

Orestas

Personality:

As a former member of Kor's Black League, one of the most infamous Al'Anfan mercenary units, the mercenary has seen many battles, enemies, creatures, and "things." Battle-hardened and not easily intimidated, he has become cynical due to his bloody trade. Even though he left his unit to follow his own path, he does what he does only for good coin. Kor, the god of all mercenaries, is his patron, yet the southerner is not a bloodthirsty monster. He is, in fact, quite honorable and lives by a strict and clearly defined set of rules: never accept a contract that defies the commandments of Kor; leave those without protection out of your fights; honor the contract and stay loyal to the client. Unlike warriors or Blessed Ones of Rondra, the mercenary does not want to make the world a better place. He chooses his contracts based on the payment and his mood at the time, but this does not mean that he wouldn't take personal risks out of friendship. He will not fight if there are other options, but when forced to unsheathe his blade, he wields it most efficiently for a decisive conclusion.



Advantages:

RESISTANT TO POISON I:

Your hero is more resistant to poison than usual, either by birth or desensitization.

Rules: Resistant to Poison raises your Toughness and Spirit by 1 per level when resisting poison.

Disadvantages:

NEGATIVE TRAIT:

Characters are not always driven by rational motives. Greed, superstition, or short tempers can compel them just as easily.

Rules: When confronting possible triggers, characters must succeed at a *Willpower* check or else act out their Negative Trait, which controls them as long as they remain in the trigger's presence. GM-assigned bonuses and penalties for *Willpower* checks depend on the trigger's severity. You can choose up to two Negative Traits per character. You can't take a combination that doesn't make sense (combining Stinginess with Wastefulness, for example). The GM has the final say.

Curiosity: All adventurers are curious, but some of them are so driven by curiosity that they must sate it by taking unnecessary risks.

Wastefulness: Money never lasts long in these characters' hands. They throw it away on useless junk and fleeting diversions.

SPECIAL ABILITIES:

AREA KNOWLEDGE (Specific Area)

You know the region of your birth (or where you have lived for many years) better than other places.

Rules: Area Knowledge grants a bonus of 1 for checks using *Streetwise* and *Orienting* in the named location. Area Knowledge must be purchased for each area. This can be a village and its surroundings, a small town, a neighborhood in a city, a path, or even a road.

LEADER:

A good leader guides and assists fellow combatants, giving them tactical advantages.

Rules: This special ability grants heroes the new application *Leader* for the skill *Fast-Talk*, which they can use to assist companions during combat. Spend one action and make a check using *Fast-Talk* (*Hard Sell*, *Manipulate*, *Sweet-Talk*) to help up to QL+1 other people. The hero must be able to see and hear the recipients, and the recipients must be able to hear the advice. Success grants the recipients a bonus of +1 AT, +1 Defense, and +1 RC for the next combat round (this bonus is not cumulative with other uses of *Leader*).

SKILL SPECIALIZATION (Warfare):

The hero can specialize in certain applications of skills. Many skill descriptions mention applications, but not necessarily all that are available for that skill. Ask the GM about others that may exist.

Rules: A hero receives a skill rating bonus of 2 when making a check using the application. Heroes can specialize in a maximum of three applications per skill. This application's bonus can raise the skill's SR above the normal maximum (as determined by Experience Level during hero creation—see page 39).

TERRAIN KNOWLEDGE (Jungle):

Rangers, hunters, and other heroes with experience in the wilderness are expert nature survivalists. They possess extensive knowledge of the indicated terrain type.

Rules: If you have *Terrain Knowledge*, you receive a bonus of 1 for checks using the following skills when in the named environment: *Animal Lore*, *Orienting*, *Plant Lore*, *Survival*, *Tracking*. *Terrain Knowledge* must be purchased individually for each of the following: Cave, Cultivated Land, Desert, Forest, Ice, Jungle, Mountain, Sea, Steppe, Swamp.

IMPROVE ATTACK:

Some heroes possess a little bit of extra luck in close combat.

Rules: Heroes can use FtP to improve their Attack results.

IMPROVE PARRY:

Using this special ability, a hero can still succeed even after failing a parry.

Rules: Heroes can use FtP to improve their Parry result.

ALERTNESS (passive):

It's not easy to stay on top of things in the heat of combat. A combatant with this special ability is trained to react quickly to danger.

Rules: Receive a bonus of 2 to checks using *Perception (Detect Ambush)* to notice enemies prior to an ambush or when checking for surprise.

DEFENSIVE POSTURE (passive):

This allows a hero to focus on defense.

Rules: Improve your defense stat by 4 for the current combat round. You must announce Defensive Posture at the start of the combat round and cannot take any other action in that round.

FEINT I (Basic Maneuver):

A skillful feint can distract the enemy, hindering defense.

Rules: Attack with a penalty equal to the level of this special ability. If you hit, the opponent's defense suffers a penalty of 2 per level in this special ability.

FORCEFUL BLOW I (Basic Maneuver):

A trained fighter can do more damage through brute strength.

Rules: Your attack suffers a penalty of 2 per level in this special ability. If you hit, add 2 points of damage per level of the special ability.

INURED TO ENCUMBRANCE I (passive):

You are accustomed to carrying massive burdens or wearing heavy armor, and therefore experience fewer problems with encumbrance.

Rules: A hero with this SA suffers armor *Encumbrance* penalties as if wearing lighter armor. Use the penalties for armor that is 2 steps (on the Armor chart—see page 237) lighter per level of Inured to Encumbrance. For example, a character with Inured to Encumbrance II who puts on a suit of plate armor suffers penalties (to ENC, MOV, and INI) as if wearing Cloth armor or gambeson instead (Cloth armor or gambeson is four steps lighter than plate armor on the Armor chart—see page 237). The PRO of the armor does not change.

ONE-HANDED COMBAT (passive):

Some fighters who use swords and fencing weapons specialize in wielding only one weapon at a time. They gain some advantages from doing so, but sacrifice some other options.

Rules: The fighter gets +1 AT, +1 PA, and +1 DP when fighting with only one weapon, but cannot use a second weapon, a shield, or a parrying weapon or any other item.