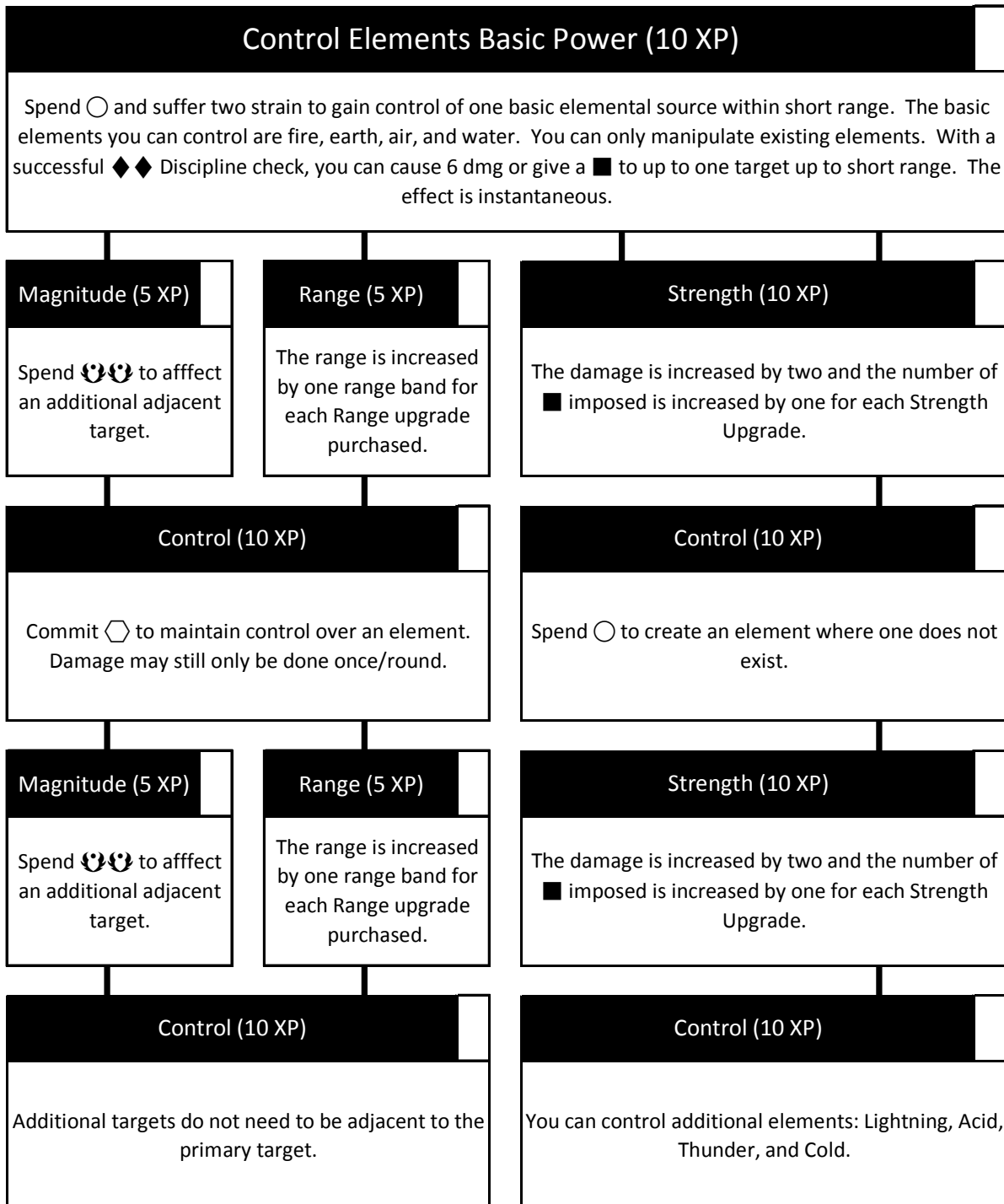
Primal Evocation - Control Plants

Prerequisite: Primal Power Rating 1+



Primal Evocation - Control Elements

Prerequisite: Primal Power Rating 1+



Rituals

Rituals are magical effects that take too long to use during a combat situation. Most rituals have a casting time of ten minutes or longer, and some also have a monetary cost for materials.

Example Ritual List

In order to cast a ritual, a character must have the associated type of magical power, meet the minimum rating requirement, and must have learned the ritual from another spellcaster or a ritual book. The ritual caster uses the listed skill to cast the ritual; the exact costs and effects of rituals are determined by the Game master.

<u>Ritual Name</u>	<u>Power Type</u>	<u>Minimum Rating</u>	<u>Skill</u>
Alarm	Arcane	1	Arcana
Arcane Lock	Arcane	1	Arcana
Comprehend Languages	Arcane	1	Arcana
Detect Magic	Arcane	1	Arcana
Find Familiar	Arcane	1	Arcana
Identify	Arcane	1	Arcana
Illusory Script	Arcane	1	Arcana
Floating Disk	Arcane	1	Arcana
Unseen Servant	Arcane	1	Arcana
Gentle Repose	Arcane	1	Arcana
Magic Mouth	Arcane	1	Arcana
Feign Death	Arcane	2	Arcana
Magic Circle	Arcane	2	Arcana
Phantom Steed	Arcane	2	Arcana
Water Breathing	Arcane	2	Arcana
Contact Other Plane	Arcane	3	Arcana
Telepathic Bond	Arcane	3	Arcana
Create Teleportation Circle	Arcane	3	Arcana
Detect Magic	Primal	1	Nature
Detect Poison and Disease	Primal	1	Nature
Purify Food and Drink	Primal	1	Nature
Speak with Animals	Primal	1	Nature
Animal Messenger	Primal	1	Nature
Beast Sense	Primal	1	Nature
Locate Animals or Plants	Primal	1	Nature
Feign Death	Primal	2	Nature
Meld into Stone	Primal	2	Nature
Water Breathing	Primal	2	Nature
Water Walk	Primal	2	Nature
Commune with Nature	Primal	2	Nature
Create Holy Water	Divine	1	Religion
Detect Magic	Divine	1	Religion
Detect Poison and Disease	Divine	1	Religion
Purify Food and Drink	Divine	1	Religion
Augury	Divine	1	Religion
Gentle Repose	Divine	1	Religion
Silence	Divine	2	Religion
Feign Death	Divine	2	Religion
Meld into Stone	Divine	2	Religion
Remove Curse/Disease	Divine	2	Religion
Speak with Dead	Divine	2	Religion
Water Walk	Divine	2	Religion
Divination	Divine	2	Religion
Commune	Divine	3	Religion
Raise Dead	Divine	3	Religion

Equipment

The equipment a character uses can often be an important part of defining them, as what arms, armor, and equipment they use can inform a lot about their goals and personality.

A starting character has 100 gold pieces (GP) to purchase weapons, armor, and gear.

Armor

Armor gives bonuses to soak, melee defense, and ranged defense. Armors have a minimum brawn requirement to wear, effectively, representing the weight and bulkiness of the armor that can interfere with a character's normal activities. If you do not meet the minimum brawn requirement, the armor can be worn, but all checks involving physical activity (Such as coordination or athletics) are upgraded once, and the character cannot perform fine manipulation tasks such as cast spells.

Armor Types

Armor	Soak	Melee Defense	Ranged Defense	Cost (GP)	Minimum Brawn
Cloth	1	0	0	1	1
Leather	1	1	0	25	1
Hide	2	0	0	30	3
Chain	1	1	1	40	3
Scale	2	1	0	45	4
Plate	2	1	1	50	4
Buckler	0	1	0	5	1
Shield	0	1	1	10	2

Weapons

Weapons each have an associated skill that is used to wield it, a damage rating, a critical rating, a maximum range, a cost in GP, and a listing of any special qualities. Note that melee weapons have a damage bonus that is applied to the character's brawn (for example, a dagger deals damage equal to the character's brawn +1). The crit rating is the amount of advantage needed to trigger a critical injury when using the weapon. For a description of weapon special qualities, please see the FFFG ruleset. A table of weapons appears on the next page.

Gear

A character can purchase gear with whatever GP they have remaining. A standard list of gear appears following the weapons table.

Melee Weapons

Weapon	Skill	Damage	Crit	Range	Cost (GP)	Special
Armored Gauntlets	Brawl	+1	4	Engaged	5	
Dagger -Thrown	Melee - Light Ranged - Light	+1	3	Engaged Short	1	Pierce 1
Hand Axe -Thrown	Melee - Light Ranged - Light	+1	3	Engaged Short	5	Vicious 1
Parrying Dagger	Melee - Light	+1	3	Engaged	10	Defensive 1
Quarterstaff	Melee - Light	+2	4	Engaged	5	Defensive 1
Rapier	Melee - Light	+2	2	Engaged	25	Defensive 1, Pierce 2, Vicious 1
Short Sword	Melee - Light	+1	3	Engaged	10	Pierce 2
Sickle	Melee - Light	+1	3	Engaged	2	Pierce 1, Vicious 1
Throwing Hammer -Thrown	Melee - Light Ranged - Light	+1	4	Engaged Short	5	Disorient 2
Battle Axe	Melee - Heavy	+2	2	Engaged	15	Pierce 2, Vicious 2
Club	Melee - Heavy	+2	5	Engaged	1	Disorient 2
Greataxe	Melee - Heavy	+3	2	Engaged	30	Pierce 2, Vicious 3
Greatclub	Melee - Heavy	+3	3	Engaged	1	Disorient 3
Greatsword	Melee - Heavy	+3	2	Engaged	30	Defensive 1, Pierce 2, Vicious 2
Javelin -Thrown	Melee - Heavy Ranged - Heavy	+2	3	Engaged Medium	5	Pierce 2
Longspear	Melee - Heavy	+2	3	Short	10	Pierce 2, Vicious 1
Longsword	Melee - Heavy	+2	2	Engaged	15	Defensive 1, Pierce 2, Vicious 1
Maul	Melee - Heavy	+3	3	Engaged	30	Disorient 3, Vicious 1
Mace	Melee - Heavy	+2	4	Engaged	5	Disorient 3
Scimitar	Melee - Heavy	+2	2	Engaged	10	Pierce 2, Vicious 2
Scythe	Melee - Heavy	+2	3	Engaged	5	Pierce 2, Vicious 2
Spear -Thrown	Melee - Heavy Ranged - Heavy	+2	3	Engaged Short	5	Pierce 2
Warhammer	Melee - Heavy	+2	3	Engaged	15	Disorient 3

Ranged Weapons

Weapon	Skill	Damage	Crit	Range	Cost (GP)	Special
Crossbow	Ranged - Light	8	3	Med	25	Prepare 1
Hand Crossbow	Ranged - Light	6	4	Short	25	Prepare 1
Shortbow	Ranged - Light	7	3	Med	25	
Sling	Ranged - Light	6	4	Med	1	
Heavy Crossbow	Ranged - Heavy	10	3	Long	30	Prepare 1
Longbow	Ranged - Heavy	9	3	Long	30	

Gear	Cost
Standard adventurer's kit	15 gp
Backpack (empty)	2 gp
Bedroll	1 sp
Flint and steel	1 gp
Pouch, belt (empty)	1 gp
Rations, trail (10 days)	5 gp
Rope, hempen (50 ft.)	1 gp
Sunrods (2)	4 gp
Waterskin	1 gp
Ammunition	
Arrows (30)	1 gp
Crossbow bolts (20)	1 gp
Sling bullets (20)	1 gp
Arcane implement	
Orb	15 gp
Rod	12 gp
Staff	5 gp
Wand	7 gp
Candle	1 cp
Chain (10 ft.)	30 gp
Chest (empty)	2 gp
Climber's kit	2 gp
Grappling hook	1 gp
Hammer	5 sp
Pitons (10)	5 sp
Everburning torch	50 gp
Fine clothing	30 gp
Flask (empty)	3 cp
Holy symbol	10 gp
Journeybread (10 days)	50 gp
Lantern	7 gp
Ritual book	50 gp
Ritual components	Varies
Rope, silk (50 ft.)	10 gp
Spellbook	50 gp
Tent	10 gp
Thieves' tools	20 gp
Torch	1 sp

Food and Lodging	Cost
Food	
Meal, common	2 sp
Meal, feast	5 gp
Drink	
Ale, pitcher	2 sp
Wine, bottle	5 gp
Inn stay (per day)	
Typical room	5 sp
Luxury room	2 gp

Transportation	Cost
Cart or wagon	20 gp
Riding horse	75 gp
Rowboat	50 gp
Sailing ship	10000 gp
Warhorse	680 gp