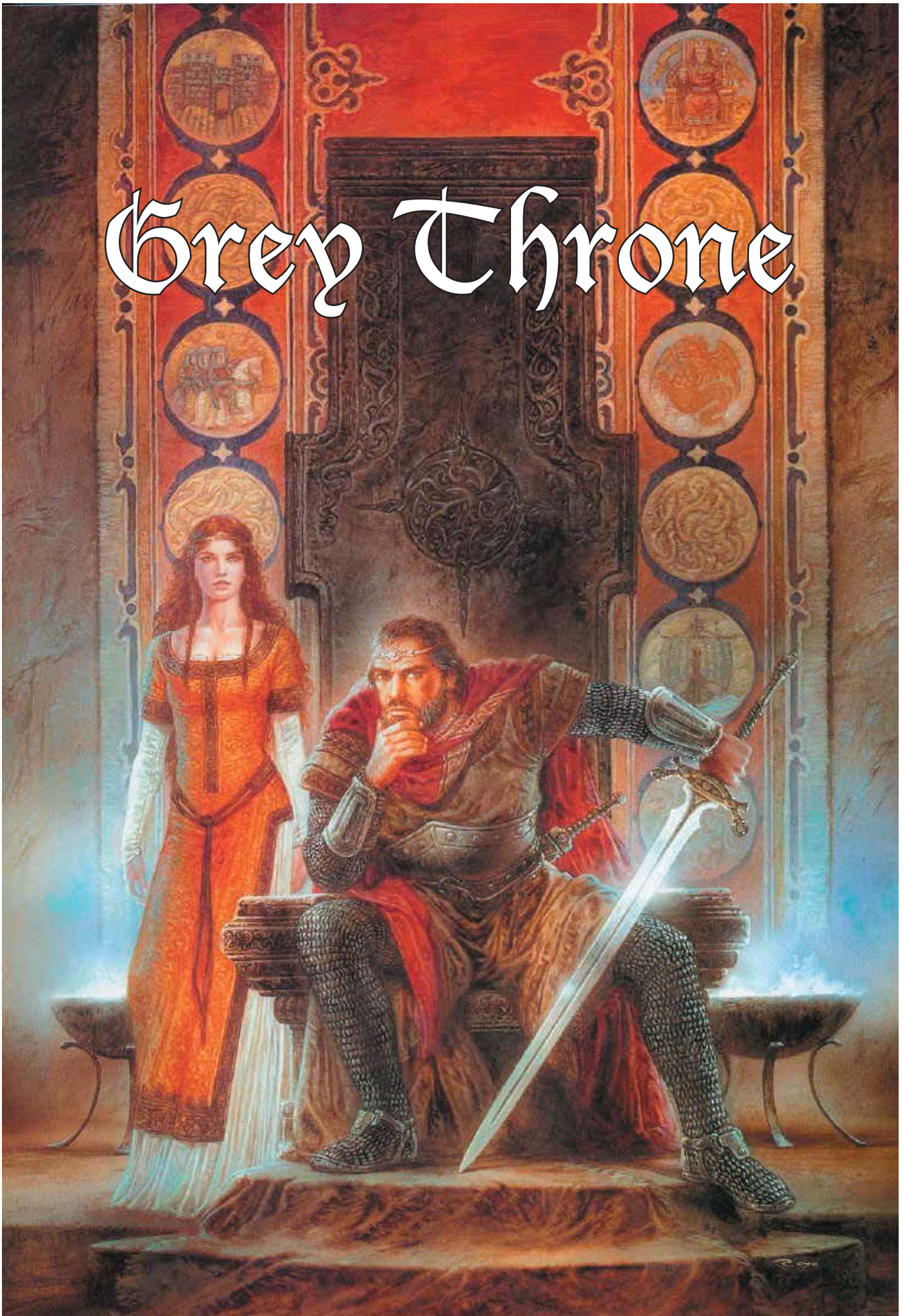


Grey Throne



Setting Rules



Währung:

1 Silber	=	1\$
1 Gold	=	100\$

Sprachen:

Jeder beherrscht Common und die eigene Rassensprache, weitere können mittels des Skills „Knowledge: Languages“ gekauft werden. Man erhält zwei Sprachen pro Skill-Rank.

Guts:

Der Skill wurde gestrichen. Statt dessen wird einfach auf Spirit gewürfelt, besonders Mutige können diese Proben aber mit dem Edge „Brave“ steigern.

Abenteuerkarten:

Für Zusammenfassungen, Zeichnungen, etc. gibt es als Belohnung Abenteuerkarten.

Bennies zu XP:

Ich bin kein Fan von der Regel übrig gebliebene Bennies in XP verwandeln zu können. Sie sollten vielmehr dazu dienen cinematische Aktionen zu unterstützen. Deshalb gibt es bei mir diese Umwandlung nicht, jedoch ist als Ausgleich die Standard XP Vergabe um einen Punkt höher (der neue Durchschnitt ist drei).

Erfahrungspunkte:

Jeder besitzt die gleichen XP, selbst bei Aussetzern oder in Todefällen bleiben die XP auf gleichem Stand.

New Hindrances



Heavy Sleeper (Minor)

Your hero subtracts 4 from Notice rolls made to wake up, or Vigor rolls made to stay awake when on guard duty.

Hedonistic (Minor)

You love a good time. You party too much, drink too much, and eat too much. You have trouble resisting an invitation to join someone in a drink and sometimes shirk your duties if offered a more enjoyable time elsewhere.

Lying Eyes (Minor)

Lies just don't come naturally to your character. That sounds good, but often causes problems when dealing with more nefarious types. Subtract 4 from any Persuasion rolls where lies—even little white ones—must be told.

Thin Skinned (Major)

Every little ol' cut and scrape makes your cowpoke cry for mama. Anytime the character is wounded, he suffers an additional -1 penalty to all his actions.

Tithing (Minor)

Your character always gives 10% of his income to his faith, and upon entering a temple will immediately contribute to it 10% of the money on his person.

Terminally Ill (Major)

Your character always subtracts 2 from Fatigue rolls made to resist physical exertion (but not Agility rolls from things like bumps and bruises). At the beginning of every game session, before chips are drawn, the lunger must make a Vigor roll. If failed, he moves into the final stages of his disease and subtracts 4 from Fatigue rolls. The next time he fails this roll, he perishes by the end of the session, but only after the climax of that night's adventure.

New Edges



Background Edges

Brave

Requirements: Novice, Spirit d6+

This is a very powerful Edge in any setting with monsters and great terrors. Unfortunately for most, it's one of those things a character is either born with or he's not. Brave characters adds +2 to their Guts checks.

Language Talent

Requirements: Novice, Smarts d8+

Some have a natural talent for languages. Given a few minutes of conversation, your hero effectively has a d4 in every language, meaning he can get across basic messages to just about anyone given a little time. In addition, he 3 languages instead of 2 per Knowledge(Languages)-Rank.

Combat Edges

Archer

Requirements: Veteran, Agility d6+, Shooting d8+, Marksman; only works with bows

Those who train this path learn how to master the bow in all conditions, and they can compensate for any difficulties. Archers reduce all Called Shot, Range, and Cover penalties by 1.

Cavalry

Requirements: Novice, Riding d6+

You have been trained for mounted combat. You gain +2 to all Riding checks, and may spend Bennies to Soak damage done to your mount. In addition, your Riding is considered to be one die type higher when determining the lower of your Fighting and Riding during mounted combat.

Charge

Requirements: Seasoned, Fighting d10+

The warrior is experienced at moving across a large distance and getting the most effect out of rushing his foe. He may ignore the standard penalty for Running when making a Fighting attack.

Close Fighting

Requirements: Novice, Agility d8+, Fighting d8+

This Edge is for skilled knife fighters. Those who master such blades are adept at turning the reach of their opponent's weapon against them. Close fighters move inside most weapons' reach, adding a bonus to their Parry equal to the enemy weapon's Reach +1 for that adversary (against a longsword with a Reach of 0, the bonus would be +1 to Parry; against a kayakor, with a Reach of 1, the bonus becomes a +2 to Parry). No bonus is granted if the foe is unarmed or is using a knife or similarly sized weapon.

Improved Close Fighting

Requirements: Seasoned, Close Fighting

Close fighters with experience learn how to go for vital areas and weak spots for quick and lethal kills. The character with this edge gets a bonus equal to his enemy's Reach +1 added to his Fighting roll.

Combat Sense

Requirements: Heroic or Martial Arts Student, Fighting d8+, Notice d8+

Truly experienced or properly trained warriors learn to keep track of all foes around them at once. Opponents fighting a character with this Edge gain no Gang Up bonuses against him.

Dark Fighting

Requirements: Novice, Fighting d8+, Notice d6+

By using hearing and other senses, some people learn how to fight in even pitch black conditions with far greater skill than those around them. Conditions which would hinder the use of hearing or smell will reduce, or even negate this Edge's benefits. Dark Fighting halves all Fighting, Shooting, and Throwing penalties for lighting conditions (round down). This is not cumulative with such abilities as Low-Light or Thermal Vision, but it will work in even utter darkness.

Defender

Requirements: Heroic or Martial Arts Student, Agility d8+, Fighting d10+

The character masters his defensive techniques. A character with this Edge who performs the Defend action gains a +4 to his Parry (instead of just +2). He also subtracts 2 from any ranged attacks against him this round, as well as adding +2 to any attempts to evade area effect attacks

Dirty Fighter

Requirements: Seasoned

Some fight with honor. Some fight in whatever way makes sure they walk away. This Edge is most likely known by thugs, pirates, and assassins. A Dirty Fighter is particularly good at Trick Maneuvers, gaining a +2 bonus with them.

Really Dirty Fighter

Requirements: Seasoned, Dirty Fighting

A master at capitalizing on every deadly opportunity, the character can, with a successful Trick and the expenditure of a Benny, attain the Drop on his target.

Double Shot

Requirements: Veteran, Archer, Shooting d8+

The archer is trained to knock and fire two arrows at once, increasing their chance to take down particularly tough targets. The archer can fire two arrows at once, a single shot with a penalty of -2. They must be fired at the same target, and the shot must be within short range. If successful, both arrows hit for their normal damage. This Edge only works with bows, not other ranged weapons.

Improved Double Shot

Requirements: Heroic, Double Shot

The archer now suffers no penalty in making this shot.

Fencing

Requirements: Novice, Agility d6+, Fighting d8+

Masters of the rapier become exceptionally skilled at defending themselves, as well as exploiting opportunities to place a well-aimed thrust. Fencers gain a +1 Parry while unencumbered, and they gain a +1 to offset any Called Shot penalties. Both of these bonuses require them to be armed with a rapier, saber, or (GM's option) similar light weapon.

Hail of Arrows

Requirements: Veteran, Agility d10+, Shooting d12+, Two Arrows Nocked.

You are so quick on the draw that you are able to send a hail of a half-dozen (six) arrows at a group of opponents, albeit by sacrificing any pretense of accuracy. This acts as Suppressive Fire.

Hold Off

Requirements: Seasoned, Strength d8+, Fighting d10+

The character is skilled at using the reach and size of a larger weapon to enhance their defensive posture. The hero adds +1 to his Parry if using a weapon with a Reach of 1 or more. This is in addition to any bonus already granted by such a weapon.

Martial Arts Student

Requirements: Novice, Agility d8+, Spirit d6+, Fighting d8+

The character has begun the path of mastering Martial Arts. He automatically gains the benefit of being considered "Armed" for purposes of avoiding penalties when fighting unarmed against armed opponents. Additionally, the Practitioner may do Lethal Damage with their bare hands at will.

Scamper

Requirements: Seasoned, Agility D8+, Half-Folk

Half-Folk are small and quick. Some make use of this in combat too, scampering about to avoid the blows of larger foes. Opponents of man-size or larger subtract 1 from attack rolls against Half-Folk with this Edge. The benefit only ap-

plies when the character is aware of the attack and can move freely.

Sunder

Requirements: Seasoned, Dwarf or Strength d10+

Dwarves (due to their extensive knowledge of metals and structures) and particularly strong warriors can learn how to strike weak points in Armor to great effectiveness. Any hand attack (not ranged) made by someone with this Edge ignores 1 point of Armor (whether crafted or natural). This stacks with other AP bonuses.

Improved Sunder

Requirements: Veteran, Sunder

As with Sunder, but the amount of Armor ignored is raised to 2 points.

Two Arrows Nocked

Requirements: Seasoned, Agility d8+, Shooting d8+

You may use the 'double-tap' maneuver with a bow, whether because you are able to fire two arrows at once, or because you have trained yourself to reload near-instantaneously.

War Cry

Requirements: Seasoned; Half-Orc or Berserk

When a War Cry is made, place a Large burst template adjacent to the character making the shout. The character makes an Intimidation check against all the targets within, and each target must make a Spirit check against the Intimidation total or suffer the appropriate consequences (see Test of Wills in the core rules).

Whirlwind

Requirements: Veteran, Agility d8+, Fighting d8+, Two-Fisted, two weapons

Those who fight with two weapons can become deadly cyclones of carnage with enough practice and training. The character must make a Running roll, and they must move the total distance indicated. Every individual (friend or foe) that is adjacent to the character on their path is attacked at a fl at -4 (in this instance, ignore off-hand or Multiple Attack penalties). If two different weapons are used, simply alternate the damage ratings every other target.

Improved Whirlwind

Requirements: Veteran, Whirlwind

As Whirlwind, but the penalty is reduced to -2.

Professional Edges

Combat Mage

Requirements: Novice, Arcane Background, Smarts d10+, Fighting d10+

The character is both warrior and wizard. He may cast spells that affect him only and use a melee weapon with no multi action penalty.

Druid

Requirements: Novice, Arcane Background, Knowledge (Arcana) d10+

The character is at home in the wilds. He gains a +1 bonus to arcane skill rolls when in the wilds. In addition, he gains a +1 bonus when affecting plants or animals.

Necromancer

Requirements: Novice, Arcane Background, Smarts d8+, Knowledge (arcana) d8+, Spellcasting d6+

Necromancers are Wizards who specialize in Conjuring the Undead. They receive automatically the spell „Zombie“ even if they don't have the Rank „Veteran“. They also get +2 to Conjuring, Enchanting and Destroying the Living Dead..

They learn one of the dark Secrets as soon as they reach the Veteran Ranking: The Spell „Zombie“ now only cost 2 per Corpse and the Duration is increased to 1d6 hours, with one raise to 1 day, with two raises to 1 Week and with three raises they are permanently bound to you. You can have only one permanently bound Zombie per Rank.

Seafarer

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

The seas 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.

Power Edges

Alchemy

Requirements: Seasoned, Arcane Background (Magic or Miracles), Knowledge (Alchemy) d10

Despite its name, Alchemy is not just the creation of potions—it also covers scrolls. Regardless of type, alchemical items are good for just one use.

Potions: To create a potion, the alchemist needs access to at least a small lab, ingredients, and time. Creating a potion takes a number of hours equal to the Power Points being invested. The monetary cost of the ingredients is equal to half the cost of buying the potion (50\$ -> 25\$ per PP). At the end of the required time, the alchemist pays the relevant Power Points and monetary costs, and rolls the lower of his Arcane Skill or Knowledge (Alchemy) skills.

Power Points invested in the potion recharge at the usual rate (normally one per hour). If the skill roll is successful, the potion is complete. It can be imbibed as a single action by any living being, who then gains the benefits of the spell. A potion of Strength, for example, might contain the boost trait spell. Whereas a potion containing blast might grant the user the ability to spit fire. The effects of the potion are the same as the spell. This includes any additional effects from raises on the original skill roll and any Power Points put in to extend the Duration..

Scrolls: Scrolls are created in the same way as potions with just one difference—the user must use his own Arcane Skill to activate the power and it must be the same type as the creator's. Once used, the writing fades and the scroll turns to dust.

Metamagic Mastery

Requirements: Seasoned, Arcane Background, Arcane Skill (Any) d8+

You have an instinctive and growing mastery of your magic, by paying the additional power points required you can get the following effects.

You have to meet the Rank requirement before certain Metamagic abilities become available. You can stack Metamagic abilities if you so wish and the Wizard Edge applies as normal. By spending one additional Power Point at the time of activation, the Metamagic Master may:

- Apply a –1 modifier to the opposed or Agility rolls of opponents to resist an effect
- Activate a Power even if muted, gagged or bound
- Double the range of a Power

Improved Metamagic Mastery

Requirements: Veteran, Metamagic Mastery

By spending two additional Power Points at the time of activation, the Metamagic Master may:

- Apply a –2 modifier to the opposed or Agility rolls of opponents to resist an effect
- Roll a Wild Die with a damaging effect
- Double the base duration of a Power

Trademark Spell

Requirements: Veteran, Arcane Background (Any), Arcane Skill d10+

The hero has focused his expertise on a single Power with unique trappings. When using that specific spell, the character adds +1 to his spellcasting roll. A hero can take this Edge multiple times, applying it to a different Power each time.

Arcane Backgrounds



Arcane Background (Wizard)

Arcane Skill: Spellcasting (Smarts)

Starting Power Points: 10

Starting Powers: 4

Spell List: All except greater healing and healing.

Background: Wizards learn their spells from Books, Scrolls and other written sources of Knowledge. This enables them to become very versatile and knowledgeable in the Field of Magic. But while a Cleric prays for his Miracles and a Sorcerer instinctively know his (few) powers, the Wizard cannot remember and prepare all his (very complex) spells at once.

While the Wizard know 4 Powers, he can only have 2 assigned for actual spellcasting. He can change the assignment after 8 hours of Rest and with access to his spellbook.

Backslash: When a wizard rolls a 1 on his Spellcasting die (regardless of his Wild Die), he forgot one small detail of the spell and have to check it with his spellbook for at least 5 minutes before he can cast it again..

New Edges for the Wizard:

New Power: Wizards gain two New Powers when they take this Edge instead of one, but they are still limited in spell access per day.

Improved Spellcasting: This Edge allows a Wizard to access one additional power per day. It may be taken multiple times, but only once per Rank.

Arcane Background (Sorcerer)

Arcane Skill: Spellcasting (Smarts)

Starting Power Points: 15

Starting Powers: 2

Spell List: All except greater healing and healing.

Background: Sorcerers have their Power in their blood, they don't have to study books for years, they just instinctively know their Spells. While they don't know know as many Spells as a Wizard and have sometimes Problems to keep their Power at bay (see Backslash), no one has the Spellcasting-Stamina of a Sorcerer.

Backslash: When a sorcerer rolls a 1 on his Spellcasting die (regardless of his Wild Die), he is automatically Shaken.

Arcane Background (Miracles)

Arcane Skill: Faith (Spirit)

Starting Power Points: 10

Starting Powers: 2

Spell List (Cleric): Armor, Barrier, Bolt (only Evil Gods), Blast (Fire Strike: Veteran, small Template only), Boost/Lower Trait, Deflection, Det/Con Arcana, Dispel, Entangle (Hold Person), Environ. Protection, Fear, Greater Healing (only Good Gods), Healing, Light, Puppet, Smite, Speak Language, Stun, Zombie.

Spell List (Nature God): Armor, Barrier, Beast Friend, Blast (Lightning, only under Sky), Boost/Lower Trait, Burrow, Entangle, Environ. Protection, Healing, Light, Obscure (Mist), Smite (Club or Staff), Stun, Shape Change.

Background: Those who draw on miracles are priestly types or holy champions. Their power comes from a divine presence of some sort, including gods, nature, or spirits. Their powers are usually invoked with a few words of prayer or by performing established rituals.

Protector: Those who cast miracles are champions of their particular religions. Good priests vow to protect the innocent, fight evil, and obey all other tenets of their particular religion. Evil priests typically vow to defeat those who oppose their religion, or simply to cause as much misery and strife as possible. The player and Game Master should come up with a simple list of what is important to the character's religion and use this as a guide.

Champions who violate their beliefs are temporarily or permanently forsaken by their chosen deity. Minor sins give the character a -2 to his Faith rolls for one week. Major sins rob him of all arcane powers for one week. Mortal sins cause the character to be forsaken indefinitely. In the latter case, a penitent hero must be sincerely apologetic for his misdeeds, and then complete some great quest or task of atonement to regain his lost powers.