



CREATING

A Player's Guide to a Character Creation in the Latinx Fantastical System of Mestezia

MESTEZIANES

THE OVERPREPARED GM 

Mestezia is a Tabletop Roleplaying Game (TT RPG). Specifically, it's both a tactical game with strong non-combat and combat mechanics and a fantasy setting inspired by myths, styles, and ecology from (mostly pre-Columbian) Latin America. Creating Mestezianes explains how to make characters within the game system of Mestezia, containing both the process and options for creation and leveling up.

Take a minute to imagine the character you want to play. Your character exists primarily in your imagination. This game is a game though. It has rules, which we usually call the mechanics. A character's mechanics establish what it can do in the context of the game. When you create your character, you'll need to follow the process outlined below.

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Step-by-Step

1. **Concept.** Start with an idea of what you'd like to play. You don't have to know exactly what you want yet, you just need to have some ideas or preferences to guide you.
2. **Theme.** Your theme describes your non-combat aspects of your character, such as background, profession, and the source of your power. Your theme affects how other characters interact with you in role playing and defines your abilities in non-combat encounters. You may gain multiple themes as you advance. This guide has the core themes, but each of the regions in Mestezia includes additional themes.
3. **Class.** Your class represents your capabilities in combat. It determines the bulk of your combat-related features and stats. The 16 combat classes have very different strategic roles and tactics, so you may want to first determine what sort of tactics you enjoy to narrow down the choices.
4. **Features.** Features are abilities and upgrades that are particular to your character. Your theme and class will grant you certain features automatically, but you will also choose three powers and two upgrades when you create your character. You may choose more as you advance.
5. **Training.** There are 15 combat savvies and 20 skill savvies. You may gain bonuses to them from your class or theme, but the primary way you improve them is to choose some of them to train.
6. **Items.** You begin the game with items determined by your theme, but you gain more as you adventure.
7. **Description.** With all the major decisions made, it's time to flesh out your character, to finalize the non-mechanical details that decide how you play your character.
8. **Game Accessories.** Once you have made your choices, you'll want to write everything down. You'll need a character sheet, power cards and some sort of mini to represent your character on the battle grid when in combat. You'll also want to calculate stats such as your HP, defenses, initiative, attack bonuses, damage bonuses, and skill bonuses based on your choices.
9. **Advancement.** Characters start at Level 1. As you adventure, you advance in level, gaining new powers and becoming more powerful in your existing ones. There are 20 levels, divided into 4 tiers.

Concept

To start making a character, you need to start with some idea of you'd like to play. You don't have to know exactly what you want yet, you just need to have some direction to guide you. Here are a few strategies many players use.

Base it on character

Think of a character that you already know and use that as a starting point. It could be Captain Caveman from the old Hanna Barbera cartoons, Cassandra from Greek Mythology, Katniss Everdeen from the Hunger Games, or d'Artagnan from the Three Musketeers. Use the inspiration character (or a mixture of a couple) as a guideline in what to choose and how to act.

Tactical Style

If combat is important to you, you may want to focus first on the style of combat you most enjoy. Some of the things that differentiate combat classes are tactical complexity (is it complicated or straightforward?), closeness (are they melee specialists, skirmishers that stay on the edges of melee, or purely ranged characters?) Do you want to use magic or wield a weapon? Which of the five strategic roles are most appealing to you (controller, jinxer, leader, savior, or striker)? Do you like steady, dependable powers, or do you like swingy powers that sometimes have huge effects and sometimes fizzle? Read through the class descriptions to see which best suits your play style, then choose a theme which complements your class vision.

Follow your Instincts

If you don't have a clear idea of what you want, you may at least be able to narrow down the options. What grabs our interest? What might be useful in the upcoming adventure? This list is not comprehensive, but may give you some ideas.

- **Casting magic spells.** Choose a class that uses magic instead of a weapon to fight. Choose a theme that has strong in Espiritus or Dios, such as Brujar, Curaru, Teólogo.
- **Being sneaky and tricky.** Make your character high in Deception and Stealth. Choose themes and features which improve that such as Furtive or Explorador. Choose a class with a Controller or Jinx role. Consider taking the Moon Child as your patron deity.
- **Knowing things.** Make your Lore skill high. You may also want to look for themes and features strong in Divination such as the Explorador, Investigador or Teólogo.
- **Building things.** Make your Craft skill high. Look for themes and features strong in fabrication such as the Artisan or the Mecánico. Consider taking the Star People as your patron deity.
- **Channeling the power of the gods.** Make your Dios and Fortitude skills high. Choose a theme with a strong spiritual aspect such as Curaru or the Teólogo.
- **Communing with nature.** Make your Biologías skill high. Choose a theme with a strong nature aspect such as Campesino, Curaru or Explorador.
- **Wielding weapons.** Choose a weapon-wielding class. Choose a theme with a strong military aspect such as Guerrero and keeping your Militas skill high.
- **Performing for an audience.** Make your Artes and Influence skills high. Consider the Artesano theme and choose the Sky woman as a patron.
- **Representing the party.** Make your Influence and Culturas skills high and consider a theme that focuses on interacting with people, such as the Artisan, Curaru, Furtive, or the Investigador.
- **Finding treasure.** Make your Perception skill high and choose relevant Divination abilities. Consider the Explorador, Brujar, or Furtive theme.
- **Saving innocents.** Choose a savior class and Restoration abilities. Consider a theme focused on empathy or justice, such as Campesino, Curaru, or Investigador.
- **Exploring new lands.** Make your Biologías, Culturas, and Domesticas skills high. Choose the Explorador or maybe the Campesino theme.
- **Beating up bad guys.** Choose a class with a striker role.
- **Being the bad guys.** Make your Deception skill high, or play villain. Choose the Brujar or Furtive theme.
- **Solving mysteries.** Make your Analysis skill high. Choose the Investigador theme.

Base it on a classic RPG trope

If you're familiar with other RPG systems, you may already have a favorite type of character and want to craft a version of it in this system. This list includes the most common of the D&D-style classes and advice on how to recreate this sort of character in Mestezia. Some regions may have additional themes that align with these archetypes.

- **Barbarian.** Choose the Berserker class and either the Campesine or Guerren theme. .
- **Bard.** Choose the Manipulator class for a more magical bard or a Warlord class for weapon-using bard. Choose the Artisane theme. Keep your Arte and Influence skills high.
- **Cleric.** Choose the Teólogo or the Curaru theme. Choose the Healer or Guardian class for a more magical, pacifist cleric, or choose a Warlord for a weapon-wielding battle cleric or the or Conjuror for a "laser" cleric. Keep your Dios and Healing skills high.
- **Druid.** Choose the Curaru or maybe the Brujar theme and the Shifter class. Keep your Biologias skills high.
- **Fighter.** Choose the Guerren theme. Choose weapon-wielding striker class, such as the Knight, Ranger, or Hunter.
- **Paladin.** Choose the Teólogo theme and either the Knight or Guardian class. Establish your personal code in your character description.
- **Ranger.** Choose the Guerren or Explorador theme. Choose a weapon-wielding, striker class such as the Bomber, Hunter, or Ranger.
- **Rogue.** Choose the Hunter class and the Furtive theme. Keep your Kinesthetics, Stealth, and Deception skills high.
- **Sorcerer.** Choose the Elementalist class. Choose the Brujar theme. Specialize in a particular damage type.
- **Warlock.** Choose the Enchanter or the Trickster class and the Brujar theme. Work with your GM to establish a particular entity with whom you made a bargain to gain powers as part of your backstory.
- **Wizard.** Choose the Enchanter or the Conjuror class and the Brujar, Curaru, Mecánior, or Teólogo theme. Keep your Espiritus and Lore skills high.

Fill in the Party Gap

If you have no preferences, you might want to craft a character to supply what the party lacks. Perhaps the party has all surly characters, so you decide to fill in as a optimistic life of the party. Or perhaps everyone is skilled warrior, so you choose a healer. Maybe they're all at home in nature, so you build street smart, city dweller. And so on.

Themes

Every five levels, you'll gain a new Theme. Your character's theme grants features and provides options to choose among as you level up. Theme abilities are focused on non-combat challenges and checks. They also describes the source of your character's power and their professional or societal role. This page gives a summary of the universal themes, although each setting has additional themes specific to the region. Theme details are laid out in the "Themes" chapter later.

Artisanes are creators and performers who use their artistic talents to influence people and creatures. They can craft goods to trade, dance in ceremonial rituals, and make music to reach the spirit world. They are strong in Artes, Culturas, and Crafting and often choose the Sky Woman as their patron deity.

Brujares are shadow witches who specialize in the hidden side of reality. They can perceive and strengthen the unconscious sides of creatures, allowing them to create illusions, sow chaos, or uncover secrets. They are strong in Deception, Espiritus, and Influence and often choose the Moon Child or the Earth Ancestor as their patron deity.

Campiares are salt-of-the-earth laborers who make their way in the world through their practical skills and hard work. They can handle animals, build earthworks, and compete in sports. Campiares are strong in Athletics, Domesticas, and Fortitude and often choose the Corn Mother as their patron deity.

Curarus are holistic healers who work with plants, bodies, and spirits to strengthen the harmonious side of their nature. They can diagnose diseases, soothe spirits, and Curarus are strong in Biologias, Dios, and Influence and often choose the Earth Ancestor or the Corn Mother as their patron deity.

Exploradores are expert outdoorsmen who venture into unexplored or dangerous areas. They can move through difficult terrain. Exploradores are strong in Athletics, Kinesthetics, and Stealth and often choose the Jaguar Man as their patron deity.

Furtives are sneaky scoundrels who know how to look out for themselves. Furtives are strong in Deception, Perception, and Stealth and often choose the Moon Child as their patron deity.

Guerrenes are brave warriors who use strategy, training, and weaponry to vanquish their enemies. Guerren are strong in Discipline, Kinesthetics, and Militas and often choose the Rain Father or the Jaguar Man as their patron deity.

Investigadores are perceptive agents who unravel mysteries and search for truth. Investigadores are strong in Analysis, Culturas, and Perception and often choose the Rain God or the Sky Woman as their patron deity.

Mecániores are gifted crafters who create mechanisms to transcend their personal limitations. Mecaniores are strong in Domesticas, Crafting, and Physicas and often choose the Star People as their patron deity.

Teólogoues are scholar-priests who maintain the relationship between people and the Gods. They are strong in Dios, Discipline, and Lore and although some choose a god as their patron, many maintain themselves as a neutral party, channeling, interpreting, or negotiating with divinities and primordials at need.

Classes

Your class defines most of what your character can do in combat. Each of the 16 classes fulfills a particular strategic role and has a characteristic tactical style. Class details are laid out in the “Classes” section later on.

Berserker. Focused exclusively on killing the enemy, berserkers are highly mobile, weapon-based, melee warriors, able to do and withstand extreme damage by entering a berserk rampage state.

Bomber. Bombers can buff allies, grant them actions, and shield them from attacks. They are weapon-based artillery, lobbing explosives, shooting trick shots and using traps. Careful preparation means they usually use their move actions to set up, granting them low mobility.

Conjurer. Able to fill a multitude of roles, conjurers fabricate creatures, items, and obstacles. They work through their creations, using them as shields, attackers, aids, vehicles, or terrain as needed.

Elementalist. Wading into melee, elementalists master the specific physical damage types. They use them to shield allies from harm, cast area attacks, and perform nova strikes. They are spell-casting, melee warriors, switching between stances as a normal part of their fighting style.

Enchanter. Casting ranged spells of great power, enchanters control and jinx. They have low mobility and armor, but access to magical shielding or escape powers keep them safe. They avoid engagement in melee as much as possible.

Guardian. Guardians can heal allies, prevent them from taking damage, and grant them saves. They are implement-based tanks, absorbing huge amounts of damage. Guardians have low mobility and high defenses.

Healer. Healers use spells to grant allies saves and buffs, and to shield them from harm. They have a balanced assortment of strengths, but specialize in ranged abilities and coordinating with their party members.

Hunter. Hunters manipulate the battlefield, position enemies within it, and strike down enemies with steady accuracy. They are weapon-based sneaks, gaining advantage when camouflaged from the enemy. They specialize in thrown to ranged distance.

Knight. Knights can absorb damage from injuries, heal their injuries, and strike enemies with nova power. They are weapon-based tanks, heavily armored and able to absorb huge amounts of damage.

Manipulator. Manipulators can position and buff allies and grant them actions. They're implement-based swashbucklers, using their highly developed athletics and extreme mobility to affect allies and enemies with area effects in melee and thrown range.

Martial Artist. Martial Artists control enemy actions, debuff them, and grant actions to allies. They are weapon-based swashbucklers - extremely mobile and specializing in area affects while in melee combat. They tend to have light armor and weapons.

Ranger. Rangers control enemy actions, do area damage, and strike with steady accuracy. They're weapon-based skirmishers - highly mobile warriors that can switch easily between melee and thrown distance and can attack in the middle of a movement.

Shifter. Shifters can deny enemy actions, absorb damage for allies, and grant saves. They are implement-based skirmishers, switching between melee and ranged attacks as they change form. They have extremely good mobility, allowing them to often avoid attacks, even between melee strikes.

Trapper. Control both ally and enemy movement, trappers can also alter the battlefield itself.

Trickster. Controlling and denying enemy actions and debuffing foes, tricksters are implement-based, distance sneaks, more effective in using their powers of illusion when hidden and safely out of melee.

Warlord. Buffing allies, granting them actions, and shielding them from attacks, warlords are weapon-based, melee-to-thrown range warriors with balanced tactical options who specialize in coordinating with allies.

Abilities

In addition to the abilities gained through your class and theme, all PCs can use the following powers. Attacks are written with a red title, reactions in teal, and utilities in indigo. Stances are in brown, and rituals are in lime green.

Attacks

Attack the Enemy

Cost: 3 AP

Target: AC of Enemy within Reach

Check: Aimed + (Melee or Ranged)

Result: [W] dmg

Basic Attack, Weapon

Distract the Enemy

Cost: 3 AP

Target: Will of Enemy in Reach

Check: Aimed + Infl

Effect **2** Gain Combat advantage over the target. **3** Impose the Distracted condition.

Halt: End of the enemy's next turn

Taunt

Grab Hold

Cost: 3 AP

Target: AC of Adjacent Enemy

Check: Athl + Melee

Effect **2** Impose the Grabbed condition.

Halt: End of the Enemy's next turn

Grapple, Melee

Shove the Enemy

Cost: 3 AP

Target: AC of Adjacent Enemy

Check: Fort + Melee

Result **2** Push [Grade] - 1 hexes

Melee, Shove

Reactions

Defend Myself

Cost: 1 AP

Trigger: You are attacked

Result **1** Treat the check as if it's one Grade higher

Recharge: Fort Check 1

Defend

Hide

Cost: 1 AP

Trigger: You end your turn while Concealed N

Target: GM's Choice

Check: Stealth + N

Effect **2** You gain a +[Grade] - 1 bonus

to attack OR Your defenses are [Grade] - 1 better vs Aimed attacks

Halt: End of your next turn

Hide

Protect an Ally

Cost: 1 AP

Trigger: An enemy attacks an adjacent ally with an Aimed attack that does not also target you

Result You roll the defense using your own bonuses, and you take any damage instead of the targeted Ally.

Shield

Take Advantage

Cost: 1 AP

Trigger: The target Walks OR attacks someone other than you while focused

Target: AC of Adjacent Enemy

Check: Aimed + Melee

Result: [W] dmg

Opportunity, Melee Weapon

Utilities

Aid an Ally

Cost: 3 AP

Target: An Adjacent Ally

Check: GM's Choice

Result: Choose between attack, defense, and skill. Grant a [Grade] bonus to the next check of that type.

Buff

Maneuver

Cost: 2 AP

Target: An Adjacent Ally

Result: Shift 1 h & pull the target 1 hex OR switch places

Position

Move Myself

Cost: 1 AP

Result: Walk your speed OR Shift 1 hex.

Move

Second Wind

Cost: 1 Surge

Result: Regain 1 Jolt of HP

Recharge: Fort Check **1**

Heal

Masteries

Build Momentum

Cost: Free

Check: Any 1 allowed savvy

Result **0** Next player gets a -1 to their next mastery **1** Next player gets a +1 to their next mastery

Mastery

Accept the Challenge

Cost: Free

Check: Any 2 allowed savvies

Result **0** Bust **2** Boom

Mastery

Up the Ante

Cost: Free

Check: Any 3 allowed skills

Result **0** Bust **3** Boom & Next player gets a +1 to their next mastery

Mastery

Chase a Greater Challenge

Cost: Free

Check: Any 4 allowed skills

Result **0** Bust **4** 2 Booms

Mastery

Shoot for the Moon

Cost: Free

Check: Any 5 skills allowed by the Challenge

Result **0** Bust **5** 2 Booms & Next player gets a +1 to their next mastery

Mastery

Go All In

Cost: Free

Check: Any 5 allowed savvies

Result **0** Bust **6** 3 Booms

Mastery

Bold Recovery

Cost: 1 FP

Trigger: A player earns a Bust

Check: Any 3 skills allowed by the Challenge

Result **3** Instead of the Bust, the party gains a Boom

Recovery

Wealth

Wealth is abstracted in the Mestezia, split into two aspects. The first is a measure of societal power you have. This aspect of wealth is established initially through your theme and influence skill. As you adventure, you will roleplay how influential you are, but this power will grow over time and your GM will roleplay NPCs reactions to you as your power and renown grow. The other aspect of wealth is the possession of material items. This is done through a system of item slots.

Item Slots

Rather than track the exact weight and size of your items, each character has 10 item slots to represent how much they can carry around. Most items occupy one slot each, however some items are tiny and don't fill slots at all and some are large enough to occupy multiple slots. For simplicity, ordinary consumables such as food, water, ammunition, toilet paper, and lantern oil/torches aren't tracked unless they are magical, unusual, valuable, or voluminous (e.g. you can't suddenly supply an army with arrows that by stuffing them in your backpack). Ephemeral items fit up to 5 in a slot, as long as they are the same category of items (e.g. 2 scrolls and 3 ammunition would use 2 slots).

If a PC attempts to carry something unusually heavy ("I lift the three giants onto my shoulders and carry them home"), the GM may require an Athletics + Fortitude skill check to see if you succeed. Carrying unusually heavy or awkwardly large items while in combat or while using skills may result in a penalty to your effectiveness, even if you succeed in the check.

Magic Item Slots

It takes careful training to be able to use a magic item, represented by a magic item slots. To gain these, train a regular slot to hold magic items. A non-magical item can always be put in a magic item slot without difficulty.

Gaining Items

You start the game with a kit from your theme and some gear from your class. As you adventure, you can gain items by

- Receiving gifts from people you help
- Getting paid by people who hire you
- Discovering lost or hidden treasure
- Looting the enemies you defeat
- Stealing or hustling from people you target

Rarity

An item's rarity indicates how easy it is to obtain the item as well as how easy it is to identify it. You can't make use of the item's benefits until you've identified the item. Some items may be more common in particular regions. If an item doesn't specify a rarity, it is common.

Common items can be bought in any city (pop 8,000) without a check. They may be found in a towns (pop 1,000), but that requires a skill check or challenge. In other words, you if you're in a small hamlet, you may be able to track down someone who has a family heirloom or weird discovery that they might be willing to sell, but it's not guaranteed. Anybody can identify common items and anybody with the appropriate crafting ability knows how to make them.

Uncommon items can usually only be purchased, identified, or crafted with a successful savvy check or challenge.

Rare items can only be found as part of the adventure; they are not carried in stores. Finding, identifying, or creating a rare item is more difficult than doing so with an uncommon one.

Items

Items are things that your character can have and use. In many ways they act like feats, except that aren't a permanent part of your character. They can be found, bought, and worn, but also lost, sold, stolen or cast off. Plus, you can gain them in the midst of adventuring, not just when you level up. They fall into a couple categories.

Item Categories

Implements can help channel magic powers. The implements don't lend their stats to the powers, but may be able to boost specific types of powers, or may have powers of their own. If an adventurer is able to use a weapon as an implement, the weapon works like a normal implement.

Kits are groups of tools of a single trade (such as alchemy or thievery) that collectively take up one item slot. If you lose part of a kit (for example, the scalpel and cautery iron from a surgeon's kit), then the kit as a whole takes up the same amount of space as before. You can also add related items to the kit without them taking extra space (e.g. tweezers or a book monograph on human mutation), but you have to have your GM's permission to add items. The GM should refuse if you ask to have added an item right when you need it. Think ahead and pack well.

Ephemera are items that get used up, usually after a single use or after very few uses. When used up, they disappear and the slot they occupied becomes available. Ephemerals are generally either ammunition, consumables, reagents, scrolls, volatiles, but some ephemera are weird, one-off items that don't fit into any of the other categories. Their descriptions describe how to use them.

Weapons are required to use attack powers that have the Weapon keyword. These attack powers adopt the range, damage, and keywords from the weapon you wield.

- **Axes** feature a heavy slashing head at the end of a hafted handle. They excel in pure high damage. Although there are some thrown axes, they are mostly a melee weapon group
- **Blunt** weapons include clubs, maces, and hammers and specialize in bludgeoning damage. Although there are some thrown blunt weapons, they are mostly a melee weapon group.
- **Bows** include traditional and crossbows. They are a purely ranged weapon group with the longest range and the fastest load time.
- **Explosives** include mines, grenades, snares, and bombs. They are mostly thrown weapons and have scatter damage.
- **Firearms** are hard to find, but can provide power at range even for the relative novice.
- **Flex** weapons include whips, flails, and chains. They tend to be entangling and some have reach..
- **Knives** are small, bladed weapons that usually do piercing damage. They reward accuracy. Although there are some thrown knives, they are mostly a melee weapon group.
- **Polearms** includes staffs and spears. The weapon group is characterized by a long haft that often gives the weapons reach. Although there are some thrown polearms, they are mostly a melee weapon group.
- **Slings** are a group of ranged and thrown weapons that use a swinging throw to shoot heavy darts and bullets.
- **Sword** are a group of melee weapons that balance damage with precision, achieving both slashing and piercing damage.
- **Unarmed** is a small group including brass knuckles and clawed gloves that allows you to augment your unarmed techniques. They usually add to your unarmed attacks, rather than replace them.

Using Items

Although you have 10 slots, merely carrying something around doesn't automatically grant you powers or benefits. By default, your items are stowed in your backpack for traveling. Usage keywords describe how to use the item to benefit from it. It takes three actions to retrieve it from your backpack and hold it in your hand, and it takes another three to stow the item in your pack.

- **Ammunition** are ephemeral items that must be shot from a weapon in the bow or firearm category.
- **Consumable** items are a type of ephemeral that needs to be ingested or inhaled by the target. If the target is unaware of the user's attempt, they get a skill check to detect the attempt. Targets may resist the attempt if they realize it's occurring. Consumable may be used on unconscious targets without skill checks. Using consumables costs 1 AP.
- **Held** items require the user to hold them in hand. You can only hold one item in a hand.
- **Reagents** are a type of ephemeral that are touched to a target item to induce a result
- **Scrolls** are ephemeral and must be read to take effect.
- **Two-handed** items must be held in both hands to be wielded (although they may be held in a single hand to be carried around).
- **Thrown** items must be thrown.
- **Versatile** weapons can be held in one or two hands. If you hold them in two hands, they do an extra point of damage.
- **Volatiles** are a type of ephemeral that take effect when the container holding substance is opened, broken, or ignited.
- **Wear** items must be worn on the body. If an item specifies the type (such as "Worn[Armor]") then that is the only one of that type [Armor] that can be worn.

If an item has multiple usage keywords (such as "Thrown, Volatile" then you can choose either of the ways to use it.

Other Item Keywords

- **Awakened** items can have their own opinions, and may have different properties and powers depending on how much they approve of you.
- **Defensive.** grants +1 bonus to your physical defense while you wield it. Wielding more than one defensive weapon does not increase this bonus.
- **Inaccurate.** -1 to attacks, but if you miss, roll to see if you hit someone adjacent.
- **Entangling.** +1 to attacks that restrain, grab, or knock prone, slide, or pull
- **Load N.** Loading the weapon requires N actions before it can be fired again. Any weapon that has the load property requires two hands to load, even if you can use only one hand to attack with it.
- **Heavy N** items apply a -N penalty to skill involving Athletics, Craft, or Kinesthetics.
- **Reach.** you use melee attack powers against enemies that are 2 hexes away from you as well as adjacent enemies. This does not affect opportunity attacks or flanking, which are still only against adjacent enemies.
- **Rifled.** you can spend 3 actions to aim, which gives you removes your penalty for attempting long range. Each turn thereafter, you can spend one action to continue aiming at the same target. Moving ruins your aim. If you take damage, you need to do a Discipline + Kinesthetics check to maintain your aim.
- **Scatter.** when you hit, make a ranged basic attack to hit the same target or an adjacent target.
- **Small.** This property describes a weapon that can be easily hidden. Some powers allow characters to make a second attack with a small weapon.

Description

Your character is a protagonist in a living, evolving story line. Like the hero of any fantasy novel or film, he or she has ambitions and fears, likes and dislikes, motivations and mannerisms.

Personality Traits

Your character needs a few personality traits that you can use as roleplaying touchstones, key traits that you can focus on and that are fun to play. Try to think of a few adjectives that would describe your character. Are you...cheerful, reserved, charming, obnoxious, enthusiastic, hopeful, grim, self-assured, gullible, open-minded, skeptical, suspicious, naive, manipulative, clever, laconic, humble, adaptable, commanding, timid, easygoing, impatient, pragmatic, dutiful, honest, flexible, wild, kind, stern, thoughtful, protective, hard-hearted, oblivious, brave, competitive, steady, cautious, reckless, fierce, stoic, driven, happy-go-lucky, vengeful, bold, impassioned, calm, skittish, restless, impulsive, patient, unshakable, slow, impatient, ditzy, etc? Decide on a few adjectives, and then keep them in mind as you make the rest of the decisions about your character. Note: sometimes it's easiest to play a character that's similar to yourself, but it may be more fun to play someone wildly different.

Mannerisms

Also consider your mannerisms. The easiest way to bring your character to life at the gaming table is to adopt distinctive mannerisms that you can adopt when acting as your character at the gaming table. A mannerism may be an accent or distinctive way of talking, an obsession or compulsion, or just an exaggerated focus on one of your personality traits. It may even be a specific way of talking or catch phrases. For example, your paladin might yell, "Feel the Justice of the Holy Father!!" every time she uses a particular power, and murmur, "May Winter's calm fortify you," when she uses lay on hands.

Appearance

Is your character tall, short, or in between? Solid and muscular, or lean and wiry? Male or female? Old or young? Does your character have an unusual eye, skin, or hair color? What clothing does your character wear? How about hairstyle? Does your character have scars of past injuries, characteristic jewelry, tattoos and birthmarks, or posture? These decisions have no mechanical impact on the game, but they're fun to decide and may help you figure out more about

your character.

Backstory

To make the most immersive character, it's useful to think through the character's history or background. Your theme helps narrow down the choices, but it's best to fill in more detail. Doing so helps you decide on motivations, which helps you play your character consistently. Plus, if your GM knows your backstory, it's likely that characters or details from your background will make an appearance in the adventure someday. You don't have to have a tragically melodramatic and detailed backstory—although that can be fun—but you should be able to understand how your character got to the point in life where they're now ready to start the adventure. Try to answer the following questions.

- **Why did you decide to be an adventurer?**
- How did you acquire your theme? If you're a curandere, for example, you might have been taught by your grandmother at home or studied at famous academy.
- What material possessions do you own, and what do you carry around with you?
- Do you have any friends, family, enemies, or rivals? How about membership with any organizations?
- Where is your home, and how do you feel about it? If you grew up far from where your adventure starts, how did you get there?
- Do you have any goals? Do you have any strongly held beliefs or principles.

Advancement

As you adventure, you gain new abilities and become more powerful in your existing ones. Your Level is a measure of how powerful you are, and the process of becoming more powerful is called advancement or level “leveling up.” Your GM will award you Experience Points (XP) for each skill challenge, combat encounter, and roleplay milestone you achieve. When you get accrue enough XP (50 XP for each advancement), you can advance in level, learning new abilities and training your skills.

The Tiers

The 20 Levels of your career are divided into tiers. When you leave one tier and cross into a new one, you experience a boost in power, but also a change in the typical impact and style of your adventures.

Adventuring Tier (Levels 1-5, 3 dice). Your character is special, touched by destiny. Although it may not appear noteworthy at first glance, it's are set apart by a greater potential. Your party is getting acquainted with each other and learning to work as a cohesive team. Your deeds affect more than just yourselves—the fate of a village might hang on the party's success or failure—and you are starting to build a reputation. Toward the end of the tier, you've begin to gather an important network of favors and acquaintances.

Heroic Tier (Levels 6-10, 4 dice). Your character is a paragon of heroism, set well apart from even the typical hero. It is able to travel quickly, perhaps on a flying mount or using a spell. In combat, easier access to flight and teleportation changes the tactics you use. The success or failure of your adventures has far-reaching consequences, determining the fate of a nation or changing the course of history. Important people will have heard of you and will recruit you or figure you into their plans.

Exalted Tier (Levels 11-15, 5 dice). Your character has become a truly epic hero and may choose to tackle different sorts of challenges. Your party has probably started to accrue followers, and organize them for their protection or to channel their zeal to serve your purposes. No longer pawns, you've now become important people in the world. Toward the end of the tier, you are able to explore other material planes and battle creatures whose mere existence would panic a populace. The fate of nations hangs in the balance of the party's momentous quests.

Transcendent Tier (Levels 16-20, 6 dice). Your character is transforming to something greater than a

mortal hero. Death becomes a surmountable obstacle for your party, and you can survive in even the most alien and distant planes. You have the tools to tame even the most outrageous challenges, and your successes or failures affect the fate of the multiverse. When you finish your transformation, your mere existence changes the fabric of the cosmos.

Leveling Up Step by Step

Refer to the Character Advancement table and follow these steps when your character gains a level. When you advance, you'll be able to gain or improve your abilities. The game assumes that you've been learning these powers in your spare time, studying musty tomes or practicing a complicated series of maneuvers. In game terms, though, as soon as you gain a level, you can immediately use your new powers and feats. Your GM may choose to include the process of learning into your adventure, or simply have it happen off-screen (as it were).

- **Hit Points.** Check your class description to see how many hit points you gain with your new level. Add those to your total.
- **Training.** Every level, you can train two combat savvies and two skills savvies.
- **Gain Features.** Each tier, you're gaining something. It may be a theme, a class option (e.g. an optional power or feat for your class) an ability (a general ability or an optional power or ritual for your class or theme), a theme option (an optional power, ritual, or feat for your class) or an upgrade (either a general feat or an optional feat or ability upgrade for your class or theme). You can only take a feature once unless the description says otherwise. Your options will be limited by the prerequisites you satisfy.
- **Update Stats & Features.** Some themes and feats may grant you bonuses to stats. And some features are dependent on stats which may improve. Check your features to see if they improve as you level.
- **Update Dice Pool.** Each tier, you gain one additional dice. So although you start with three dice in your pool at Novice tier 1, you'll have six dice in your pool at Immortal Tier 4.
- **Recharge.** When your character advances or an adventure ends, you recharge all your powers and HP. You do not lose any FPs you've accrued.

Training

As you advance, choose which savvies to improve numerically. At each level, you can train two combat savvies and two skill savvies. The table below describes the maximum number of times you can train a savvy. So for example, if your character is level 8, the training ceiling is 3. This means you can have trained any single combat or skill savvy up to three times at most. When you train a savvy, you gain a +1 bonus to it unless it explicitly says (+2) or (+5).

| Level | 1-5 | 6-10 | 11-15 | 16-20 |
|---------|-----|------|-------|-------|
| Ceiling | 2 | 3 | 4 | 5 |

Gaining Levels

| Lvl | Adventuring Tier | Lvl | Heroic Tier |
|-----|--|-----|-------------------------------------|
| 1 | Gain Class, Theme, Feat, 3 Abilities, 2 Rituals & 3 dice | 11 | Gain or improve a Theme; Gain a die |
| 2 | Gain an Upgrade | 12 | Gain an Upgrade |
| 3 | Gain an Ability | 13 | Gain an Ability |
| 4 | Gain a Class Option | 14 | Gain a Class Option |
| 5 | Gain a Theme Option | 15 | Gain a Theme Option |
| Lvl | Exalted Tier | Lvl | Transcendent Tier |
| 6 | Gain or Improve a Theme; Gain a die | 16 | Gain or Improve a Theme; Gain a die |
| 7 | Gain an Upgrade | 17 | Gain an Upgrade |
| 8 | Gain an Ability | 18 | Gain an Ability |
| 9 | Gain a Class Option | 19 | Gain a Class Option |
| 10 | Gain a Theme Option | 20 | Gain a Theme Option |

Improving Themes

When you gain a tier, you can choose to either improve a theme you already have rather than gain a new theme for which you qualify. To improve a theme, choose one theme that you already have and

- Gain 1 theme stance
- Gain 3 theme abilities or upgrade
- Gain 1 item or magic item slot
- Train two skills

Retraining

Sometimes you make decisions when you create or advance your character that you later regret. Perhaps a power you chose isn't working with your character concept, or a feat never comes into play the way you anticipated. If this is the case, you should talk to your GM about how comfortable he or she might be with making changes. Your GM may have rules in place to limit how often a character can be revised. Other GMs are fine with completely changing characters every couple of sessions.

Small changes are usually easy to work into the story—everybody can just pretend that you had become better at a different skill or learned a different power. But it's possible your GM may have had ideas for story hooks or loot that depended on your previous choice. If you want continuity, then a good rule of thumb is to only change training, feats, and abilities, and only retrain one or two per level.

Upgrades

As you advance in level, you have the opportunity to choose upgrades for your character. They allow you to strengthen, specialize, or broaden your PC within the constraints of your class and theme choices.

Ability Upgrades. Apply to specific abilities, making them more powerful. You must have already selected the ability to which they apply before you select the upgrade; you can't select the power and the upgrade in the same level, and you can't have the upgrade without the ability to which it attaches.

Feats. Feats may grant you proficiencies, improve savvies, grant you a bonus, or apply a keyword to your character. They may also specify your relation to the setting outside of the mechanics. You can't take the same feat more than once unless the feat specifies otherwise.

Themes

| Themes | Power Sources | | | | | | | Key Skills |
|--------------|---------------|------|------|------|------|------|------|-----------------------------------|
| | Gift | Intr | Natu | Occu | Prim | Sove | Tech | |
| Artisane | Gift | | | | | Sove | | Artes, Culturas, Influence |
| Brujar | | | | Occu | Prim | | | Deception, Espiritus, Influence |
| Campiare | | | Natu | | Prim | | | Crafts, Domestication, Fortitude |
| Curaru | | | Natu | Occu | | | | Biologias, Cultura, Espiritus |
| Explorador | | Intr | Natu | | | | | Athleticas, Biologias, Perception |
| Furtive | Gift | Intr | | | | | | Deception, Kinesthetics, Stealth |
| Guerren | | Intr | | | | | Tech | Athleticas, Discipline, Militas |
| Investigador | | | | | | Sove | Tech | Analysis, Influence, Perception |
| Mecanior | Gift | | | | | | Tech | Analysis, Crafts, Physicas |
| Teologue | | | | Occu | | Sove | | Dios, Discipline, Lore |

If you're interested in a particular power source or skill savvy emphasis for your character, use this chart to narrow your choice of classes.

- **Gifted** abilities tend to manifest as extraordinary luck, supernatural talents, and perfect inspiration. Gifted characters may affect people's behavior through a stirring speech, may gain a rare artifact from a patron, or may benefit from impossible coincidences and inexplicable insights. Abilities that use gifted power tends to rely on their intuition, do mental damage (fear, quietus, madness, ecstasy), and manipulate the resource economy.
- **Intrinsic** abilities derive their strength from the practitioner's body. It tends to manifest as exceptional physical attributes, such as agility, stamina, strength, keen senses, and even beneficial mutations. Intrinsic may perform daredevil acrobatics, master martial arts, or withstand injury through sheer toughness. Abilities that use intrinsic power tend to do physical damage and rely on Athletics, Fortitude, Kinesthetics, or Militas.
- **Natural** abilities derive their strength from living creatures and the habitats in which they live. It manifests through the ability to control them or adopt their characteristics. Naturalists may befriend coyotes who warn them of danger, exude poisons learned from dart frogs, or brew a tea that grants supernatural endurance. Abilities that use natural power tend to depend on Domesticas or Biologias, do physical, necrotic, or toxin damage, and have abilities that use plants and animals either directly or through potions. They often transmute the body or the environment.
- **Occult** abilities derive their strength from beings and energies outside our material world. It manifests as an ability to pierce the veils between planes and to communicate with supernatural. Occultists may bargain with a primordial to do their bidding, see a vision of the spirit world, or channel the power of a distant plane.
- **Primal** abilities are powered by the energy created by the material world. Primal characters fuel their powers by sacrificing blood or spiritual energy, or they may find a way to transmute intangibles like pain, memories, control, or emotions into the power to fuel supernatural abilities. Primalists tend to have high Fortitude or Discipline and do elemental damage.
- **Sovereign** abilities derive their strength from the practitioner's charisma or societal power. They manifest as an ability to bend fate or people to their will. Sovereigns may convince a guard into switching sides, may cause an admirer to provide them with alchemical items, or may borrow the abilities of a powerful ancestor spirit. Abilities that use sovereign power tend to rely on Influence and Culturas, focus on Charm abilities, or directly affecting die rolls and actions.
- **Techno** abilities manifest as an ability to create and use machines, whether simple ones like bows or complex ones like automatons. Technologies may create constructs to ward their campsites, build a timed-triggered spike bombs to attack their enemies, or surgically embed a levitation device to bestow flight. Abilities that use techno power tend to depend on Craft or Physicas, do physical or elemental damage, and have abilities that create or use objects.

The Teólogue Theme

You are a theologian who specializes in gods, you understand their personalities and portfolios, have learned to commune with them, and can perceive their effects on the world.

Most teologues learn their craft through scholarly study, either at a seminary that specializes in applied theology or through private tutors personal study. You may have started by learning theology as an abstract subject and then eventually, cautiously learned to interact with the world of the divine. Or perhaps you were chosen or courted by a particular divinity first, visited in dreams or stumbled into divine realms and then searched for context, explanations, and control after you survived your first brush with a God or primordial.

Teólogues are highly respected scholar-priests, valued for their ability to interpret the will of the gods and maintain the relationships between the mundane and the divine. In all but the smallest settlement, you are seen as distinct from ordinary priests. You don't guide worshippers. Instead, you're expected to act as an advisor in esoteric matters, interpreting the signs of the divine or intervening for the good of the people.

On an adventure, you are inevitably the sage of the group, contributing knowledge and wisdom as well as being ideally suited to handling brushes with deities or their avatars and effects.

Core Teólogue Features

Clerical Kit

Details: Your Priest's Kit takes up two item slots. You start with the following:

- One set of ceremonial vestments for conducting formal rituals.
- Badge of Ordination, showing you to be an ordained priest of your institution, with a specialty in applied theology.
- A small, mundane tool of your choice for performing formal ceremonies, such as a sacrificial knife or travel hearth.
- Two sets of personal clothing.
- A liturgy of prayers and ceremonies and a volume of theological essays.
- A Holy Symbol that represents your faith and acts as a focus for your prayers.
- Pen, ink, and paper, to write thoughts or record events.

Investiture

Details: You gain the *Occult* and *Sovereign* keywords. You are trained in Dios, Influence, and Lore and gain a +1 to Dios. Choose a temple or other religious institution. You are considered to be a member of that institution.
Teólogue Occult Feat

Priestly Stance

Cost: 3 AP or 1 min

Purpose: You are clearly an official ambassador to deities

Effect: Any temple with whom you are not enemies will will house you as an honored guest, providing you with room and board and other assistance within their means. You gain a +1 to Influence with humanoids and primordials. You are able to officiate religious ceremonies such as weddings, funerals, and holy days, although not expected to do so regularly.

Bless the Supplicants

Cost: 1 Surge + 5 min

Purpose: Petition a Deity for good fortune on behalf of the supplicant.

Check: Dios + Influence

Target: You or one ally

Details: Target gains a +1 bonus to skill rolls for the next [Grade] checks.

Teólogue Sovereign Enchantment Ritual

Reading Divine Influences

Cost: 1 Surge + 5 min

Purpose: Learn what deity is acting the world and why

Details: You gather seven foci to represent the seven Gods. These may be anything from colored ribbons that flap in the wind to majestic animals that personally channel the gods through their movement and behavior. Array them around the subject in such a way that they can move. Read the patterns of their movements to understand what divine forces, if any, are acting on the target.

Check: Dios + Analysis

Target: 1 Item, Creature, or Location

Result: Know which Deities are involved and receive [Grade] images that communicate something about why the gods are involved (or not), what the relevant history or background of the target is, and what the future may hold.

Teólogue Occult Divination Ritual

Optional Stances

Channeling Stance

Interpreting Divinity Stance

Optional Abilities

Consecration

Cost: 1 Surge + 5 min

Purpose: Dedicate a person or item to your Deity

Details: Hold your holy symbol against the subject. Your prayer allows you to act as a conduit for a Deity and connect it to an item or willing subject.

Target: An item or willing creature or mindless creature

Result: The target is

Teólogue Occult Binding Ritual

Hallow Water

Cost: 1 Surge + 30 min

Purpose: Imbue water with divine energy.

Details: Infuse a small quantity of consumable liquid with divine energy. The hallowed drink may be easily distinguished from normal drinks. Once created, the water becomes a 1 use consumable.

Check: Dios + Lore

Result: [Grade] Alchemy bonus to Dios for 1 check.

Teólogue Occult Alchemy Ritual

Optional Feats

Optional Ability Upgrades

Bless the Supplicants II

Cost: 1 Surge + 5 min

Purpose: Petition your Deity for good fortune on behalf of the supplicant.

Check: Dios + Influence

Target: You or one ally

Details: Target gains a +1 bonus to skill rolls for the next [Grade] checks.

Teólogo Sovereign Enchantment Ritual

Consecration II

Replace: “**Check:** Aim + Melee”

With: “**Check:** Aim + Melee + 1”

Replace: “[W]” · **With:** “[Tier] x [W]”

Hallow Water

Interpret Divine Influences II

Optional Stance Upgrades

Priestly II

Channelling II

Add: “”

Combat Classes

| Class | Tool | Dist. | Strategic Role | | | | | Tactical Style | | | | | | | |
|----------------|------|-------|----------------|------|------|------|------|----------------|------|------|------|------|------|------|------|
| | | | Cont | Jinx | Lead | Savi | Stri | Arti | Bala | Hand | Mani | Skir | Snea | Swas | Tank |
| Berserker | W | M | | | | | Stri | | | | Mani | | | | |
| Bomber | W | R | Cont | | | Savi | | Arti | | | | | | | |
| Hunter | W | B | Cont | | | | Stri | | | | | | Snea | | |
| Knight | W | M | | | | Savi | Stri | | | | | | | | Tank |
| Martial Artist | W | M | | Jinx | Lead | | | | | | | | | Swas | |
| Ranger | W | B | | Jinx | | | X | | | | | Skir | | | |
| Trapper | W | R | Cont | | | | | | | Hand | | | | | |
| Warlord | W | B | | | Lead | | | | Bala | | | | | | |
| Conjurator | M | R | Cont | | Lead | Savi | Stri | | | Hand | | | | | |
| Elementalist | M | B | | | Lead | | Stri | | | | Mani | | | | |
| Enchanter | M | R | Cont | Jinx | | | | Arti | | | | | | | |
| Guardian | M | M | | | | Savi | | | | | | | | | Tank |
| Healer | M | B | | | Lead | Savi | | | Bala | | | | | | |
| Manipulator | M | M | Cont | | Lead | | | | | | | | | Swas | |
| Shifter | M | B | | Jinx | | Savi | | | | | | Skir | | | |
| Trickster | M | R | | Jinx | | | | | | | | | Snea | | |

If you're interested in a particular strategic role or tactical style for your character, use this chart to narrow your choice of classes.

Tool

The Tool column shows what the class uses to fight.

- **W** (Weapon) powers use the weapon's reach and damage definitions and mostly target AC.
- **M** (Magic) powers utilize a variety of damage types and specify their own damage and reach.

Distance

The green D field shows how closely the class fights.

- **M** (Melee) attacks adjacent enemies
- **B** (Both) can attack either melee or ranged, and often moves between the two distances.
- **R** (Ranged) attacks distant enemies

Strategic Role

The maroon Strategic Role area describes what the class is trying to achieve. Among the party, try to as many of the five roles as you can.

- **Controllers** manipulate the battlefield itself and position characters on it.
- **Jinxers** make their enemies ineffective.
- **Leaders** make their allies more effective.
- **Saviors** protect or rescue allies from harm.
- **Strikers** specialize in killing enemies.

Tactical Style

The blue Tactical Style area describes how the class works in terms of things like mobility and sturdiness.

- **Artillery** affects enemies from long range. They have low mobility and poor sturdiness, but excellent targeting.
- **Balanced** classes are well-rounded and able to work allies with especially well.
- **Handler** classes work through objects or creatures which they position away from themselves.
- **Manics** specialize in entering temporary extreme combat states. They generally have good mobility.
- **Skirmishers** skip between melee and ranged fighting. They have great mobility and mobile attack powers.
- **Sneaks** use their stealth against their enemies. They generally focus on a single target and may trade attack speed for accuracy.
- **Swashbucklers** have high mobility and specialize in melee, multi-target attacks.
- **Tanks** have high defenses and endurance, but low mobility.

The Berserker Class

Berserkers are defined by their ability to adopt a frenzied battle state. This altered state of mind allows them to become vicious warriors, but at the cost of higher reasoning. They may not even remember what happens when they rampage. Berserkers you might be familiar with include Captain Caveman (Hanna Barbara), Cú Chulainn (Celtic Mythology/Ulster Cycle), Dr. Jekyll/Mr. Hyde, Hulk or Wolverine (Marvel), and Ingrey Wolfkin (Hallowed Hunt by Bujold).

Combat Role

Striker (Melee Weapon). As a striker, you should focus solely on killing the enemy. You'll definitely want to maximize your damage combat savvy. Beyond that, you have three main possible focuses:

- **Alpha Striking.** Optimize your highest damage attacks by specializing in a high damage weapon such as an axes. Choose powers which give extra damage as high grade results.
- **DPR.** Optimize your overall damage per round by optimizing your Melee combat savvy and choosing a precision weapon such as a knife. Choose features that add damage on low grade results, that deal ongoing damage, or that allow you to deal damage as reactions.
- **Area attacks.** To affect many enemies at once, choose powers with area attacks and maximize your Area combat element. Consider a weapon that has the Scatter or Reach keywords.

Your Rampage stance is key to your fighting ability, but you can't maintain it all the time. You'll dominate the front line but need to leverage your mobility to be effective, so don't try to shield your more fragile party members. Also, consider features that grant sturdiness and extra surges. You'll need them to absorb damage and power your stances. In addition, the following skills affect your combat abilities:

- **Art** helps you instill fear and awe in your enemies.
- **Athletics** increases your mobility
- **Kinesthetics** grants you the coordination to attack multiple foes.
- **Fortitude** helps you withstand injury and power your rages.
- **Militas** teaches you how to make your enemies vulnerable.

Core Berserker Features

Warrior Training Feat

Details: You are proficient with professional weapons in one weapon group of your choice. You start the game with 23 hit points (HP) and gain 6 HP per level as you advance. You gain +1 Melee, Damage, and Jolt.

Rampage Stance

Cost: 1 surge

Purpose: Incapable of higher reasoning or strategy, you rampage across the battlefield.

Effect: You gain a +[Tier] bonus to your Defenses and Fortitude. Also, you can move an extra 2 spaces while charging. You can't actively use skills (though the GM may request a skill check for you), communicate, change weapons, or take potions. The stance ends if you leave combat.

Rampage Strike

Cost: 1 AP

Trigger: Your attack reduces an enemy to 0 HP.

Result: Make a *Basic Attack*.

Recharge: Round

Berserker, Stance Reaction

Berserker Charge

Cost: 4 AP

Before: Walk up to [Speed] + 1 hexes.

Target: AC of Enemy in Reach

Check: Aim + Melee

Result: [W] + [Grade] x [Tier] dmg.

Berserker, Basic Attack, Weapon

Optional Stances

Bravura Stance

Cost: 5 AP or 5 minutes

Purpose: You intimidate your enemies with your frenzied attacks.

Effect: You gain a +1 bonus to Arte checks. When use a *Fear Attack*, you gain a +1 to the check.

Bravura Defenses

Cost: Free

Trigger: You bloody or reduce an enemy to 0 HP during your turn.

Effect: You gain a +[Tier] bonus to Will.

Halt: End of your next turn.

Berserker Stance Buff Reaction

Resilient Stance

Cost: 5 AP or 5 minutes

Purpose: Killing your enemies revitalizes you.

Effect: You gain Regeneration [Tier] + 1 and a +1 to Fort. When you spend a Surge to heal HP, you heal an additional [Tier] x [Grade] HP.

Resilient Recovery

Cost: 1 AP

Result: You can spend a Surge to heal HP.

Recharge: Round

Berserker Stance Heal Reaction

Vengeful Stance

Cost: 5 AP or 5 minutes

Purpose: Your enemies will pay for what they did.

Effect: Your Opportunity reactions do +[Tier] damage against any enemy that attacks you.

Vengeful Retaliation

Cost: 1 AP

Trigger: You are hit by a melee attack

Effect: Gain a +1 bonus to attack against the enemy who hit you

Halt: End of your next turn.

Recharge: Round

Berserker Stance Buff Reaction

Whirlwind Stance

Cost: 5 AP or 5 minutes

Purpose: You attack everything in reach, mowing down your enemies by the score.

Effect: When you make an Aimed attack, you can convert it to an Area attack. To do so, reduce the damage it deals by a Grade and target an additional enemy in Reach.

Whirlwind Shift

Cost: Free

Trigger: You are hit by a melee attack

Result: You can shift [Tier] hexes

Recharge: Kine Check **1**

Berserker Stance Move Reaction

Optional Powers

Death of 1000 Cuts

Cost: 3 AP

Target: AC of Enemy in Reach

Check: Aim + Melee (Gain +2 to the attack if the target is bloodied)

Result 1 1[W] + [Mili] dmg

Effect 1 2 x [Tier] Ongoing dmg

Sustain: Check 2 vs Target's Fort

Berserker Melee Weapon Attack

Eye of Vengeance

Cost: Free

Trigger: You are attacked

Target: The attacking Enemy

Check: AC + Mili

Effect 2 Grants you Combat Advantage

Halt: End of its next turn

Berserker Buff Reaction

Fortifying Hit

Cost: 3 AP

Target: AC of Enemy in Reach

Check: Aim + Melee

Result 2 1[W] dmg

Effect 2 Gain [Fort] resistance to all dmg

Halt: End of your next turn

Berserker Melee Weapon Attack

Payback

Cost: 1 AP

Trigger: You are hit by a melee attack

Effect: Gain a +1 bonus to attack against the enemy who hit you

Halt: End of your next turn.

Recharge: Round

Berserker Buff Reaction

Resilient Resistance

Cost: Free

Trigger: You spend an FP

Effect: You gain Resist [Fort] to all damage

Halt: End of your next turn

Berserker Buff Reaction

Retaliation

Cost: Free

Trigger: Your AC is attacked

Check: AC + Kine

Result 2 Attack misses. You can make a melee basic attack against the triggering enemy.

Recharge: Mili Check 2

Berserker Opportunity

Shifting Strike

Cost: 4 AP

Before: You Shift up to 2 hexes. You can move through an enemy's space during the shift, but you can't end there.

Target: AC of Enemy in Reach

Check: Aim + Melee

Result 1 1[W] + 2[Tier] dmg.

Berserker Melee Move Weapon Attack

Slicing Skirmish

Cost: 3 AP

Result: You Shift up to [Athl] hexes. You may make the following attack 1-2 times at any point during the move.

Target: AC of Enemy in Reach

Check: Aim + Melee

Result 1 1[W] + [Kine] dmg

Recharge: Athl Check 2

Berserker Melee Weapon Attack

Terrifying Roar

Cost: 3 AP

Target: AC of Enemy in Reach

Check: Aim + Melee

Result: [Tier] x [W] damage.

Result 2 Make Attack B.

Target B: Will of All Enemies in Melee Blast 3

Check B Area + Melee

Result B 2 Push Targets 2 hexes.

Effect B 2 [Arte] Ongoing Fear & Sound dmg.

Sustain B (Check B)

Recharge: Arte Check 2

Berserker Melee Weapon/Fear/Sound Attack

Vengeful Triumph

Cost: Free

Trigger: You reduce an enemy to 0 HP during your turn

Result: You gain an FP.

Recharge: Fort Check 1

Berserker Utility Reaction

Weaponstorm

Cost: 3 AP

Target: AC of Enemy in Reach

Check: Area + Melee

Result 1 [Grade][W] + [Athl] dmg

Result 2 & Repeat the attack up to 3 times against the same or different targets. You may shift 1 hex in between attacks. As soon as an attack misses, this power ends.

Recharge: Athl Check 2

Berserker Melee Weapon Attack

Optional Feats

Bloodthirsty Visage Feat

Details: When you hit with a power that has the Fear keyword, you do additional [Infl] Fear damage.

Frenzied Escape Feat

Details: When you make a Halt check against an effect that immobilizes, restrains, or slows you, you can spend 1 Surge to gain a +[Kine] bonus to the check.

Frightening Visage Feat

Details: When you use a power with the Fear keyword, the targets grant combat advantage to you until the end of your next turn.

Hulking Endurance Feat

Details: Whenever you have damage resistance, add an additional [Tier] to the amount of damage you resist.

Rapid Recover Feat

Details: Whenever you have regeneration, add an additional [Tier] to the amount you regenerate each round.

Terrifying Visage Feat

Details: When you use a power with the Fear keyword, each enemy within 5 hexes of you grants you combat advantage until the end of next turn.

Trained Recovery Feat

Details: When you spend an AP to gain surges, you gain 6 surges instead of 4. When you train Max HP, you gain 4 HP instead of 2 HP.

Optional Power Upgrades

Berserker Charge II

Replace: “Check: Aim + Melee”

With: “Check: Aim + Melee + 1”

Replace: “[W]” · **With:** “[Tier] x [W]”

Death of 1000 Cuts II

Replace: “1[W]” · **With:** “[Grade] x [W]”

Eye of Vengeance II

Add: “Effect 1 Do +[Mili] dmg against the target on attacks.”

Fortifying Hit II

Replace: “Halt: End of your next turn”

With: “Sustain (Cost) 1 AP.”

Payback II

Add: “Effect: You gain +[Grade] damage against any enemy that has attacked you this encounter.”

Resilient Resistance II

Add: “Effect: Gain the Protected [Fort] condition.”

Retaliation II

Add: “Result 2 & You gain a [Mili] bonus to the attack.”

Shifting Strike II

Replace: “Shift 2 Hexes”

With: “Shift [Athl] + 1 Hexes”

Slicing Skirmish II

Replace: “You may make the following attack 1-2 times at any point during the move.”

With: “You may make the following attack to all Enemies in Reach for each hex you occupy during your move.”

Terrifying Roar

Replace: “Melee Blast 3”

With: “Melee Burst 3”

Add: “Effect B 4 & Prone 5 & Sense Deprived 6 & Stunned”

Vengeful Triumph II

Add: “Effect: Gain [Fort] Regeneration. ·

Halt: End of your next turn.”

Weaponstorm II

Replace: “Result: You may shift 1 hex between attacks.”

With: “Result: You may shift [Athl] hexes between attacks”

Optional Stance Upgrades

Bravura Stance II

Add: “You gain a +[Arte] to damage for any Fear Attack. You gain Resistance [Arte] x [Tier] to Fear damage.”

Resilient Stance II

Add (Resilient Recovery): “Result: Make a Halt check to remove one condition on you that with a Halt Check duration.”

Rampage Stance II

Add (Rampage Strike): Effect: Gain a +1 to attack and a +[Grade] bonus to damage. · **Halt:** End of your next turn.”

Vengeful Stance II

Remove (Vengeful Retaliation): “Recharge: Round”

Replace (Vengeful Retaliation): “Cost: 1 AP”

With: “Cost: Free”

Whirling Stance II

Add: “You gain an Aura 1 of Deadly Steel. If an enemy enters your aura, you may make use a defense power as if they had attacked your AC. This power can only be triggered once per turn per creature per round.”

The Guardian Class

Guardians are defined by their auras, using them to provide magical support for their teammates. They are magic-wielding, melee specialists, able to deflect and absorb huge amounts of damage, but not very mobile. They are particularly skilled at using and attack Will and negating magics. They excel at Negation, Healing, Necrosis, Quietus, and Toxin. Some examples of Guardians you might be familiar with include Dali (Kate Daniels Series), Charlotte de Ney (Edge Series), and Jhi the Great Panda (Spirit Animals).

Combat Role

Saviors (Melee Magic). As a guardian, you should focus on protecting and healing your allies. Invest in features and items that maximize your ability to absorb or defend against damage. You have three main possible focuses.

- **Shielding.** Maximize your defenses, choose Shield powers, and save AP each turn to use on enemy turns enemies. Make sure to keep vulnerable allies in your aura so you can spring to their rescue.
- **Healing.** Keep track of your allies' status, and heal them when they are down at least a Jolt of HP.
- **Halting Effects.** Be aware of when allies are affected by adverse effects.

You dominate the front line, providing a safe bulwark for your more fragile allies. Although you can learn some direct attack powers, your best abilities will be reactive and defensive. The reach of your powers is defined by your aura, so positioning yourself in a good spot is key. You will need to collaborate with your party members, identifying when they need help and the best place to protect them. You'll be challenged to help highly mobile allies, but partnering with the Controller to move people around may help. In addition, the following skills affect your combat abilities:

- **Biologicas** helps you understand the human body and how it works
- **Espiritus** improves your ability to identify and counter magical attacks
- **Discipline** helps you withstand mental attacks
- **Fortitude** helps you withstand physical attacks and channel magical energies
- **Influence** lets you taunt attackers to target you and not your allies

Core Features

Guardian Training Feat

Details: You gain a Guardian's Aura 2. Also, you start the game with 23 hit points (HP) and gain 6 HP per level as you advance. You start the game with the following combat elements trained: AC, Jolt, Max HP, Saves, Surge, and Will.

Savior Stance

Cost: 1 AP

Purpose: You keep yourself strong so you can help others

Effect: You gain a +[Tier] bonus to checks of Heal abilities. Plus, you & allies in your Aura gain a +1 bonus to Will.

That Which Does Not Kill Me

Cost: 1 AP

Trigger: An enemy attacks you

Effect: Gain Protected [Tier]

Halt: End of your next turn.

Guardian Stance Buff

Guardian's Mark

Cost: 1 AP

Target: One Enemy in your Aura

Effect: You Mark the Target

Halt: You use this power again

Guardian Attack

Lay on Hands

Cost: 2 AP

Target: You or Ally in your aura

Check: Fort + Biol

Result: Spend Target's Surge to regain [Target's Jolt] + [Grade] HP. If the target has ongoing toxin, fear, or madness damage with a Halt duration, they may immediately make a Halt check for it •
Guardian Negation Heal

Silent Strike

Cost: 3 AP

Target: Will of Enemy in your Aura

Check: Aimed + Melee

Result: [Grade] x [Infl] Quietus dmg

Guardian Basic Attack

Optional Stances

Abjurer Stance

Cost: 1 AP

Purpose: You create an oasis of calm, where negative and fractious energies cannot abide.

Effect: All your attacks gain the Quietus keyword and do Quietus type damage in addition to any other damage type they might already do. You gain a +[Tier] to checks for Negation abilities.

Cleansing Presence

Cost: 2 AP + 1 Surge

Target: Each hex in your Aura

Check: Infl + Espi

Effect: Negate the effect of [Grade] zones or terrain conditions in your aura

Sustain (Cost) 2 AP. Continue to negate the zone or terrain condition you chose when you used the power.

Guardian Stance Negation Utility

Defender Stance

Cost: 1 AP

Purpose: You use clever tactics to distract nearby foes and benefit from their attacks.

Effect: In your Aura, Allies gain the Protected [Tier] condition.

Defensive Slide

Cost: Free

Trigger: You hit an enemy that's adjacent to an ally

Result: You can slide the triggering enemy 1 space away from the ally.

Guardian Stance Position

Fortress Stance

Cost: 1 AP

Purpose: You shall not fall.

Effect: You gain Regeneration [Tier]

Fortress Sanctuary

Cost: Free

Trigger: You finish your turn

Required: You made no attacks this turn.

Effect: You gain Protected 1 & Resistance [Tier] Damage

Halt: You make an attack.

Guardian Stance Defense

Martyr Stance

Cost: 1 AP

Purpose: You sacrifice yourself to save your allies.

Effect: Your marks cause an additional -1 penalty to the target's threshold.

Sacrificial Bodyguard

Cost: 1 AP

Trigger: An enemy makes an Aimed attack against an ally in your aura

Result **2** The attack targets you instead of the ally.

Result **3** & the ally heals [Infl] HP.

Fortress Stance Heal Shield

Optional Powers

Bond of Protection

Cost: 1 AP + 1 Surge

Target: One ally in your Aura

Effect: Gains Protected 1. In addition, whenever the target takes damage, you can reduce that damage by 5 as a free action. If you do so, you take 5 damage. This damage ignores your resistances.

Halt: End of the encounter

Guardian Shield Buff

Cleansing Spirit

Cost: 1 AP + 1 [Grade] HP

Target: You or one ally in your Aura

Check: Disc + Fort

Result: The target makes a Halt check with a +[Grade] bonus to the check

Guardian Heal

Font of Healing

Cost: 3 AP + 1 Surge

Target: You and each ally who can perceive you

Result: Target may spend a surge to regain [Target's Jolt + Espi] HP. Lose the Stance you were in.

Effect: You cannot adopt a new stance.

Halt: Start of your next turn

Guardian Heal

Greater Aura

Cost: 3 AP

Effect: Your Aura grows to size 3

Sustain (Cost): 1 AP

Guardian Enchantment Utility

Guarding Sanction

Cost: 1 AP + 1 Surge

Target: Will of all Enemies in your Aura

Check: Area + Melee

Result: You mark each target. Any target that was already marked by you takes

[Grade] x [BioI] Toxin dmg

Guardian Evocation Attack

Honored Foe

Cost: 1 AP

Trigger: An enemy marked by you attacks you

Effect: You gain Resistance [Grade]

Sustain (Check)

Halt: The triggering enemy reaches 0 HP.

Guardian Defense

Price of Cowardice

Cost: 1 AP

Trigger: An enemy in or adjacent to your aura makes an attack that does not include you as a target

Target: The Triggering Enemy

Check: Aim + Melee

Result 2 [Mili] Radiant dmg 3 & The target is Sense Deprived until the end of your next turn.

Guardian Opportunity

Redirected Strike

Cost: 1 AP + 1 Surge

Trigger: An Enemy in your Aura attacks an ally in your Aura

Target: Will of the Triggering Enemy

Check: Espi + Mili

Result 1 [Espi] + [Grade] Necrosis dmg 2 & the Ally they attacked heals [Espi] + [Grade] HP.

Guardian Heal Opportunity

Silent Ward

Cost: 3 AP + 1 Surge

Effect: Your aura gains the Elemental (Quietus) [Espi] condition. You and your allies in the aura gain resistance [Mili] Quietus. Any enemy that enters your aura or starts their turn in your aura takes [Espi] Quietus damage.

Sustain (Cost) 1AP

Guardian Utility

Shield of Valor

Cost: 1 AP

Effect: Gain a defense bonus equal to the number of enemies adjacent to you.

Halt: End of Next Turn

Guardian Buff

Stalwart Shield

Cost: 2 AP

Target: An ally in your Aura

Effect: The target gains Resist 2[Tier] to all damage

Halt: End of your next turn.

Guardian Utility

Feats

22 Shared Sacrifice

Details: When you or an ally in your aura would spend a surge to heal or get healing, you or an ally in the aura can lose a healing surge on that character's behalf instead.

Silent Savior

Details: Gain a +1 bonus to Halt checks and you gain a bonus to damage with Quietus damage.

Font of Healing

Details: In your Aura, allies gain the Boosted [Tier] condition and a [Disc] bonus to Halt the Ongoing Damage, Sickly, or Vulnerable conditions.

Cleansing Touch Feat

Details: When you use a *Heal* power to targeting an ally in your Aura, the target can also make a Halt check for free.

When you use a power that grants a Halt check to an ally in your Aura, that ally can also spend a Surge to gain a [Jolt] of HP.

Guardian's Truth Feat

Details: When you attack a creature marked by you, you ignore that creature's resistances and immunities.

Protector's Commitment

Details: When you or your target is adjacent to a bloodied ally, you gain a +[Tier] bonus to attack rolls.

Discipline of Shielding

Details: Whenever your grant a bonus to a Defense or the Protected condition, increase the Defense bonus by 1. When you mark an enemy, it takes a -3 penalty instead of the normal -2 penalty.

Lend Shield

Details: When you use a power that grants an ally a defense bonus, the ally can use your Defense bonus for the check instead of its own.

Icon of Health

Details: You gain resist [Fort] to Necrotic and Toxin damage. In your aura, allies gain a [Fort] bonus to Halt Ongoing Necrotic or Toxin damage.

Aura of Purity

Details: While in your aura, allies gain Resist [Disc] to Madness and Ecstasy Damage. You gain a [Disc] bonus to any check involving disease or healing.

Avatar of Health

Details: You gain a +[Tier] bonus to Defenses and resistance [Fortitude + Healing] to Necrotic and Toxin damage. You cannot be dominated; any attack or effect that would dominate you dazes you instead.

Optional Stance Upgrades

Abjurer II

Add: "Allies in your aura gain a [Grade] bonus to Halt checks."

Replace (Cleansing Presence): Sustain (Cost) 2 AP.

With "Sustain (Cost) 1 AP."

Defender II

Add: Effect: You and any allies in your Aura gain Protected 2.

Fortress II

Martyr II

Add: "When you attack an enemy, you can pull it 1 hex as a free action."

Savior II

Add: Allies in your aura gain a [Tier] bonus to save checks. When you heal an ally, that ally can make a save check.

Optional Power Upgrades

Bond of Protection II

Replace "Protected 1"

With "Protected [Tier]"

Add: "Effect: & a +1 bonus to Disc and Fort"

Cleansing Spirit III

Replace: "Target: You or one ally in your Aura"

With: "Target: You and all Allies in your Aura"

Font of Healing II

Add: Effect Bloodied Allies who enter or start their turn in your aura regain [Biol] HP. • **Sustain (Cost) 2 AP"**

Greater Aura II

Add: "Check: Area + Disc

Effect: Each turn, you can choose to grow your Aura up to size 2 + [Grade]. The sustain cost is 1 + the number you chose to."

Guarding Sanction II

Add: "Result 1 The target is slid 1 h.

Effect 1 The target is slowed 2 The target is restrained 3 The target is immobilized 4 & weakened
Sustain (Check)"

Guardian's Mark II

Add: "Check Aim + Melee • **Result:** Choose Necrosis, Quietus, or Toxin dmg. Do [Grade] x [Tier] dmg of that damage type to the target."

Replace: "Halt: You use this power again"

With: "Halt: End of the Encounter"

Lay on Hands II

Add: Result: & the target gains [Biol] HP. Also, you may use [Jolt] instead of [Target's Jolt] to determine HP regained.

Honored Foe II

Add: "AfterEffect: Your Aura expands Size by 1 **Halt:** End of your Next Turn."

Price of Cowardice II

Add: "Result 0 & The target is Marked

Effect 4 Dazed 5 Stunned 6

Unconscious"

Replace: "Result 2 [Mili] Radiant dmg"

With: "Result: [Grade] [Mili] Radiant dmg"

Redirected Strike II

Add: "Effect: The triggering Ally gains Protected [Grade] Status

Halt: End of the Encounter"

Second Wind II

Replace: "Result: Regain 1 Jolt of HP

With: "Result: You regain 2[Jolt] of HP and can make a Halt check."

Silent Ward II

Add: "Check: Area + Will

Effect: Allies in your aura gain the Concealed [Grade] Condition."

Silent Strike II

Add: Result: & Push Target [Grade] hexes.

Shield of Valor II

Add: "Check: Area + Will

Effect 2 Enemies Adjacent to you cannot gain line of sight to anyone but you"

Replace: "Halt: End of Next Turn"

With: "Sustain (Cost) 1 AP."

Stalwart Shield II

Replace: Halt: End of Next Turn

With: Sustain (Cost) 1 AP.

Replace: Resist 2[Tier]

With: Resist2[Grade]

Add: After: Target makes a Halt check with a [Grade] bonus.

The Trapper Class

Trappers are defined by the traps they lay, special zones and environmental hazards that can be hidden until they are triggered. They are weapon-wielding, ranged specialists, staying out of direct combat, but affecting it through the traps they lay. They are particularly skilled at using thrown or ammunition-based weapons as a vehicle to deliver hazards or as a way to force targets into traps. Although many of their abilities are offensive, they also have some beneficial “traps” ready to help out their allies. Some examples of Trappers you might be familiar with include:

Combat Role

Saviors (Melee Magic). As a guardian, you should focus on protecting and healing your allies. Invest in features and items that maximize your ability to absorb or defend against damage. You have three main possible focuses.

- **Shielding.** Maximize your defenses, choose Shield powers, and save AP each turn to use on enemy turns enemies. Make sure to keep vulnerable allies in your aura so you can spring to their rescue.
- **Healing.** Keep track of your allies’ status, and heal them when they are down at least a Jolt of HP.
- **Halting Effects.** Be aware of when allies are affected by adverse effects.

Controller (Ranged Weapon). Your role is to change control the battlefield, by modifying the terrain itself, by creating items and obstacles that affect character strategies, and by positioning enemies and allies like a chess master.

- **Zones.** Create terrain conditions to
- **Positioning.**
- **Scenarios.**

Your signature ability is the ability to construct Gizmos, small, one-use items that can be thrown or attached to ranged weapons to enhance their effects. Although gizmos can be created during the fight, complicated ones require recharge actions to get the set up right during combat conditions. Trappers control both ally and enemy movement and can also alter the battlefield itself. They are weapon-wielding handlers, setting up traps and obstacles, modifying the sight lines, and taking advantage of volatiles and trick shots. Careful preparation means they usually use their move actions to set up, granting them low mobility. In addition, the following skills affect your combat abilities:

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