

## HINDRANCES SUMMARY

Hindrance	Type	Effects
All Thumbs	Minor	-2 Repair; Roll of 1 on a mechanical or electronic device causes malfunction
Anemic	Minor	-2 vigor to resist sickness, disease, or environment
Bad Eyes	Minor/Major	-2 to attack or notice something more than 5" distant
Bad Luck	Major	One less benny per session
Bloodthirsty	Major	Never takes prisoners
Cautious	Minor	Character is overly cautious
Clueless	Major	-2 to most Common Knowledge rolls
Code of Honor	Major	The character keeps his word and acts like a gentleman
Curious	Major	Character wants to know about everything
Death Wish	Minor	Hero wants to die after completing some task
Delusional	Minor/Major	Character suffers from grave delusions
Doubting Thomas	Minor	Character doesn't believe in the supernatural
Elderly	Major	Pace -1, -1 to Strength and Vigor die types; 5 extra skill points for any skill linked to Smarts
Enemy	Minor/Major	The character has a recurring nemesis of some sort
Greedy	Minor/Major	The character is obsessed with wealth
Habit	Minor/Major	A Minor Habit is simply annoying; characters must make Fatigue rolls when deprived of Major Habits
Hard of Hearing	Minor/Major	-2 to Notice sounds; automatic failure if completely deaf
Heroic	Major	The character is a true hero and always helps those in need
Lame	Major	-2 Pace and running die is a d4
Loyal	Minor	The hero tries to never betray or disappoint his friends
Mean	Minor	The character suffers -2 to his Charisma for his ill-temper and surliness
Obese	Minor	+1 Toughness, -1 Pace, d4 running die
Outsider	Minor	-2 Charisma, treated badly by those of the more dominant society
Overconfident	Major	The hero believes he can do anything
Pacifist	Minor/Major	The character fights only in self-defense as a Minor Hindrance, and won't fight living creatures under any circumstance as a major Hindrance
Poverty	Minor	Half starting funds, general inability to hang onto future income
Quirk	Minor	The character has some minor but persistent foible, such as bragging, elitism, or the pursuit of fame
Small	Major	-1 Toughness
Stubborn	Minor	Hero always wants his way
Ugly	Minor	-2 Charisma due to the character's less-than-average appearance
Vengeful	Minor/Major	Character holds a grudge, will kill to settle the score as a Major Hindrance
Vow	Minor/Major	The hero has a pledge to himself, a group, a deity, or a religion
Wanted	Minor/Major	The character is a criminal of some sort
Yellow	Major	The character is cowardly and suffers -2 to his Guts rolls
Young	Major	3 points for Attributes (instead of 5); 10 skill points (instead of 15), +1 benny per session

## LEVELING

### Every 5 XP, you may:

- Gain a new Edge
- Increase a skill\*
- Increase one attribute\*\*\*
- Gain a new Edge
- Increase 2 skills\*\*

\*Equal to or greater than its linked attribute

\*\*Less than its linked attribute

\*\*\*Only once per Rank.

## LOAD LIMITS

A character's load limit is equal to 5 x Strength.

Every multiple of the load limit after the first subtracts 1 from a character's:

- Agility and all linked skills
- Strength and all linked skills

## EDGES SUMMARY

Edge	Requirements	Effects
Ace	N	+2 to Boating, Driving, Piloting; may make soak rolls for vehicle at -2
Acrobat	N, A d8, St d6	+2 to nimbleness-based Agility rolls; +1 Parry if unencumbered
Alertness*	N	+2 Notice
Ambidextrous*	N, A d8	Ignore -2 penalty for using off-hand
Arcane Background*	N	Allows access to supernatural powers
Arcane Resistance*	N, Sp d8	Armor 2 vs. magic, +2 to resist magic effects
Improved Arcane Resistance*	N, Arcane Res.	Armor 4 vs. magic, +4 to resist magic effects
Attractive*	N, V d6	Charisma +2
Very Attractive*	N, Attractive	Charisma +4
Beast Bond	N	Character may spend bennies for his animals
Beast Master	N, Sp d8	You gain an animal companion
Berserk*	N	Smarts roll or go Berserk after being wounded; +2 Fighting and Strength rolls, -2 Parry, +2 Toughness; Roll of 1 on Fighting die hits random adjacent target
Block	S, Fighting d8	Parry +1
Improved Block	V, Block	Parry +2
Brawny*	N, St d6, V d6	Toughness +1; load limit is 8xStr instead of 5xStr
Champion	N, See text	+2 damage and Toughness vs. supernatural evil
Charismatic	N, Sp d8	Charisma +2
Combat Reflexes	Seasoned	+2 to recover from being Shaken
Command	N, Sm d6	+1 to troops recovering from being Shaken within 5"
Common Bond	WC, Sp d8	May give bennies to companions in communication
Connections	N	Call upon powerful friends with Persuasion roll
Danger Sense	N	Notice-2 to detect surprise attacks/danger
Dead Shot	WC, S, Shoot/Throw d10	Double ranged damage when dealt Joker
Dodge	S, A d8	-1 to be hit with ranged attacks
Improved Dodge	V, Dodge	-2 to be hit with ranged attacks
Fast Healer*	N, V d8	+2 to natural healing rolls
Fervor	V, Sp d8, Command	+1 melee damage to troops in command
First Strike	N, A d8	Automatically attack foes who move adjacent
Fleet-Footed	N, A d6	d10 running die instead of d6
Florentine	N, A d8, Fighting d8+	+1 vs. foes with single weapon and no shield, ignore 1 point of gang up bonus
Followers	L, WC	Attract 5 henchmen
Frenzy	S, Fighting d10	1 extra Fighting attack at -2
Improved Frenzy	V, Frenzy	As above but no penalty
Gadgeteer	N, See text	May "jury-rig" a device with any available power once per game session
Giant Killer	V	+4 damage when attacking large creatures
Hard to Kill	N, WC, Sp d8	Ignore wound penalties for Vigor rolls made on the Knockout or Injury tables
Harder to Kill	V, Hard to Kill	50% chance of surviving "death" by some unlikely means
Healer	N, Sp d8	+2 Healing
Hold the Line!	S, Sm d8, Command	Troops have +1 Toughness
Holy/Unholy Warrior	N, See text	Spend 1 Power Point to make evil creatures make Spirit check or be Shaken; roll of 1 kills Extras, wounds Wild Cards; cost is 1 Power Point per creature affected

Inspire	S, Command	+1 to Spirit rolls of all troops in command
Investigator	N, Sm d8, Investigation d8, Streetwise d8	+2 Investigation and Streetwise
Level Headed	S, Sm d8	Act on best of two cards in combat
Improved Level Headed	S, Level Headed	Act on best of three cards in combat
Luck*	N	+1 benny per session
Great Luck*	N, Luck	+2 bennies per session
Marksman	S	Character gets the aim maneuver (+2 Shooting) if he does not move
Master	L, WC, Expert in Trait	Wild Die is d10 for one trait
Mentalist	N, AB (Psionics), Sm d10, Psionics d6	+2 to any opposed Psionics roll
Mighty Blow	S, Fighting d12	Double melee damage when dealt Joker
Mr. Fix It	N, See text	+2 to Repair rolls, halve normal Repair time with raise
Natural Leader	N, Sp d8, Command	Leader may give bennies to troops in command
Nerves of Steel	N, WC, V d8	Ignore 1 point of wound penalties
Improved Nerves of Steel	N, Nerves of Steel	Ignore 2 points of wound penalties
New Power	N, AB	Character gains one new power
Noble*	N	Rich; +2 Charisma; Character is noble born with status and wealth
Power Points	N, AB	+5 Power Points, once per rank only
Power Surge	S, arcane skill d12	+2d6 Power Points when dealt a Joker
Professional	L, d12 in trait	Trait becomes d12+1
Expert	L, Prof. in trait	Trait becomes d12+2
Quick*	N	Discard draw of 5 or less for new card
Quick Draw	N, A d8	May automatically draw weapon as a free action
Rapid Recharge	S, Sp d6, AB	Regain 1 Power Point every 30 minutes
Improved Rapid Recharge	V, Sp d8, AB	Regain 1 Power Point every 15 minutes
Rich*	N	3x starting funds, \$75K annual salary
Filthy Rich*	N, Noble Birth or Rich	5x starting funds, \$250K annual salary
Rock and Roll!	S, Shooting d8	Full-auto penalty is -1 instead of -2
Scholar	N, d8 in affected skills	+2 to two different Knowledge skills
Sidekick	L, WC	Character gains a Novice WC sidekick
Soul Drain	S, Special	Special
Steady Hands	N, A d8	Ignore unstable platform penalty for mounts or vehicles
Sweep	N, St d8, Fighting d8	Attack all adjacent foes at -2
Improved Sweep	V, Sweep	As above but with no penalty
Strong Willed	N, Intimidate d6, Taunt d6	+2 Intimidate and Taunt, +2 to resist
Thief	N, A d8, Climb d6, Lockpick d6, Stealth d8	+2 Climb, Lockpick, Stealth, rolls made to trick or deceive, detecting or disarming traps
Tough as Nails	L	Toughness +1
Improved Tough as Nails	L, Tough as Nails	Toughness +2
Two-Fisted	N, A d8	May attack with a weapon in each hand without multi-action penalty.
Trademark Weapon	N, Fighting or Shooting d10	+1 Fighting or Shooting with one particular weapon
Improved Trademark Weapon	V, Trademark Weapon	+2 Fighting or Shooting with one particular weapon
Weapon Master	L, Fighting d12	Parry +1
Master of Arms	L, Weapon Master	Parry +2
Wizard	N, See text	Each Spellcasting raise reduces cost of spell by 1 point
Woodsman	N, Sp d6, Survival d8, Tracking d8	+2 Tracking Survival, and Stealth (while in Wilderness)

\*Background Edges—must be chosen during character creation.