

Special Abilities 2.0

01 – 07 Ferocious: You are a particularly violent and aggressive person, and whenever you are in a fight you always give in 110 percent which gives you a permanent +10 to all OBs and initiative. Furthermore you easily go into a rage giving you a +30 to all frenzy rolls.

The drawback is: You are always at -5 to all DBs (Your total defense can never be lower than 0).

08 – 14 Perfectionist: All fumble ranges are cut in half, rounded up.

The drawback is: Characters with this advantage will rarely admit any own errors or fumbles done by him/her.

15 – 22 Perceptive: +15 all perception skills

The drawback is: Character will let everyone know that he is quite perceptive and besides character is particularly curious about anything around him.

23 – 30 True sight: You possess an enchanted sight and can see clearly in any kind of darkness up to 100, you can even see invisible creatures and objects.

The drawback is: You have easy irritable eyes, so smoke or very intense light will make you squint.

31 – 37 Charismatic personality: You possess sparkling eyes and a soothing tone to your voice. Add +15 to all actions involving leadership, singing, public speaking, seduction, trading, acting and influence. Furthermore you get +15 to base attack with charm, calm and hold spells.

The drawback is: Your charismatic personality attracts admiration but also stirs envy in others. As a result, you may find that certain individuals or groups are more likely to act against you or sabotage your efforts.

38 – 45 Bull Stamina: You have a strong musculature and a square jaw, this musculature helps you resist damage better than the strongest armor. -1 all crit severities and add 20 lbs to your bodyweight.

The drawback is: This sturdy frame of a body gives you an almost hulking walk -20 base rate.

46 – 53 Accuracy: Characters with this ability may shoot/throw into close combat without penalties, and be able to shoot into no-shot zones with a -50 penalty.

The drawback is: Characters' compulsive need for precision often causes them to over-analyze situations, resulting in occasional bouts of indecisiveness in high-pressure scenarios.

54 – 60 Nimble Skeleton: Your nimble skeleton allows you a +10 base rate and a +20 bonus to all athletic and gymnastic skills.

The drawback is: Due to the unique structure of your skeleton, you find it uncomfortable to sit or lie down for extended periods of time, and must take frequent breaks to stretch and move around.

61 – 65 Resistance: +100 to RR vs poisons, +50 to RR vs diseases, -10 to all Addition factors on herbs.

The drawback is: Due to their heightened resistance to toxins and diseases, characters with this ability tend to have an aversion to strong smells and flavors, making them picky eaters and difficult to please when it comes to food and drink.

66 Blessed: You have by some means been blessed by a god or demigod. Once per gaming session, you may reroll one die roll (own die roll or other's) that somehow affects you.

The drawback is: You have a tendency to be overly superstitious and can become easily distracted by omens and signs, often taking unnecessary precautions or delaying actions based on perceived symbolism.

67 – 73 Tremendous Endurance: Your tremendous endurance enables you to hold your breath for up to 5 minutes without damaging yourself. In addition, you are able to carry 20% of body weight /instead of normal 10%).

The drawback is: You have a tendency to become overly focused on physical tasks, sometimes neglecting important mental or social aspects of situations.

74 – 79 Quick Concentration: An exceptional ability to quickly concentrate and focus on matters enables you to prepare actions (e.g., spells, bow attacks) one round quicker than you would normally.

The drawback is: Whenever you are attacked from the rear, however, your concentration works to your disadvantage: the attacker automatically gets to ambush you and receives a 5 rank ambush skill bonus.

80 – 86 Lightning Reactions: You have lightning reactions which give you a +5 DB, +5 OB, and +20 for determining initiative (e.g., who swings first).

The drawback is: Whenever someone uses a missile weapon around you, you have an uncontrollable urge to dodge it, even if it's not aimed at you.

87 – 91 Inner Reserve: Your exceptional inner reserve allows you to withstand pain and you add +3 to each roll when determining your available concussion hits when increasing your body development skill rank. In addition, your racial max. hits increases with 50%.

The drawback is: This strength of resolve comes from years of having to deal with a weird chronic disease. At the beginning of each session you must roll and, with a natural result of 01-05, you break out in a persistent sweat with clogged nostrils and your cheeks and neck swells up. The condition lasts for 1-2 days, during which your appearance is halved and you operate at -20 to influence and charm skills.

92 – 97 High Strength: You are unusually strong and have a +20 Strength stat bonus (in addition to any other). This is due to your great stature, for you are the maximum size for one of your kind.

The drawback is: Anytime you consciously apply your strength however, you must make a RR versus a 1st level attack (SD stat bonus) or you will apply all your power involuntarily. For example, you should develop a consciously limp handshake, for any conscious application or your grip might crush the hand of the one you greet.

98 – 99 Enchanted Quality: You have an enchanted quality about you and are naturally proficient with spells. You start knowing one spell list up to the level equivalent to one pick by a character of your profession. If you are a Non-spell user or a Semi-spell user, your spell list development costs are cut in half of normal. If you are a Pure- or Hybrid-spell user, you receive 2 ranks per every point invested in spell list acquisition.

The drawback is: Whenever you are stunned, or are bleeding, you will instantly glow with a bright red hue for one minute or until bleeding is stopped, whichever is longer. The glow is akin to the light of a campfire. Even if you are invisible, your „aura“ will be visible. This glow acts as an aura spell +10 DB.

100 Exceptionally Enchanted: You are exceptionally enchanted with one magical realm (pick one). With that specific realm you have a +50 RR bonus, +10 base attack modifier and +25 bonus to directed spells, runes, rituals and use item whose power is based on that realm.

The drawback is: You are also afflicted with a peculiar fear of dark, enclosed spaces which occasionally flares up.