



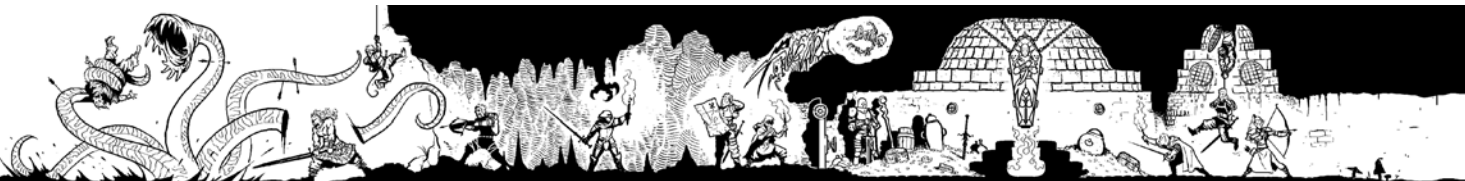
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CLOAK & DAGGER CHARACTERS

The specerum who occupy the front lines of the Silent War are a motley lot, but each plays a particular role on the grand stage of civil war. Some offer unique insights and others bring specialized talents for intrigue and combat to the fore. All have the potential to turn the tide, forever shifting the balance of power across the Golden Empire.

HUMAN TALENTS

Though new modes of travel, duty in the Legions, and metropolitan life have ensured that most Imperial citizens share in all the cultures of the Known World, a rare few ethnicities remain insular or aloof enough to retain distinct racial and hereditary identities. The following talents highlight these ancient bloodlines.

AESONIAN

The blue-blooded inheritors of ancient Aesonia have kept their ancestors' ideals of excellence and beauty alive to the present day.

- *Attributes:* +2 to Charisma, -2 to Constitution
- *Base Speed:* 30 ft.
- *Celebrated:* Your Legend increases by 2.
- *Encouragement:* Once per scene, you may speak to one of your teammates for 1 minute to grant him a +1 morale bonus with saving throws until the end of the current scene.
- *Enlightened Impress:* Your maximum Impress rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- *Sharp Mind:* You gain 1 additional skill point per level.

BALATAIC

Those born of the savage northern tribes are rugged survivors and mighty warriors.

- *Attributes:* +2 Constitution
- *Base Speed:* 40 ft.
- *Bloodthirsty:* You may not attack more than one character in each round.
- *Crunch!:* Your Strength-based damage rolls inflict 1 additional damage.
- *Enlightened Survival:* Your maximum Survival rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- *Hearty Appetite:* You benefit from the first 2 food and 2 drink you consume in each day.
- *Iron Gut:* You gain a +2 insight bonus with saves against disease and poisons.

COMMON CHARACTER OPTIONS

ORIGINS

Species: Human

Human Talents: Adaptable, Aesonian, Balataic, Gifted, Hykosian, Methodical, Ruthless, Savvy, Striking, Thesterian, Vigilant

Specialties: Aristocrat, Artisan, Citizen, Cultist, Fulminarius, Gladiator, Guardian, House Agent, Lord, Physician, Mercenary, Merchant, Scholar, Slave, Shield Bearer, Swindler

CLASSES

Base Classes: Assassin, Courtier, Emissary, Explorer, Keeper, Sage, Soldier

Expert Classes: Alchemist, Bloodsworn, Gallant, Rune Knight

Master Classes: Regent

FEATS

Basic Combat: Aggro Basics, Armor Basics, Combat Instincts, Iron Will, Lightning Reflexes, Quick Draw, Veteran Adventurer

Melee Combat: Darting Weapon, Edged Master, Knife Basics, Shield Basics, Spear Basic, Sword Basics

Ranged Combat: Angry Hornet, Hurled Basics, Siege Basics

Unarmed Combat: Blocking Basics, Wrestling Basics

Chance: Black Cat, Close Call, Fortune Favors the Bold, Living on the Edge, Lucky Break

Covert: Anonymity Basics, Garrote Basics, Ghost Basics, Flawless Identity, Misdirection Basics, Safe House, Traceless

Gear: Alchemy Basics, Bandage, Crafting Basics, Favored Gear, Followers, Scroll Casting

Skill: Basic Skill Mastery (actor, investigator, officer, pickpocket, spy), Codemaster, Depth of Study, Perfect Memory, Polyglot, Well-Rounded

Species: Hidden Promise, Quick Healer, Special Construction (Brass), Steel Brave

Spellcasting: Casting Basics, Hidden Spells

Style: Extra Contact, Hero of the Army, Hero of the Court, Mark, Patronage, Repartee Basics

Terrain: Battlefield Trickery, Bushwhack Basics, Night Fighting, Pathfinder Basics (indoors/settled)



