

# Hero Attributes

Max 10 Hero Attributes per character. Max three at creation and one new per level.

Some Hero Attributes are free to buy, while others are gathered in occupation linked groupings. Such foreign Hero Attributes are +2 price for other occupations to buy and only two Hero Attributes of a foreign group may be bought. If a Hero Attribute has no grouping, it is open for all.

## Groups:

C=Conflict

W=Wilderness

L=Learned

I=Isho

S=Social

U=Urban

Hero Attributes)	Grouping	Level	Cost	Effects
<b>Melee</b>				
Decisive	C	1	2	+6 Initiative
Fast-drawer	C	2	4	Draw and attack same round
Butcher	C	5	8	Alter hit location 1 up or down. Only dodge defence
Counter-striker	C	1	3	Cause 1D6 damage on opponents attack. 2D6 damage if attacker misses. Only base Dodge value when rolling defence.
Bruiser	C	1	2	Re-roll damage with 1D6 less
Mauler	C	3	3	Re-roll 1 damage dice
Double-striker	C	5	8	2 attacks with 2 weapons in one round. No active defence - only base dodge when rolling defence.
Combo striker	C	1	3	1 melee attack + 1 unarmed attack per round. Attacks suffer a total of -4 but can choose how to divide this.
Swashbuckler	C	1	2	Fancy/impressive manoeuvre and movement + attack. Only Dodge defence
Charger	C	1	2	+2 extra damage with run-up, but +2 to hit for opponent.
Ambidextrous*	C	1	5	Offsets off-hand penalty
Feinter	C	1	2	Contested skill roll on first round. Difference = opponent penalty next round in defence
Knocker	C	3	4	All blunt head hits are +1D6 E
Back-stabber	C	2	4	+2 in an attack from behind (victim unaware)
Disarmer	C	2	4	If successful attack, instead rolls AGI vs AGI or fumble (+1 per D6 damage).
<b>Missile</b>				
Cavalry archer*	C	2	4	All mounted shots/throws are without penalty
Longshooter	C	1	4	Negates 2 of distance penalty for one shot
Sureshooter	C	3	5	+2 to hit after a prolonged aim
Swiftshooter	C	4	4	One draw & shoot/throw in one rnd.
Double shooter	C	6	8	Fire/Throw 2 missiles at close targets same rnd. Only base d
Catcher	C	4	4	Catch & re-throw a thrown weapon if 3D6 v AGI
Marksman	C	5	8	Alter hit location 1 up or down. Only dodge defence

<b>Unarmed</b>				
Grappler		2	3	+2 to a grapple attack
Basher		3	3	If successful unarmed or shield attack (min. 1D6) defender rolls instead STR+DB vs STR or stumble
Bowler		4	4	As Basher but vs multiple targets
Knuckler		1	3	+3 Unarmed damage in one attack
Wrestler		1	2	+2 when throwing a target in one attack (hold needed first)
Strangler		2	2	+2 extra damage strangling (hold and pin needed first)
Tripper		2	2	+2 to AGI to Trip target in one attack (hold needed first)
Bearhugger		1	2	+2 to pin target in one attack (hold needed first)
<b>Defence</b>				
Avoider		3	2	+2 to a Dodge roll target value (Max 9)
Evader		3	4	+4 to a Dodge result (also vs missile) but ends up prone
Blocker		1	4	+2 to a Weapon Block roll target value (Max 9)
Shielder		2	4	+2 to a Shield Block roll target value (Max 9)
Grabber		1	2	+2 to an unarmed grapple defence result
Displacer		3	5	Defender can alter hit location upon self 1 up or down
Parrymaster		4	4	X2 weapon blocks in a round
Shieldmaster		4	6	X2 shield blocks in a round
Defender		1	2	+2 to defence result when defending others
<b>Mind &amp; Body</b>				
Unruffled		1	4	Negates -2 in Wounds for WIL rounds
Invincible		3	4	Negates -2 in Wounds for WIL rounds
Soaker		4	8	Soaks injury from one hit. +2 "extra" armour points
Tough		3	6	+2 CON to an E roll
Death-defying		2	5	+2 to CON on a Kill roll
Well-built*		1	10	+5 IP & +20 max race IP
Superior*		3	10	+5 IP & +20 Max race IP
Fearless		1	2	+2 WIL to a Terror roll
Fortified		3	6	+4 WIL to a roll
Resistant		1	4	+4 CON to a Disease roll
Resilient		1	4	+2 CON to a Poison roll
Immune		4	6	+2 CON to a Poison roll
Mule		1	2	Can carry +4 items in each location
Swift		1	2	+4 to a movement roll
Fast		3	4	+6 to movement roll
Unstunned		3	4	Cannot be stunned in one fight, removes/negates stun
Sneaker		2	4	+4 to a sneak & hide roll
<b>Fate</b>				
Fate Charmed		2	6	Re-roll 1 pre-defined (different colour) of own D6.
Fate touched		4	4	Change 1D6 of friends or enemies dice to 2-5.
Lucky bastard		1	2	+3 to MOX for a Luck roll

Relentless		3	2	Any number of retry skill rolls without penalty
Second-chancer		2	4	Re-roll D10 skill roll with -3 to skill (NOT fumbles)
Heroic		4	6	+2 to any skill roll <u>if</u> it's used heroically
Successful		6	5	A non-combat skill AUTOMATICALLY succeeds at result 12
Special		1	3	+2 to a MOX roll
Destined		2	3	+2 to a MOX roll
Valiant		5	8	+1 extra Hero Point at level-up restoration
Opportunistic		4	6	+2 extra Hero Cards each game session (max 9)
<b>Learned</b>				
Investigative	L	1	2	+4 to DED for 1 roll
Multi-tasker	L	1	4	2 non-combat actions in one round
Speed-reader	L	2	2	Reads texts by just skimming through them. X4 speed.
Inquisitive	L	1	4	+2 to an AWA roll when searching for something
Studious	L	1	3	+4 to an information search roll
Focused	L	1	2	+3 to an INT or EDU roll
Genius	L	4	4	+3 to an INT or EDU roll
Inventive	L	3	6	Easily comes up with new solutions and inventions
Auger	L	1	2	+4 INT to remember one text, symbol, instruction etc
Memorizer	L	3	2	Auto. memorizes an instruction, text, number sequence
Teacher	L	4	6	Can teach others a theoretical skill at 1 free rank/level
<b>Urban</b>				
Maker	U	1	3	+4 to an occupational skill roll involving creation/repair etc
Fixer	U	2	3	Knows where to get anything – but still has to pay for it
Professional	U	3	3	+4 to an occupational skill roll
Crowd-runner	U	4	3	Moves unhindered at full speed through crowds
Roof-runner	U	4	4	Moves unhindered on roofs, walls, fences (if there is a route)
Streetwise	U	1	3	+4 to a social skill roll such as bartering, fast talk etc
Citywise	U	1	2	Always knows own location and nearby landmarks in towns
Shortcutter	U	2	2	Always finds 1D6x10% faster route in urban areas
Haggler	U	1	3	Has a nose for business. +4 to evaluation, haggling, finding roll
Gossiper	U	1	3	Knows where to find latest general gossip or specific gossip
Observant	U	4	3	+4 to city/detail AWA for one roll
<b>Wilderness</b>				
Pathfinder	W	2	3	Always finds a nearby, easily travelled path or route
Trekker	W	1	2	Always knows location and relation to nearby landmarks
Trailblazer	W	2	2	Always finds a 1D3x10% faster route in wilderness
Beaster	W	3	3	+4 to beast control/befriend roll
Beastwhisperer	W	5	3	Knows exactly what a beast wants or needs
Alert	W	1	2	+2 to wilderness AWA for one roll
Hawkeyed	W	4	2	+2 to wilderness AWA for one roll
Keener	W	1	3	Always finds water
Climber	W	1	2	+3 to a climb roll
Swimmer	W	1	3	Never tires of swimming (unless rough waters) +3 to a roll

<b>Isho</b>				
Surger	I	3	4	Draws +40 isho in 1 rnd, can be held 5 rnds. Fumble risk 1-2
Adapted*	I	3	6	+15 Max isho
Potent*	I	6	6	+15 Max isho
Attuned	I	1	2	+3 to a tra-sense or signature skill roll
Harmonized	I	3	3	+3 to a tra-sense or signature skill roll
Blended	I	4	4	+4 to a mask or false signature skill roll
Enervor	I	5	3	+2 to a caji entropy roll and x2 accumulation speed
Weaver	I	2	4	+4 to a weaving roll
Sensitive	I	1	4	+4 to a moon skill roll
Disruptor	I	5	4	+4 to an interference roll
Dissolver	I	5	4	+4 to an unweaving roll
Conduit	I	2	3	Can transfer isho points to another person or object
Predicter	I	1	2	Predicts isho weather 1 day, notices major changes early
Shielded	I	3	3	+2 ISH to a resistance roll
Protected	I	6	8	-1D6 to an isho effect/resistance roll
Discharger	I	1	4	Automatically kerns if needed, even if unconscious
Absorber	I	4	8	Soaks incoming dysha damage once (+2 "extra" armour)
Abolisher	I	5	8	Disrupts/disturbs stable/semi-permanent isho weaves/dyshas
<b>Social</b>				
Likeable	S	1	3	+4 to a SOC based skill roll
Befriender	S	1	3	+4 to SOC for one roll
Attractor	S	3	2	Draws attention, becomes centre of attention
Polarizer	S	1	2	Instantly succeeds in virtue roll and/or can choose value
Philanthropist	S	1	2	+4 to an interaction roll
Speaker	S	3	3	+4 to an oratory roll
Sweet-Lipped	S	1	3	+4 to a fast talk roll
Charmer	S	3	3	+4 to a seduction or infatuation roll
Entertainer	S	1	2	+4 to an entertainment skill roll
Linguist*	S	2	5	Languages are spoken/understood at 1 rank higher
Well-mannered	S	1	2	+4 to an etiquette roll
Empathic	S	5	2	Understands feelings, mood, motives of another
Prominent	S	1	2	+4 to a Status & Reputation BL roll (max 9)
Influential	S	4	2	Can use Status & Reputation BL in unusual social circles