

# Archeologist

Requirements: Novice, Knowledge d8, Survival d4, 2 appropriate Knowledge skills.

You may take “History – Archeologist” to cover archeology, ancient history, anthropology.

Archeologist are well studied and well rounded professionals who spend much of their time in the wilderness seeking out evidence of lost civilizations. You gain a +2 check when investigating ancient ruins, sites or artifacts.

## STARTING SMARTS OF d6

+2 to Investigation of Ancient Ruins, Sites, Artifacts or Ancient History, Ancient Cultures

+2 Survival

+2 Avoiding Traps

# Doctor

Requirements: Seasoned, Smarts d8+, Healing d8+, Knowledge (Anatomy) d6+

Everyone needs a doctor now and then and it’s always worth it to have one on hand! A character with this Edge may ignore one point of his patient’s wound penalties when healing an injured person. Also has a +2 to healing themselves if supplies are available.

## STARTING SMARTS OF d6

Ignore 1 point of patient’s wound to heal an injury

+2 Self Healing

+2 Task requiring Stead Hands

# Haggler, Smuggler, Merchant

Requirements: Novice, Persuasion d8+, Streetwise d4

This edge allows a character to talk a buyer or seller to the best possible price for the character. A successful Persuasion test against the opponent’s Smarts changes the price by 10%. Every raise changes the price an additional 10% to a max of 50%.

## STARTING SMARTS OF d6

Successful Persuasion test against opponent’s Smarts reduces/raises price by 10%

Every Raise reduces/raises price additional 10%. 50% Max

+2 non-haggling persuasion attempts (Smooth Talking)

+2 Avoid being “taken”

+2 City Street related skills (interrogation, reconnaissance, navigation, etc.)

## Investigative Reporter, Writer

Requirements: Novice, Smarts d8+, Persuasion d8+, At least 2 appropriate Knowledge Skills (such as History, Legend Lore, or Politics)

The bringers of news and entertainment around the world, investigative reporters and writers are a respected (though sometimes mistrusted) lot. They are well-educated and well-traveled, taking every opportunity to learn a new tale or a new piece of news. They are also capable negotiators and fact finders. They also gain a +2 on any Knowledge checks that have to do with current events, historical events. They also gain a plus two to persuasion attempts when undercover and interrogation checks that do not involve force.

### STARTING SMARTS OF d6

**+2 to Knowledge checks dealing with Current Events, Historically Important Events**

**+2 Persuasion Attempts when undercover**

**+2 Interrogation Attempts (where no force is involved)**

**+2 Disguise**

**+2 Stealth**

## Soldier, Law Enforcement, Martial Artist

Requirements: Novice, Agility d8+, Fighting d8+

Martial Artists are highly trained hand to hand combat specialists. The Martial artist is considered armed, even without a weapon equipped, and deals an additional d6 of damage. Also, he receives a +1 bonus to parry. Whoever selects this edge also receives the following bonuses:

### STARTING AGILITY OF D6

**+1 bonus to Parry**

**Additional d6 damage**

**No "unfamiliar weapon" penalty**

**+2 Notice**

**Uses d8 as Wild Die when making tactical knowledge and planning checks**

# Naturalist

Requirements: Novice, Survival d8+, Repair d6+, Healing d4+

Your character can make useful items from natural materials. He suffers no penalty to Healing for not having proper materials (**can also gather proper materials for a doctor to negate any negatives for not having proper materials**) as he can scrounge some natural replacement. In addition, he can make gear and products from natural materials (such as leather armor). This requires a Repair roll and takes the required time. A raise on the Repair roll halves the time to make the item. If the character doesn't have or can't find the needed materials, he can purchase them.

Naturalists can also make poisons from natural ingredients. Finding the proper ingredients takes 1d6 hours and a Notice roll. The Naturalist may choose to take a -2 penalty on the roll to find a more potent poison (-2 to Vigor rolls). A raise on the roll halves the time to find the poison. The naturalist also must decide whether the poison being sought is lethal or non-lethal before searching for it.

Brewing the poison takes 1d20 minutes and a Survival roll. On a success, the naturalist gains 1d6 doses of poison and 2d6 on a raise.

Victims of the poison must make a Vigor roll or be Shaken as per a damaging attack. If the result of the roll is a 1 or less, they suffer a wound as well. Weapons with poison on them need to inflict a Shaken result for the poison to affect the target. With each successful attack (regardless of the amount of damage), there is a 1 in 6 chance of the poison coming off (the GM may increase this in rain or other conditions).

## STARTING SMARTS OF d6

Can negate penalty to Healing for not having proper materials for Anyone

Can craft items and make gear

Can make poisons

+3 Notice in Wilderness Settings

-1 Notice in Urban Environments

+1 Parry when in Wilderness

# Seafarer

Requirements: Novice, Agility d6+, Boating d8+, Climbing d6+

The seas and rivers of Inner Earth are treacherous indeed, and it takes a special kind of person to thrive on them. Those that do, however, are worth twice their weight in gold aboard a ship that plies those waters. Seafarers enjoy a +2 to Boating, as well as any Climbing, Survival, or Knowledge checks made in relation to a ship. In addition, they get to use a d8 as their Wild Die for physical actions only when aboard a ship or in water that exceeds ankle deep and ignores any penalties due to heavy rains and shaky/uneven terrain.

## STARTING AGILITY OF d6

+2 Boating

+2 Climbing (And any rope climbing)

+2 Survival

+2 Knowledge Checks made to ships, rivers, seas, etc.

d8 as Wild Die when: Aboard a ship or in wet, stormy conditions and in water.

Ignores penalties due to heavy rains

Ignores penalties due to shaky or uneven terrain

# Traceur

Requirements: Novice, Agility d8+, Strength d8+, Climbing d6+

Traceurs are practitioners of the art of Parkour, an activity with the aim of moving from one point to another as efficiently and quickly as possible, using principally all the abilities of the human body. Traceurs are trained to overcome obstacles while moving. This can be any obstacle, any architectural or natural feature in the surrounding environment—from branches and rocks to rails and concrete walls. Traceurs are equally comfortable in natural surroundings as in urban areas. Traceurs are not hindered by Difficult Ground. They are always able to move up to their full Pace, even over rough ground, ice or swamp. Traceurs get a +2 bonus on any Strength rolls for Jumping at heights or for distance. They further get a +2 Bonus on any Agility rolls concerning artistic and fast movement and making use of the surroundings (jumping through a window opening, jumping from one narrow ledge to another, etc.). As experienced and fast climbers they also get +2 to Climbing rolls.

## STARTING STRENGTH OF d6

Ignore Difficult Ground Penalties

Always move at full Pace

+2 to Strength checks for feats

+2 Jumping

+2 Climbing

+1 Parry

+2 Attempts to Trick an Opponent with physical feats

# Academic

Requirements: Novice, Knowledge d8 in **two** areas, Investigation d4

The Academic has spent a good time in the world of academia and is very well learned. Where he lacks in real world experience he more than makes up for in book knowledge. He studies well and finds it easy to mentally store and recall information. As such, the Academic has a +2 to all knowledge checks in his field of study. He gets a +4 to absorbing knowledge and remembering things learned previously (should you as a player forget and needs to role a check to see if the player remembers it).

## STARTING SMARTS OF d6

+2 to all Knowledge Checks related to field of study

+4 to Remembrance Checks

+2 to success of “cockamamie” ideas.