HEROIC 2.0

BOOK OF PROFESSIONS

IRON SEASON TWO EDITION

This book and all H20 Rules copyright Craig Fedynich and Joe Bearden 2011-2017. All rights reserved. License is granted to actors and crew of Heroic Central: IRON to reproduce the IRON Edition of the H20 rules for personal use associated with Heroic Central IRON.

Profession Rules subject to change. Check heroiciron.com under Rules for the latest version.

CONTENTS

Building Your Character **1**
How to Build an H20 Character 2

Beginner Profession **4**
Fighter 5
Tank 6
Rogue 7
Hedge Mage 8
Mystic 9
Apprentice 10

Standard Professions **11**
Soldier 12
Captain 13
Champion 14
Stalker 15
Berserker 16
Juggernaut 17
Mage Hunter 18
Hoplite 19
Scrapper 20
Myrmidon 21
Marksman 22
Footpad 23
Assassin 24
Monk 25
Brigand 26
Tradesman 27
Craftsman 28
Pyromancer 29
Galvinomancer 30
Cryomancer 31
Morpher 32
Healer 33
Steelmage 34
Disruptor 35

Heroic Professions **36**
Gunfighter 37

Appendix: Advanced Character Rules **38**
Character Transfers from Other Heroic Systems 38
Refunding Abilities 38

Profession Rules subject to change. Check heroiciron.com under Rules for the latest version.

BUILDING YOUR CHARACTER

HOW TO BUILD AN H20 CHARACTER

Step 1: Decide who your character is. The most important part of building a character is not covered in this book: discussing who you want to be in the world you will be joining. You should be prepared to spend significant time in this discussion with the people who are creating that world. Once you have made important choices concerning things like what your character is trying to accomplish, what stands in the character's way, and what flaws your character has that get in his or her way, you are ready to translate that into game mechanics.

Step 2: Choose your character's Race and Culture. At this point, you probably have a good idea about your character's Race and Culture. H2 has strict costuming requirements for playing non-human characters which basically boils down to making yourself look like a theatrical-grade version of that species. Most races require heavy prosthetics or intricate mask work that must be maintained for the entire event. If you choose to play a non-human, you must always present the stage-quality version of your character. This kind of costuming can be done by anyone, but this is a skill that requires serious practice from anyone who wishes to master it. Until you have reached a high level of skill in this area or you have a reliable friend who can help you during every event, you should plan to play a human in H2.

H2 is more restrictive than many other games about the Races that characters can be. There are 9 basic Races that can be played in any H2 Game, and each Game has a limited number of Story Races available to characters that begin their stories at that Game. At this point in character creation, you already have a good idea of what some of those Races might be and whether your local Game staff plans to allow you to play one. Consult the Book of Heritage and make final choices regarding Race and Culture.

Step 3: Choose your character's Professions. At this point, review the Professions in this book and any Story Professions your Game staff has made available to you. Based on your discussions with staff, try to iron out which combination of these Profession most closely matches your character concept. You can choose up to five at character creation, and can never have more than five. Next, rank them in order of importance. Your first becomes your Primary Profession, your second is your Secondary Profession, and so forth. Eventually, your character will probably have all five, but you cannot add Professions during an event. Beginner Professions are another powerful way to jumpstart your character. In addition to being easy to play, Beginner Professions tend to be more powerful in the early game. If you want to use a Beginner Profession, you will only have access to that one Profession.

Step 4: Choose your character's Abilities. Most characters begin their careers with 24 Character Points (cp), though Human characters begin with 30cp. Over time, characters gain additional cp by earning Event Days. You gain Event Days for your character in one of three ways: attending an event as your character, playing an extra at your game or another Heroic game, and spending Hero Points (gained in service of the game) to buy Virtual Event Days (VEDs). Each Event Day on your character's Fundamental Character Log translates directly to one cp.

Character Points are used to unlock character Abilities as characters grow. These Abilities define what your character can do. Abilities fall into one of three types: Basic, Advanced, and Heroic. Each Profession has four Basic Abilities, two Advanced, and on Heroic. The base cost for Basic Abilities is 3cp. Advanced and Heroic Abilities have a base cost of 6cp. In each Profession, you must have two Basics for each Advanced, and two Advanced for each Heroic.

For Beginner Professions, these costs never go up, but you can only purchase three of each Ability. This means that any CP your character gains beyond 120cp cannot be spent until you refund (see the Advanced Rules in the Appendix to this book) the Beginner Profession and develop your other Professions.

Abilities in other Professions (Standard and Story Professions) are multiplied by the Profession's place in your Profession order. Primary Profession Abilities start at the base cost, but Secondary Professions cost double, Tertiary cost triple, and so forth. When you buy an Ability an additional time, the cost is multiplied by the new number you will have of that Ability. So the first time you buy a Basic Ability in your Primary School, it will cost 3cp (for Basic Ability) x 1 (for Primary Profession) x 1 (the number of buys in that Ability), or 3cp. The third time you buy that same Ability, it will cost 3cp x 1 x 3, or 9cp. The first time you buy an Advanced or Heroic Ability in your Quinternary Profession, it will cost 6cp (for Advanced or Heroic Ability) x 5 (for Quinternary) x 1 (for first buy), or 30cp.

Unless stated otherwise, each time you buy a Basic Ability, you get to use it once in every Encounter. Advanced and Heroic Abilities can be used once per day. This definition varies by Story, but will usually be something along the lines of "Advanced Abilities renew after your first meal after 6am and Heroic Abilities renew after your first four hours of sleep after midnight" or "Advanced and Heroic Abilities renew at 6am."

Each time you purchase a Heroic Ability in most Professions, you will accrue an additional Heroic Bonus. These bonuses stack unless stated otherwise. Once you have at least one Ability in your Primary Profession, you will unlock the Primary Profession Ability for that Profession. Secondary Profession Abilities work similarly.

BEGINNER PROFESSIONS

FIGHTER

The Fighter specializes in damage output. His major weakness is his lack of defensive capacity which causes him to depend on items for survivability.

Beginner Profession: If you take this Profession, it is your only Profession. All Basic Abilities cost 3cp and Advanced and Heroic Abilities cost 6cp for up to four buys, but you may have no more than four of any Ability.

Basic Abilities

1. Weapon Strike: **Strike** for (**grey) 5**.
2. Strong Hit: **Strike** for **(grey) massive 3**.
3. Weapon Play: **Reduce disarm** or **Strike** for (**grey) disarm**.
4. Glancing Blow: **Strike** for (**grey) daze**.

Advanced Abilities

1. Cleave: **Strike** for (**grey) 10**.
2. Dismember: **Strike** for (**grey) massive maim**.

Heroic Ability

1. Rage: Heroic Buff - For the remainder of the Encounter, **Strike** for (**grey) 2**.

TANK

The Tank specializes in survivability and recovery but doesn't have a large offensive capability. They can survive fairly well without items but become immensely survivable with the correct armor. They will depend heavily on support from more offensive professions.

Beginner Profession: If you take this Profession, it is your only Profession. All Basic Abilities cost 3cp and Advanced and Heroic Abilities cost 6cp for up to four buys, but you may have no more than four of any Ability.

Basic Abilities
1. Tough: Gain one **toughness**.
2. Heavy Armor: Each Encounter, start with one **armor strike**.
3. Absorb Blow: Each Encounter, start with one **armor damage**.
4. Lead Plating: Each Encounter, start with one **armor grey**.

Advanced Abilities
1. Thick Skin: **Reduce grey**.
2. Shake it Off: **Remedy** {**grey**, **black**, or **white**} on a Recovery Count.

Heroic Ability
1. Kinetics: **Resist grey**.

ROGUE

The Rogue profession specializes in attacks from behind which are generally more successful in a hit-and-run style of combat. They have defenses which specialize in avoiding melee attacks and trap effects. But have a weakness of projectiles.

Mechanic: *From behind* - Where rogues would be able to see both shoulder blades, they may use these abilities.

Beginner Profession: If you take this Profession, it is your only Profession. All Basic Abilities cost 3cp and Advanced and Heroic Abilities cost 6cp for up to four buys, but you may have no more than four of any Ability.

Basic Abilities

1. Backstab: **Strike** for (**grey) 7** *from behind*.
2. Pocket Sand: Throw a **packet** for **green daze**.
3. Last Second: **Reduce** a **mechanical** or **environmental** call.
4. Dexterity: Each Encounter, start with one **armor strike**.

Advanced Abilities

1. Backstab: **Strike** for (**grey) 12** *from behind*.
2. Setup: **Strike** for (**grey) heavy crush** *from behind*.

Heroic Ability

1. Murder: **Heroic Buff** - For this Encounter, **strike** for (**grey) 3** *from behind*.

HEDGE MAGE

The Apprentice Mage focuses on packet delivered attacks with small supplemental buffs to enhance the defense of the group. The profession lacks regular defenses as well as melee capabilities which means mobility and item support is a must.

Beginner Profession: If you take this Profession, it is your only Profession. All Basic Abilities cost 3cp and Advanced and Heroic Abilities cost 6cp for up to four buys, but you may have no more than four of any Ability.

Basic Abilities
1. Magic Missile: Throw a **packet** for **purple 5**.
2. Fumble: Throw a **packet** for **purple disarm**.
3. Magic Armor: **Indicate buff {armor grey}**.
4. Spell Nullifier: **Indicate buff {armor purple}**.

Advanced Abilities
1. Lord Wilkinson's Strike: Throw a **packet** for **purple 10**.
2. Machiavelli's Bog: Throw a **packet** for **purple heavy shuffle.**

Heroic Ability
1. Master Sendori's Bullet of Brief Torment: Throw a **packet** for **purple 15**.

MYSTIC

Mystics support individuals who have had their defenses fail. They can remove existing effects on a person as well as have a few skills for their own defense, but have little offensive capabilities.

Beginner Profession: If you take this Profession, it is your only Profession. All Basic Abilities cost 3cp and Advanced and Heroic Abilities cost 6cp for up to four buys, but you may have no more than four of any Ability.

Basic Abilities
1. Heal: Throw a **packet** for **white heal 5**.
2. Soothe: Throw a **packet** for **white calm**.
3. Recovery: Throw a **packet** for **white remedy grey**.
4. Remove Magic: Throw a **packet** for **white remedy purple**.

Advanced Abilities
1. Greater Heal: Throw a **packet** for **white heal 10**.
2. Shun: Throw a **packet** for **white heavy avoid**.

Heroic Ability
1. Mass Revival: Yell one **voice radius** call for **white sleeping heal 6**.

APPRENTICE

Apprentices support both tradesmen and combat professions. Their Basic Abilities allow them to bolster lines of proficient fighters, while their Advanced and Heroic Abilities allow them to help any Tradesman or Crafter to improve their output. Apprentices have not yet chosen a trade, and so can assist different Tradesman in each *trade cycle*. See the Tradesman Profession for more information, or let the Tradesman figure it out for you.

Your master: When you take a *trade cycle* with a Tradesman or a *crafting cycle* with a Crafter, you can use your Advanced Abilities based on the Master character. Your cycles will take as long as theirs, and your output will be influenced by what they are able to do.

Beginner Profession: If you take this Profession, it is your only Profession. All Basic Abilities cost 3cp and Advanced and Heroic Abilities cost 6cp for up to four buys, but you may have no more than four of any Ability.

Basic Abilities
1. Refit: You and a target take a Recovery Count to restore one expended Armor Item Defense.
2. Gain one **stamina** for use in items you have made.
3. Fitting: **Indicated buff {**upgrade one **Armor** defense to **Shield}** at the beginning of an Encounter.
4. Reinforce: Indicated buff **{**armor shatter**}** at the beginning of an Encounter.

Advanced Abilities
1. Gofer: Add one Trade Die to *your master's trade cycle* pool. You get to roll the die, but *your master* has to deal with any consequences.
2. Tinkering: Create one Common item your *master* could make during their crafting cycle. You must pay the same costs as if *your master* had made the item.

Heroic Ability
1. Beginner's Luck: Remove one accident die for *your master's trade cycle* or treat one component as any component of the same tier or below for *your master's crafting cycle*.

STANDARD PROFESSIONS

SOLDIER

The Soldier profession is designed for team-fighting in a Formation and serve as the backbone of a group. They have consistent damage while using abilities to support others in the formation. However, they are vulnerable when alone. Most of their complexity comes in the actual communication between characters in Formation, a core mechanic that greatly enhances the effectiveness of the Soldier.

Shared Mechanic: *Formation* - A group created by a Captain with at least three friendly units sharing the *formation* mechanic. A Captain must be present with the *formation* and can only lead one *formation* at a time as well as declare the primary weapon (type for ranged weapons or length for striking weapons) of the *formation* each encounter. Each individual can be considered in *formation* if they are within melee weapon reach of another *formation* individual, capable of fighting, and haven't fled. Once you've left *formation*, you are not considered in *formation* until it reforms as you're considered shaken. The captain leading the *formation* can reform it by shouting the battlecry, echoed by the soldiers, once all applicable soldiers are within weapons reach and capable of fighting, but not engaged with any enemy. Units that fall out of *formation* are considered out of *formation* until the unit reforms.

Shared Mechanic: Recognition - Any *formation* unit can be recognized by means of a salute: placing one's right hand to one's heart with a closed hand. A Captain makes this salute with an open hand.

Primary Profession Ability: **Strike** or **throw packet** for **(grey) 2** at will when in *formation* using the formation's primary weapon. For two-handed crossbows and muskets, reload in 8 seconds on the recovery count.

Secondary Profession Ability: **Strike** or **throw packet** for **(grey) 2** at will when fighting in a *formation*, using the formation's primary weapon, and are within weapon's reach of a Captain. For two-handed crossbows and muskets, reload in 8 seconds on the recovery count.

Basic Abilities

1. Maim: **Strike** for **(grey) maim**.
2. Disarm/reduce Disarm: **Strike** for **(grey) disarm** or **reduce disarm**.
3. Unity: **Strike** for **(grey) intercept {reduce strike}.**
4. Vicious Strike: **Strike** for **(grey) weakness** while in *formation*.

Advanced Abilities

1. Protect: **strike** for **(grey) intercept {resist strike}**.
2. Savage Strike: **Strike** for **(grey) heavy maim** in *formation*.

Heroic Ability

1. Look Out, Sir: **Strike** for **(grey) intercept {resist call}** in *formation*.

Heroic Bonus: For each rank of Look Out, Sir, once per Encounter you may **strike** for (**grey) bleed**.

CAPTAIN

Captains are the duelists of the formation. They take out specific individuals or key targets in the front lines and offer several support abilities for the formation in addition to a modest amount of control allowing them to shift the ebb and flow of the fight.

Shared Mechanic: *Formation* - A group created by a Captain with at least three friendly units sharing the *formation* mechanic. A Captain must be present with the *formation* and can only lead one *formation* at a time as well as declare the primary weapon (type for ranged weapons or length for striking weapons) of the *formation* each encounter. Each individual can be considered in *formation* if they are within weapons reach of another *formation* unit, capable of fighting, and haven't fled. Once you've left *formation*, you are not considered in *formation* until it reforms as you're considered shaken. The captain leading the *formation* can reform it by shouting the battlecry, echoed by the soldiers, once all applicable soldiers are within weapons reach and capable of fighting, but not engaged with any enemy. Units that fall out of *formation* are considered out of *formation* until the unit reforms.

Shared Mechanic: Recognition - Any *formation* unit can be recognized by means of a salute: placing one's right hand to one's heart with a closed hand. A Captain makes this salute with an open hand.

Primary Profession Ability: Primary Captains can create a *formation* by agreeing with every *formation* member on creating a *formation* and agreeing on a battlecry and name. Every person in *formation* gains a **buff {shield strike} or {shield packet}** on an Encounter Break with you while you are the leader of the *formation*. This bonus is decided by the captain and announced at the end of the encounter break.

Secondary Profession Ability: Secondary Captains can create a *formation* by agreeing with every *formation* member on creating a *formation* and agreeing on a battlecry and name. Every person in *formation* gains a **buff {armor strike} or {armor packet}** on an Encounter Break with you while you are the leader of the *formation*.

Basic Abilities
1. Honor Duel: **Strike** for **(grey) 3** at will against one target while in *formation*. Point towards target and declare "you" to indicate this skill's use.
2. Refit Armor: Refresh one (E) armor property in your loadout on a Recovery Count.
3. Opener: **Strike** for **(grey) massive smash**.
4. Inspiration: **Indicate (grey) intercept reduce terror** or **intimidate** to any person in *formation*.

Advanced Abilities
1. Setup Attack: **Strike** for **(grey) vulnerability**.
2. Martial Fortitude: Gain one **stamina** for weapons.

Heroic Ability
1. Rally: When leading a unit you may yell the Unit's battle cry followed by **voice radius (grey)** {Unit's Name} Buff {Rally}. This buff grants a Heroic Buff granting an **aegis** to **terror**, **intimidate**, and **calm** if you are a in the Captain's Formation. This Buff expires when you leave the Formation or if the Formation is broken.

Heroic Bonus: Each purchase in this ability grants one additional **common item slot** for armor in the captain's loadout.

CHAMPION

Champions are excellent single target executioners specializing in fighting single individuals. They possess multiple hard-hitting abilities and can strip the defenses of a single target before obliterating them.

Primary Profession Ability: Once per day as a Champion, you may point at a target and declare "You." You then **indicate white vulnerability** to the target.

Secondary Profession Ability: Once per day as a Champion, you may change the weight of a **strike** to **piercing**.

Basic Abilities
1. Brutal Strike: **Strike** for **(grey) 5**.
2. Crushing Blow: **Strike** for **(grey) massive 3**.
3. Maiming Strike: **Strike** for **(grey) maim**.
4. Disarm/reduce Disarm: **reduce disarm** or **strike** for **(grey) disarm**.

Advanced Abilities
1. Punishing Blow: **Strike** for **(grey) 10**.
2. Stunning Strike: **Strike** for **(grey) massive vertigo**.

Heroic Ability
1. Deadly Blow: **Strike** for **(grey) 20**.

Heroic Bonus: Once per day change a weapon property (not skill) you **strike** to **massive** weight.

STALKER

Stalkers profession hunt a specific type of creature or person. They gain multiple combat bonuses versus their prey and possess a large quantity of crowd control they can use to take down multiple targets.

Profession Mechanic - *Hunt*: You may change the **weight** of any Stalker ability to a **bane weight** from any Monster Class or Profession the Stalker has chosen to *hunt*. The number of uses of *hunt* you receive is dependent on whether you are specialized or generalized. Generalized stalkers *hunt* a broad category of creatures. Applicable **bane weight** selections are: **undead**, **animal**, **person**, **monster**, **ancient**, **elemental**, or **construct**. If you choose to generalize, your uses of the *hunt* ability renew on a daily basis rather than on an Encounter basis. If you choose to specialize, you pick any Monster Class that isn't a prerequisite of another Monster Class or any single Profession to *hunt*. This type of Stalker gains the use of the *hunt* ability each Encounter and the specific Bane Weight is the name of the Monster Class or Profession you chose to *hunt*. Note that Stalkers who are not primary or secondary start with no uses of *hunt* until they have purchased the Heroic ability. If you are unsure about which selection you wish to make or even what your options are, talk to your local story team. This selection can be remade if you refund the entire profession.

Primary Profession Ability: The stalker gains two uses of *hunt*.

Secondary Profession Ability: The stalker gains one use of *hunt*.

Basic Abilities
1. Can't Run: **Strike** for **(grey) maim**.
2. Hit an Artery: **Strike** for **(grey) bleed**.
3. Weak Spot: **Strike** for **(grey) daze**.
4. Gut Feeling: **Indicate** a **white** {*hunt* **bane weight**} **reveal**. This does not expend *hunt*.

Advanced Abilities
1. Pressure Point: **Strike** for **(grey) suppress {grey}**.
2. Ready and Waiting: If the Stalker successfully reveals with Gut Feeling, they may immediately gain a **heroic buff {**three **shield {effect}}** where the **{effect}** is any effect the Hunter decides at the time they take the buff.

Heroic Ability
1. Achilles Heel: **Strike** for **(grey) disable**.

Heroic Bonus: Every odd purchase of this ability grants the stalker one use of *hunt*.

BERSERKER

Berserkers excel at taking out hardened targets as well as distributing large amounts of damage with reckless abandon. Berserkers function acceptably with different-sized weapons but have an advantage when duel wielding.

Primary Profession Ability: As a Berserker, you may complete Recovery Counts in 8 seconds instead of 10. When you make multiple Recovery Counts without taking your hand off your knee, each Recovery Count after the first takes only 6 seconds.

Secondary Profession Ability: As a Berserker, you may complete Recovery Counts in 8 seconds.

Basic Abilities

1. Flurry: **Strike** for **(grey) massive 2** once each with a weapon in each hand or **massive 3** once with a two handed weapon.
2. Whirling Death: **Strike** for **(grey) 3** at will against one target. This effect ends when you break off your attack against the designated target even for the briefest moment. Point towards target and declare "you" to indicate this skill's use.
3. Chop: **Strike** for **(grey) 5**.
4. Power Hit: **Strike** for **(grey) massive daze**.

Advanced Abilities

1. Bloodlust: **Strike** for **(grey) massive 5** once each with a weapon in each hand or **massive 8** once with a two handed weapon.
2. Rend: **Strike** for **(grey) shatter**.

‘

Heroic Ability

1. Into the Fray: Gain a **heroic buff {aegis damage}**. This buff ends when you are incapable of attacking.

Heroic Bonus: Gain one **toughness**.

JUGGERNAUT

Juggernauts counter damage with a large quantity of health. Juggernauts' strength is exceptional after regular defenses have been stripped away. Juggernauts are notably powerful against rare color types and provide exceptional defense against particularly dangerous eldritch beings they may come across.

Primary Profession Bonus: As a Juggernaut, you gain four **toughness**.

Secondary Profession Bonus: As a Juggernaut, you gain two **toughness**.

Basic Abilities
1. Seen It Before: **Resist terror** or **intimidate**.
2. The Hammer: **Strike** for **massive smash**.
3. Thick Skull: **Reduce white or black**.
4. Tough: Gain one **toughness**.

Advanced Abilities
1. Missed the Heart- **Resist death**. This ability may also be used if **sleeping** or **paralyzed** and you take 5 points of **damage**.
2. Mental Enigma - **Resist white or black**.

Heroic Ability
1. Terrifying Hulk - When you take damage you may roar and **indicate white terror** on the attacker. You immediately gain 5 Toughness and Health until the end of this Encounter. If the damage from the attack would put your Health below 0, you are at 1.

Heroic Bonus: Gain one **toughness**.

MAGE HUNTER

Mage Hunters hunt mages and mystics through their numerous defenses and control effects dealing with projectiles. They also possess a limited ability to defend others against the arcane.

Primary Profession Bonus: A**rmor** or **reduce** against **purple, red, yellow,** or **blue damage** reduces it by 8 instead of 5.

Secondary Profession Bonus: A**rmor** or **reduce** against **purple damage** reduces it by 8 instead of 5.

Basic Abilities
1. Nullifier: Throw a **packet** for **buff {armor purple}**.
2. Choking Poison: Throw a **packet** for **(grey) silence**.
3. Silver Sand: Throw a **packet** for **(grey) fog**.
4. Mental Fortitude: **Reduce purple**.

Advanced Abilities
1. Mind Snare: Throw a **packet** for **suppress {purple, red, blue, or yellow}**.
2. Adaptive Protection: **Resist purple**.

Heroic Ability
1. Turn Magic: Resist Purple and then Indicate the same effect back on the originator.

Heroic Bonus: Once per day upgrade the **buff** from Nullifier to **{shield purple}** instead of **{armor purple}**.

HOPLITE

Hoplites defend against ranged and massive attacks with a reinforced shield. Their abilities grant them a particularly enduring but not permanent defense against things that are normally unblockable. They are particularly good against unnaturally large targets or storms of projectiles.

Mechanic: *On shield* - This means that in order for the skill to be used the shield must be hit by delivery method of the opposing call.

Mechanic: *Immovable* - This means that if either feet move or you can no longer actively block, then the effect is canceled.

Primary Profession Bonus: Gain two **stamina** for shields.

Secondary Profession Bonus: Gain one **stamina** for shields.

Basic Abilities
1. Turtle: **Armor Packet** *on shield*.
2. Brace: **Armor Massive** *on shield*.
3. Bulwark: **Reduce Maim** or **Disarm** *on shield*.
4. The Wall: Plant both feet and call three **Armor Packet** *on shield* while *immovable*.

Advanced Abilities
1. Titan Stop: **Resist** a **Packet** or **Massive** weight *on shield*.
2. Defensive Training: Gains one **stamina** for shields.

Heroic Ability
1. Unbreakable: When you shout a battle cry of your choosing ending with the word “unbreakable”. Gain a **Heroic Buff** that grants ten **shield packet** or **massive** on shield. This **buff** is lost if you can no longer actively block.

Heroic Bonus: Gain one **stamina** for shields.

SCRAPPER

Scrappers remove effects on themselves rather than blocking them outright. Their defenses are primarily against damage, but they have the ability to remedy almost any effect on themselves on a recovery count.

Primary Profession Bonus: While your Health is below half of your Toughness, you may make a Recovery Count to recover one Health. The Scrapper recovers one Health every 20 seconds instead of 60 while under one health.

Secondary Profession Bonus: The Scrapper recovers one Health every 20 seconds instead of 60 while under one health.

Basic Abilities
1. Dauntless: **Shield damage**.
2. Graze: **Reduce damage**.
3. Psych: **Heal 5** on yourself on a Recovery Count.
4. Quick Recovery: Make a recovery count in 5 seconds.

Advanced Abilities
1. Indomitable: Expend this ability and announce "Still Standing" to remain at 1 Health upon taking damage that would drop you to 0 or below.
2. Mind Over Matter: **Remedy {color}** on yourself on a Recovery Count where the color is chosen at the start of the count.

Heroic Ability
1. One Hundred and Ten Percent: **Remedy** all effects of a given color on yourself on a Recovery Count. Announce "Perfect Recovery {color}" on completing this Recovery Count. You may chain a recovery count once for every color when using this skill so long as any of the recovery counts are not interrupted.

Heroic Bonus: Once per day, on dropping to -5 health, take a **Heal 6**.

MYRMIDON

Myrmidons use armor to adapt to different tanking needs. They have a high upkeep cost, but their item dependency allows them to change their defenses based on their needs without the need to invest Character Points.

Primary Profession Bonus: Gain two **item slots {uncommon}** for armor without offensive properties.

Secondary Profession Bonus: Gain one **item slot {uncommon}** for armor without offensive properties.

Basic Abilities
1. Well Worn: **Armor shatter**.
2. Walking Tank: Gain one **item slot {common}** for armor without offensive properties.
3. Refit Armor: Regain one used **armor** or **shield** property in your loadout on a Recovery Count.
4. Self-Adjusted: Change one **armor** defense to a **shield** defense at the start of the Encounter.

Advanced Abilities
1. Rapid Refit: Regain all used **armor** or **shield** properties in your loadout on a recovery count.
2. Spit and Polish: Gain two **armor {call}** at the start of the Encounter. This benefit is refreshed by Rapid Refit.

Heroic Ability
1. Iron Man: On an Encounter break you adjust and prepare your armor to its maximum potential. During the next Encounter, all defensive properties in your loadout are doubled. This is not subject to Rapid Refit.

Heroic Bonus: Gain one **item slot {common}** for armor for armor without offensive properties.

MARKSMAN

Marksmen use a bow or crossbow to output significant damage. Their skills enhancements give some control in addition to making bows easier to use.

Mechanic: *with a ranged weapon* - This means the skill functions as if it were a weapon attack from a bow, two-handed crossbow, or two-handed musket. These skills follow the same reload and roleplay restrictions of the bow, crossbow, or musket you are using. If a skill does not specify an effect, substitute the regular bow effect or any bow properties.

Primary Profession Bonus: As a Marksman, you throw **packets** at will for **(grey) 3** *with a ranged weapon*. You can reload a crossbow or musket on a 6 second Recovery Count. You don't need to plant both feet to fire any of these weapons.

Secondary Profession Bonus: As a Marksman, you throw **packets** at will for **(grey) 2** *with a ranged weapon*. You can reload a crossbow or musket on an 8 second Recovery Count. You don't need to plant both feet to fire any of these weapons.

Basic Abilities
1. Skilled: The Marksman gains one **stamina** for use *with a ranged weapon*.
2. Impale: Throw a **packet** for **(grey) maim** *with a ranged weapon*.
3. Concussion Shot: Throw a **packet** for **(grey) daze** *with a ranged weapon*.
4. Center of Mass: Throw a **packet** for **(grey) 5** *with a ranged weapon*.

Advanced Abilities
1. Perfect Shot: The Marksman may **indicate** one call *with a ranged weapon*.
2. Power Shot: Throw a **packet** for **grey 10** *with a ranged weapon*.

Heroic Ability
1. Deadly Aim: Throw a **packet** for **grey 15** *with a ranged weapon*.

Heroic Bonus: The Marksman may hold one extra arrow, bolt, or powder bullet in each hand.

FOOTPAD

Footpads focus on dealing strong effects from behind their targets. They work well as flankers as they need room alone to operate effectively and go unnoticed. Several footpads working in tandem to flank allow for almost guaranteed exposure to use their abilities.

Mechanic: *From behind* - If you would be able to see both shoulder blades of your target were those shoulder blades uncovered, you may use these abilities.

Mechanic: *Unarmored* - If you have no armor items in your loadout, you are *unarmored*. If you equip an armor item during an Encounter, you lose all benefits from *unarmored* and cannot be *unarmored* again until the beginning of the next Encounter.

Primary Profession Bonus: As a Footpad, you may call for 3 *from behind*.

Secondary Profession Bonus: As a Footpad, may call for 2 *from behind*.

Basic Abilities
1. Nick: **Strike** for **shuffle** *from behind*.
2. Backstab: **Strike** for **7** *from behind*.
3. Agility: While *unarmored*, begin each Encounter with one **armor strike.**
4. Puncture: **Strike** for **piercing bleed** *from behind*.

Advanced Abilities
1. Flee!: While fleeing from a target, announce your retreat to your co-conspirators and gain a **heroic buff {aegis strike}** against that target until you break line of sight, turn around, or are no longer running.
2. Blindside: **Strike** for **12** *from behind*.

Heroic Ability
1. Dark Alley: **Strike** for **heavy exhaust**.

Heroic Bonus: While you are *unarmored*, begin each Encounter with one **armor packet**.

ASSASSIN

Assassins deal a lethal degree of damage with small weapons. They have a strong synergy with blade poisons. This allows them to adapt to different situations and, if unnoticed, kill their targets outright.

Mechanic: *with small weapons* - These abilities must be used with small weapon props (props that are between 12 - 24" in size as per the weapon construction rules in the Book of Items).

Primary Profession Ability: As an Assassin, **strike** for **3** at will *with small weapons*.

Secondary Profession Ability: As an Assassin, **strike** for **2** at will *with small weapons*.

Basic Abilities
1. Enervating Strike: **Strike** for **weakness** *with small weapons*.
2. Blinding Strike: **Strike** for **fog** *with small weapons*.
3. Back of the Blade: Gain one **stamina** for blade poisons.
4. Weapon Mastery: Gain one **stamina** *with small weapons*.

Advanced Abilities
1. Deadly Grace: **Resist Damage**.
2. Lethal Blade: **Strike** for **piercing 8** *with small weapons*.

Heroic Ability
1. Subtle Knife: **Strike** for **death** to the torso *with small weapons*.

Heroic Bonus: You may add the **person** bane weight to a small weapon property once per day.

MONK

Monks scale up with the skill and fitness of the actor. A number of skills are based on the hand-eye coordination of the player. Successful execution of these skills generates defensive effects that are much more effective than normal defenses. Poor hand-eye coordination, however, will render most of the profession useless.

Mechanic: *On catch* - Any packet you catch before it strikes you allows you to use this defense.

Mechanic: *On hand block* - Any strike you block with the side or back of your hand allows you to use this skill.

Mechanic: inside 10' - Any target that is within 10'. If in doubt, within range to step and strike.

Primary Profession Ability: As a Monk, when you are not holding anything except packets in your hand, you may call reduce to any Strike from his elbow down.

Secondary Profession Ability: As a Monk, when you are not holding anything except packets in your hand you may call reduce to any Strike *on hand block*.

Basic Abilities
1. Jin Strike: Throw a **packet** for **(grey) smash** *inside 10'*. If the target takes the effect, **indicate (grey) 5** to the same target.
2. Arrow Catch: **Resist packet** *on catch*.
3. Blade of Grass: **Resist strike** *on hand block*.
4. Shen Strike: Throw a **packet** for **(grey) smash** *inside 10'*. If the target takes the effect, **indicate white 5** to the same target.

Advanced Abilities
1. Ki Flow: **Resist packet** *on catch*. You may then immediately throw the **packet** for the same effect.
2. Pressure Point: **Indicate (grey) shatter {weapon}** *on hand block*.

Heroic Ability
1. Dragon Dance: On learning this ability, you choose a stance unique to you. When using this ability, stop all action and assume your stance. You may not move once the stance is assumed except to block a strike or catch a packet. Every packet you catch may be redirected as if Ki Flow and every Strike you block with your hands may be Resisted. This effect ends if you are no longer able to continue your stance.

Heroic Bonus: Once per day, you may treat one packet or strike which struck you as if you caught or blocked it. If you catch a packet on the rebound before it hits the ground, you may use an ability which lets you throw the packet, otherwise, you may treat the attack as if you caught and then dropped the packet.

BRIGAND

Brigands are rogues with some counterplay against other rogues. They do no special damage but have strong control effects that heavily incapacitate a person taken by surprise.

Mechanic: *From behind* - If you would be able to see both shoulder blades of your target were those shoulder blades uncovered, you may use these abilities.

Mechanic: *Silently* - You don't announce the defense outloud.

Primary Profession Ability: At the start of each Encounter, gain two **armor** against **strikes** made *from behind*.

Secondary Profession Ability: At the start of each Encounter, gain one **armor** against **strikes** made *from behind*.

Basic Abilities
1. Cheap Shot: **Strike** for **(grey) silence**.
2. Hard Knocks: **Strike** for **(grey) vertigo** *from behind*.
3. Iocane Tolerance: **Armor green**.
4. Lie: **Resist Reveal** *silently*.

Advanced Abilities
1. Waylay: **Strike** for **(grey) sleep** *from behind*.
2. Dazed and Confused: **Strike** for **(grey) crush**.

Heroic Ability
1. Knockout: **Strike** for **(grey) heavy sleep** *from behind*.

Heroic Bonus: At the start of each Encounter, gain one additional **armor** against **strikes** made *from behind*.

TRADESMAN

Tradesmen form the backbone of the economy by providing materials which get refined and used in the upkeep of society. You may choose from the following *Trades*: Herder, Miner, Gatherer, Timberjack, Stonecutter, Butcher, Tanner, Weaver, Miller.

Mechanic: *Trade* - As a Tradesman, you choose which of the Tradesmen you are when you choose this profession. This selection may be chosen again if you refund the Profession in its entirety. You can take this profession multiple times, but you may only have one of each Tradesman Profession.

Mechanic: *Trade cycle* - As a tradesman, you may take as many one-hour *trade cycles* each day that you wish. During each cycle, you work for a Domain to generate raw materials. At the end of the cycle, depending on your success, a number of resource get added to the Domain. In the case you work quickly or for too long, an accident that results in injuries or destruction of property may also occur in addition to the generation of resources. You may also take any one person with you on a Tradesman cycle, even if they don't have this Profession. They grant you one additional *die* to roll.

Mechanic: *Dice* - Each *trade cycle* you roll a number of six-sided *dice* according to your abilities. If you roll at the *success number* or higher, you generate one resource for that *die*. The *success number* for your first *cycle* is 3, and a *fatigue penalty* of two is added each *trade cycle*. Any time you roll a 6, you are guaranteed to get the resource regardless of the *success number*. If you roll less than the *success number*, the resource is wasted. If you roll a 1 you always lose the resource and must now roll on the Accident Table. The story team will walk you through the accident process.

Primary Profession Ability: You gain two additional *trade cycle dice*.

Secondary Profession Ability: You gain one additional *trade cycle die*.

Basic Abilities
1. Travail: Gain one *trade cycle die* per trade cycle.
2. Care: Reroll one *trade cycle die* which has not been rerolled per trade cycle.
3. Gumption: Subtract one from your *fatigue penalty* to a minimum of 0 per trade cycle.
4. Frugality: Prevent one failed *trade cycle die* from wasting the resource per trade cycle.

Advanced Abilities
1. Exertion or Haste: You may reroll each successful *die* this *trade cycle* and earn an additional resource on sixes. You cannot cause an accident with these rerolls. -OR- This *trade cycle* each successful *die* may be rerolled and earns an additional resource on a five or a six.
2. Vigilance: Reroll one *trade cycle die*.

Heroic Ability
1. Work Order: At the beginning of any *trade cycle*, choose one other Tradesman to watch out for. You may use your Care and Vigilance rerolls for their benefit. This does not confer extra rerolls.

Heroic Bonus: Gain one *trade cycle die*.

CRAFTSMAN

Craftsmen are the lifeblood of the economy as they create items needed by almost everyone in their daily lives. You can choose from four types of craftsmen: Smith, Enchanter, Apothecary, or Engineer. These Professions are a bit more complex and are further explained in the Book of Items.

Mechanic: *Skill set* - As a craftsman, you choose which of the four types you are when you choose this profession. This selection may be chosen again if you refund the Profession in its entirety. You can take this profession multiple times, but you may only have one of each Craftsman Profession.

Mechanic: *Craft cycle* - You may take any number of *craft cycles* each day that you wish. Each *craft cycle* takes a base of three hours though there are ways to lower this time. During your craft cycle, you should spend your time roleplaying the creation of the items or working to assist the story team. At the end of the cycle, leave a record of the items you created as well as their costs with the story team.

Mechanic: *Item Creation* - The mechanics behind item creation are specific to each of the craftsman. The way the prop looks or is built will determine what it can do within the system. Each Ability you purchase will describe a different way the prop is built and if the prop meets the prerequisites, you can add the appropriate property or utility. Each of the professions abilities are outlined within the Book of Items.

Primary Profession Ability: Your base *craft cycle* is one hour instead of three.

Secondary Profession Ability: Your base *craft cycle* is two hours instead of three.

Basic Abilities
1. Item Effect One: Add one of these properties or utilities once per item per *craft cycle*.
2. Item Effect Two: Add one of these properties once per item per *craft cycle*.
3. Item Effect Three: Add one of these properties once per item per *craft cycle*.
4. Item Effect Four: Add one of these properties once per item per *craft cycle*.

Advanced Abilities
1. Item Effect Five: Add one of these properties or utilities once per item per day.
2. Item Effect Six: Add one of these properties or utilities once per item per day

Heroic Ability
1. Masterpiece: Each time you choose this ability, you select from the list of heroic properties and utilities available to your *skill set*. Since it's impossible for any person to learn all of these, you should consider which masterpiece will give you the greatest advantage compared to what you know other craftsman have chosen. This selection is made when you take this ability and can't be repicked unless the entire profession is refunded. Add one of these selected properties or utilities once per item per day. Additionally, each Crafter has a unique ability they may choose to expend this heroic property on instead of creating an item. The list of selections for each *skill set* and the abilities are in the Book of Items.

Heroic Bonus: You can add an additional property or utility on each item up to your total purchases in Masterpiece for a maximum of five.

PYROMANCER

Pyromancers deal fiery damage from a distance. Their wide-area packet-based abilities allow them to hit multiple targets and increase their chance to land an effect on one target.

Primary Profession Bonus: Each day you may add a total of 10 additional packets to any combination of abilities in any quantity to convert them to **blasts**.

Secondary Profession Bonus: Each day you may add a total of 5 additional packets to any combination of abilities in any quantity to convert them to **blasts**.

Basic Abilities
1. Fireball: Throw a **packet** for **red 5**.
2. Flame Withers: Throw a **packet** for **red maim**.
3. Flashbang: Throw a **packet** for **red daze**.
4. Trial by Fire: **Shield red**.

Advanced Abilities
1. Cone of Flame: Throw a **packet** for **red 10**.
2. Burn the Flesh: Throw a **packet** for **red heavy taint**.

Heroic Ability
1. Consumed by Flame: Throw a **packet** for **red 15**.

Heroic Bonus: Each day you receive an additional 2 packets you may add to any ability in any quantity to convert it to a **blast**.

CRYOMANCER

Cryomancers excel in distributing blue effects in a melee range, often in the form of massive strikes. Their skill set specializes in stopping movement with a moderate amount of damage.

Primary Profession Bonus: As a Cryomancer, each day you may change the weight of any four Cryomancer Abilities to Massive. You may improvise a blue prop for your weapon, though this prop still normally strikes for grey.

Secondary Profession Bonus: As a Cryomancer, each day you may change the weight of any two Cryomancer Abilities to Massive. You may improvise a blue prop for your weapon, though this prop still normally strikes for grey.

Basic Abilities

1. Cold Burst: **Strike** for **blue 5**.
2. Freeze: **Strike** for **blue pin**.
3. Biting Cold: When you are **struck**, **indicate blue 3** to the source.
4. Icy Veins: **Shield blue**.

Advanced Abilities

1. Freezing Pain: **Strike** for **blue 10**.
2. Snow Drift: **Strike** for **blue web**.

Heroic Ability

1. Petrifying Ice: **Strike** for **blue petrify**.

Heroic Bonus: Each day you receive an additional time you may change a Cryomancer ability to massive.

GALVINOMANCER

The Galvinomancer is a packet based blaster with access to soft control effects that relies heavily on keeping distance, obstacles, or teammates between them and their targets in order to maintain consistent and reliable barrages.

Mechanic: *Charge*: Anyone with a Galvinomancer ability has a *maximumun charge* of at least 1. On a recovery count, the Galvinomancer builds up an energetic charge, gaining their maximum charge of yellow packets. If anyone touches or strikes the Galvinomancer, the Galvinomancer must indicate yellow 2 at the target and lose all charge packets. Once a charge has been built, the Galvinomancer may not build another charge without first discharging completely. The Galvinomancer may always use a charge to throw a packet **yellow** 1.

Primary Profession Bonus: A Primary Galvinomancer has a base *maximum charge* of 4 and may throw *charge* packets for **yellow 2**.

Secondary Profession Bonus: A Secondary Galvinomancer has a base *maximum charge* of 2 and may throw *charge* packets for **yellow 2**.

Basic Abilities
1. Lightning Bolt: Use a *charge* to throw a packet **yellow 5**.
2. Electroshock: Use a *charge* to throw a packet **yellow daze**.
3. Tesla Shackle: Use a *charge* to throw a packet **yellow shuffle**.
4. Electromagnetism: Use a *charge* to throw a packet for y**ellow disarm**.

Advanced Abilities
1. Thunder Bolt: Use a *charge* to throw a packet **yellow 10**.
2. Life Spark: Use <u>all</u> *charges* to throw a packet **yellow piercing life**.

Heroic Ability
1. Sturm und Drang: After your next recovery count to gather *charge*, gain 2 additional *charge* packets over your maximum. All packets in this *charge* may be thrown for **yellow 3**. This ability will not stack.

Heroic Bonus: Gain 1 *maximum charge*.

MORPHER

Morphers have the unique ability to borrow strengths and weaknesses from the monsters or creatures of their environment. They build up a set of creatures they shift into as a tool kit for adapting to different challenges but have stiff makeup and costume requirements in exchange.

Mechanic: *morph* - A *morph* is a tier 2 Transformation Class and its appropriate tier 1 Transformation Class. A morph acts as a blank character sheet with which the you can replace your character sheet on an Encounter Break. You must meet the appropriate theatrical-grade costume requirements for the Transformation Class, and the cost of this costume is yours to bear. Health persists across all morphs but won't go above your Toughness. The tier 1 Transformation Class has a base cost of 3 CP and the tier 2 Transformation Class has a base cost of 6 CP. As a Morpher you must keep a record of each *morph* you intend to use. Failure to meet the costume requirement may result in the suspension of abilities while your costume is being upgraded. All *morphs* on a single Morpher should be from the same category of bane weight. Applicable categories are **undead**, **animal**, **person**, **monster**, **ancient**, **elemental**, or **construct**. You make this choice when learning your first *morph*. While *morphed*, you lose your **person** bane weight (not your profession bane weights) and gain the bane weights of your *morph*.

Primary Profession Bonus: Each *morph* starts out with 27 CP. Additional CP must come from morpher abilities.

Secondary Profession Bonus: Each *morph* starts out with 15 CP. Additional CP must come from morpher abilities.

Basic Abilities
1. Form: Create a new *morph*.
2. Augment Morph: Each *morph* gains 9 CP.
3. Shifting Metabolism: Gain one **toughness**. This is the only source of toughness from your professions that applies to your morphs.
4. Life Parody: Use one use of a basic ability from your regular professions while morphed.

Advanced Abilities
1. Practiced Shifting: *Morph* on a Recovery Count instead of on an Encounter Break if you are capable of changing costume that quickly. Interrupting this will cause you to take a Disable and roleplay extreme pain for the Disable duration.
2. Twisted Augment: Use this ability to use any *morph* ability from a morph whose costume you have with you. This expends the ability from the Morph.

Heroic Ability
1. Greatest Gift: You may use this ability to give another character your costume and to give them that *morph* for an Encounter. You are unable to use that *morph* until the target returns the costume and card, or the event ends. The *morph* will overwrite their character sheet just like yours but they do not get the toughness bonus from Shifting Metabolism.

Heroic Bonus: Each *morph* gains 15 CP.

HEALER

Healers remedy most ailments and restore health. Their main role is not injury prevention or health sustenance, but damage control once things eventually go wrong.

Primary Profession Bonus: You and everyone who takes an Encounter Break with you within 10' regains all missing Health.

Secondary Profession Bonus: You and one designated person who takes an Encounter Break with you within 10' regains all missing Health.

Basic Abilities
1. Heal: Throw a **packet** for **white piercing heal 5**.
2. Healing Pool: Each Encounter you may throw three **packets** for **white piercing heal 1**.
3. Stabilize: You may call **voice radius white piercing remedy bleed**.
4. Sense Trauma: You may call **voice radius white {Bane Weight} Reveal** where the bane weight is the **Dead**, **Sleeping,** or **Paralyzed**.

Advanced Abilities
1. Revive - Throw a **packet** for **white life**.
2. Restoration: Throw a packet for **white piercing remedy {color}** where color is any color you choose.

Heroic Ability
1. Wind of Life: Call **voice radius white {my ally} heal 3.** You may mention to any individual at any time that they are a "designated ally" or tell them that they are no longer one which gives or removes the My Ally bane weight. This Bane weight is removed at the end of the event.

Heroic Bonus: Healing Pool gains two more **packets** per Encounter.

STEELMAGE

Steelmages specialize in weapon use and excel in the use of purple-based strike effects. Their use of magic and weapons allows them walk into a melee and cause disarray.

Mechanic: *Unarmored* - If you have no armor items in your loadout, you are *unarmored*. If you equip an armor item during an Encounter, you lose all benefits from *unarmored* and cannot be *unarmored* again until the beginning of the next Encounter.

Primary Profession Bonus: As a Steelmage, weapons in your loadout have the properties (S) Strike for purple 5, (S3) Strike for purple 10.

Secondary Profession Bonus: As a Steelmage, weapons in your loadout have the property (S) Strike for purple 5.

Basic Abilities
1. Eldritch Armor: While *unarmored*, gain one **armor damage**.
2. Eldritch Wave: Strike for **purple massive smash**.
3. Eldritch Lance: Strike for **purple 5**.
4. Eldritch Force: Strike for **purple disarm**.

Advanced Abilities
1. Eldritch Blast: **Strike** for **purple 10**.
2. Eldritch Might: Call **voice radius** purple **smash** and then gain a **heroic buff {strike for purple (1) at will}**.

Heroic Ability
1. Mirror Strike: **Resist strike**. Immediately **strike** the same call back as **purple**.

Heroic Bonus: Gain one Stamina for weapons.

DISRUPTOR

Disruptors specialize in countering other professions. Though not particularly strong in offense or defense, their use of buffs and well placed environmental effects act to support their own line or remove the linchpin from their opposition's.

Primary Profession Bonus: Gain 2 additional buff slots.

Secondary Profession Bonus: Gain 1 additional buff slot.

Basic Abilities
1. Physical Shield: **Indicate buff {armor grey}**.
2. Magical Shield: **Indicate buff {armor purple}**.
3. Elemental Shield: Indicate **buff {armor {color}}** where color is **red**, **yellow**, or **blue**.
4. Communication Lines: Throw a packet for **black** or **white silence**.

Advanced Abilities
1. Point of Failure: **Indicate** a **black** or **white Heavy Remedy Buff**.
2. Surge: Throw a packet for **black** or **white buff {surge}.** This fills every buff slot on the target with **Buff {packet** or **strike (grey) heavy smash}**.

Heroic Ability
1. Dampening Zone: Create an environmental effect with a 35' perimeter. This effect is Aegis {voice radius, indication, packet} decided at the creation of the environmental effect. The same type of effect {voice radius, indication, packet} may not be generated while inside the environmental effect. Expires at the end of the event, but one Heroic is expended at the beginning of the day for each of your Dampening Zones already in play. Props must be illuminated at night. The environmental effect prop should be red for voice radius, yellow or indication, or blue for packets

Heroic Bonus: Each time the heroic is purchased, the disruptor may cast one basic buff an additional time while standing in a Dampening Zone.

HEROIC PROFESSIONS

GUNFIGHTER

Gunfighters specialize in using guns and shells provided by engineers as well as simply using their own. They require a large resource investment but shine in quick, high-power engagements.

Heroic Profession Restrictions: This profession must be taken during character creation or appropriately trained for on stage with confirmation from the story team.

Mechanic: *Round - Rounds* are special Shells marked with the Gunfighter's name that only the Gunfighter may use. R*ounds* have no stamina cost though they are still treated as expendable items with a prop and are marked with an (**Xo)** for their property type. *Rounds* follow the same convention as regular shells found within the Book of Crafting and require a gun to use.

Profession Bonus: The Gunfighter starts each day with three **(Xo) (grey) 4** *rounds* that expire at the end of the day. The Gunfighter can spend two **stamina** at the start of an Encounter to create an **(Xo) (grey) 4** *round* for that Encounter.

Basic Abilities
1. Strafe: The Gunfighter gains one **stamina** for shells, *rounds*, or their profession ability.
2. Pacifist: Start each Encounter with a **(Xo) (grey) disarm** *round*.
3. Wing Shot: Start each Encounter with a **(Xo) (grey) shuffle** *round*.
4. Trick Shot: Start each Encounter with **a (Xo) (grey) Intercept {Reduce Packet}** *round*.

Advanced Abilities
1. Double Tap: Fire another round with the same call as the last *round* or shell fired. This cannot be used on *rounds* from Double Tap or *rounds* and shells modified by Huckleberry.
2. Huckleberry: Change one weight to **piercing** for shells or a *round*. If the gun has a 12" or longer barrel, this ability may be used again to make the delivery **indicated**.

Heroic Ability
1. Eastwood: At the start of the next Encounter, Gain 3 **stamina** for shells. This can be used multiple times for the same Encounter.

Heroic Bonus: Start each day with another (Xo) (grey) 4 round that expires at the end of the day.

Appendix: Advanced Character Rules

Character Transfers from Other Heroic Systems

Deaths (sometimes called dissipations) from any Heroic game are recorded on your Fundamental Character Log. Unless a death is specifically a plot death, you character loses one Endurance per death from outside the H2 system. Each Endurance lost in the H2 system is recorded as a death on the Fundamental Character Log. This means that resurrecting away from the site of your character's death or failing to resurrect after dissipating at an event results in two deaths on your Fundamental Log. H2 treats overcome dissipations and taxing dissipations identically. That means that you can overcome dissipations for the purposes of traveling with your character to another game system, but it will have no effect on your H2 character sheet one way or the other. Deaths not recorded on your Fundamental Character Log are ignored for all purposes related to H2. Permanent Death under other systems does not preclude playing that character at an H2 game, nor does falling to 0 Endurance at an H2 game preclude playing the character in other systems.

H2 recognizes all Event Days granted by other games including Virtual Event Days and Private Event Days and translates them normally as cp. However, actors new to H2 will only be able to spend 90cp at their first H2 event. At their second H2 event, they will be able to spend as much as they like on their Primary Profession. At their third H2 event, they will be able to spend as much as they like on their Primary and Secondary Professions, and so forth. At their sixth event, all professions are available to them. Note that this is for the actor and not per character and is designed to give experienced actors a chance to learn the H2 system smoothly.

Refunding Abilities

Between events, you may refund any number of abilities. The cp you get back becomes Suspended cp, and may not be spent immediately. Any time your character gains cp, you will transfer double the amount gained from your Suspended cp to your Available cp. If you refund all of the Abilities from a Profession, you may remove that Profession from the sheet. You may also swap Professions in their order if you have enough cp available to cover the difference in cost, but any cp refunded becomes Suspended cp. Whenever cp is Suspended for a Human character, half of it rounded down immediately becomes available again. Character Points refunded from Beginner Professions are immediately Available.