

Heroic Abilities

Your GM may include the optional rulings for Heroic Abilities. Each player-character only has one Heroic Ability. As you gain experience over time, you receive ability points, which you can spend on upgrades that further customize your Heroic Ability.

Using a Heroic Ability

Activating a Heroic Ability requires you to spend 2 Story Points. The effects of the Heroic Ability last until the end of your character's next turn, and you can only activate it once per session. Unless stated otherwise, activating a Heroic Ability is an incidental.

Creating a Heroic Ability

1. **Choose the primary ability effect:** The primary effect is the core of your Heroic Ability. It defines what the ability does when you activate it.
2. **Determine your ability's Origin:** How does your character explain their ability? Is it something unique to them as an individual, or perhaps something related to their god-tier?
3. **Name your ability:** It is *yours*, *you* get to name it!

Choose a Primary Ability Effect

Your character receives the benefits for the *base* ability, unless you spend ability points to upgrade to the improved or supreme version. Unless stated otherwise, the benefits of each level of the effect are cumulative, so if you spend ability points for the improved effect, your character still get all the benefits of the base effect.

Connections

Base: When your character activates this ability, choose one NPC and reveal that they owe your character a favor. Work with the GM to establish the relevant details of the existing relationship between your character and the NPC. In some cases, the GM might determine that there is just no way you could know the NPC in question, in which case your Heroic Ability does not activate (you don't spend any Story Points, and you can still activate it later in the session). The NPC won't risk their life or kill anyone as the favor. They also won't do something that's obviously going to ruin their social standing, finances, or so on. However, your character might be able to convince them there is no such risk!

Improved: While this ability is active, your character downgrades the difficulty of all social skill checks they make once.

Supreme: While this ability is active, when an intelligent adversary declares your character the target of an attack, as an out-of-turn incidental you may force the adversary to choose a different target instead.

Foresight

Base: Each round while this ability remains active, each round you may ask the GM one yes-or-no question about knowledge your character doesn't have any mundane or logical reason to possess, which the GM must answer truthfully. Your character gains this information through whatever esoteric means are appropriate.

Improved: While this ability is active, you may reroll one skill check relevant to a question you asked the GM.

Supreme: Once, while this ability is active, when an NPC makes a skill check you can roll an identical dice pool and choose to substitute its results for the NPC's check.

Hard to Kill

Base: While this ability is active, your character gains +4 soak.

Improved: While this ability is active, your character also increases the difficulty of combat checks targeting them by one.

Supreme: While their Heroic Ability is active, your character becomes immune to damage; reduce all damage the character suffers to 0.

Influential

Base: While this ability is active, when your character uses a social skill to inflict strain during a social encounter (see *Social Encounters*), they inflict additional strain equal to their characteristic linked to the skill. If the social encounter is resolved with a single skill check, your character instead adds a number of Success (★) equal to their characteristic linked to the skill.

Improved: While this ability is active, your character only needs to spend 2 Advantage (▲▲) to trigger a "critical remark" (see *Social Encounters*) and inflict 5 strain on the target. Your character can inflict multiple critical remarks with a single check.

Supreme: While this ability is active during a social encounter, your character also reduces any strain they suffer by an amount equal to their Presence or their ranks in Cool (whichever is higher). This reduction applies to skill checks, talents, and abilities that inflict strain, but it

applies only during a social encounter and does not apply to strain your character suffers voluntarily.

Killing Flair

Base: While this ability is active, your character may perform a maneuver once per round on their turn to immediately defeat one minion group within short range.

Improved: While this ability is active, your character may instead perform an incidental once per round on their turn to immediately defeat one minion group within short range. (This replaces the base effect.)

Supreme: When you activate this ability, your character immediately defeats all minions within short range.

Know-It-All

Base: While this ability is active, during each of their turns your character learns (*or remembers*) an important fact about a situation, person, creature, place, or object of their choice. The subject of the information must be either observable by your character or directly relevant to the situation.

Improved: Additionally, while this ability is active your character upgrades the ability of all checks they make once if the check relates to the new information.

Supreme: For each fact you learn using the ability, you gain a temporary Story Point that you or another player may spend before the end of the session. A temporary Story Point is removed from the pool when it is used, but it is not converted to a GM Story Point. When you use these temporary Story Points, describe how the information your character learned or provided benefits the group.

Miraculous Recovery

Base: When your character activates this ability, and at the beginning of their turn each round while it remains active, your character heals 3 wounds.

Improved: When you activate this ability, your character heals all current wounds they are suffering.

Supreme: When you activate this ability, your character heals one Critical Injury they are suffering.

Signature Weapon

Base: Your character has a signature weapon, which is chosen from the table below. Optionally, you may choose to modify the weapon profile by either; increasing the damage by 1 and the encumbrance by 1, or reduce the damage by 1 and critical rating by 1. You and the GM should work together to determine what form the weapon takes and how it came to your character's possession. The appearance of the weapon does not affect its profile, but may dictate what attachments are available. *(For instance, if you describe your Signature Weapon as a halberd, you can't add the weighted head attachment.)* In addition, choose one attachment that the signature weapon does not possess. When you activate this ability, your signature weapon gains the effects of that attachment while the ability remains active *(this does not have a cost or require any hard points)*. Other attachments can be added to the signature weapon in the standard way.

If your character's signature weapon is ever lost or destroyed, it either finds its way back to your character against all odds, or your character obtains a new signature weapon. Work with the GM to decide how this happens, based on the ongoing story. Your character should obtain their new weapon *(or reacquire it)* at the start of the next session, or before the next combat, if not sooner. Conversely, your character can never possess more than one signature weapon at a time. If this ever occurs *(as a result of finding a lost signature weapon after obtaining a replacement, for instance)*, work with the GM to remove all but one signature weapon from your character's possession in a suitably dramatic fashion.

Signature Weapon Table

WEAPON	DAM	CRIT	RANGE	ENCUM	HP	SPECIAL
Brawl	+2	4	Engaged	1	2	Disorient 3, Superior
Melee (Light)	+3	3	Engaged	1	2	Superior
Melee (Heavy)	+5	3	Engaged	3	2	Knockdown, Superior
Ranged (Light)	6	3	Medium	1	2	Superior
Ranged (Heavy)	8	3	Long	2	2	Superior

Improved: Increase the base damage of your character's signature weapon by 1 and reduce its critical rating by 1. The weapon gains the Reinforced quality, and you reduce the weapon's hard points by 1. Alternatively, you may give the weapon just the Reinforced quality, and not reduce its hard points by 1.

Supreme: Your character's signature weapon gains 2 hard points and an attachment of your choice of rarity 9 or less at no cost (subject to the limits of its new total hard points).

The Best

Base: When you select this primary ability effect, choose one skill. While this ability is active, after rolling the dice for a check using that skill but before resolving the results, you may remove 1 Difficulty () of your choice from the pool. (Ignore the symbols shown on that die when resolving the check.)

Improved: While this ability is active, you may remove 1 Setback () of your choice from the results of checks using your chosen skill.

Supreme: While this ability is active, you may remove 1 Challenge () instead of 1 Difficulty () from the results of checks you make using the chosen skill.

Unbreakable

Base: When you activate this Heroic Ability, choose one Critical Injury your character is suffering (except for “dead”). As long as this ability is active, do not suffer any effects of that Critical Injury, including adding +10 to further rolls on the Critical Injury Result table. You can also activate this Heroic Ability as an out-of-turn incidental when your character suffers a Critical Injury.

Improved: While this ability is active, your character does not suffer the effects of any Critical Injuries they are suffering (except for the “dead” Critical Injury).

Supreme: While this ability is active, your character also ignores the effects of the “dead” result. They still die when the ability ends, unless the Critical Injury is somehow removed first.

Heroic Ability Upgrades

As your character grows in experience, they gain ability points to spend on upgrades for their Heroic Ability. Obviously, upgrades improve the ability, but more importantly, they help to differentiate it. Even if two player characters have the same primary ability effect for their Heroic Abilities, different choices of upgrades can result in very different abilities.

Your character receives ability points based on the XP they gain through play. Every time your character’s XP total increases by 50, they gain one ability point to spend. Your character does not gain ability points based on their starting XP determined by their species

When your character gains ability points, you decide how to spend them. Each upgrade includes a cost, and spending the required ability points on an upgrade permanently adds the

benefit of that upgrade to your Heroic Ability. Some upgrades have a cumulative effect if you purchase that upgrade multiple times.

Duration

Cost: 1 Ability Point

Your character's Heroic Ability effect lasts for one additional turn for each purchase of Duration.

Frequency

Cost: 2 Ability Points

Your character can activate their Heroic Ability one additional time per session for each purchase of Frequency.

Secondary Effect

Cost: 1 Ability Point

Add a secondary effect to your character's Heroic Ability. When you purchase this upgrade, select one of the following secondary effects. You may purchase this upgrade a second time to choose a different effect, for a total of two secondary effects. As with the primary ability effect, you should work with the GM to come up with an exciting narrative explanation for each secondary effect.

Even if the primary effect is instantaneous, the duration of the Heroic Ability matters for many secondary effects. Remember, a Heroic Ability lasts until the end of your character's next turn, or longer if you take the Duration upgrade.

Devastating

While the ability is active, your character adds +2 damage to one hit of each of their attacks.

Diminish

While the ability is active, enemies within short range add 1 Setback (■) to their skill checks.

Drain

When your character activates their Heroic Ability and at the beginning of each of their turns it remains active, enemies within short range suffer 2 strain.

Empowered

While the ability is active, your character adds 1 Boost (■) to their skill checks.

Empower Allies

While the ability is active, allies within short range add 1 Boost () to their skill checks.

Rejuvenation

When your character activates the ability and at the beginning of each turn they take while it remains active, your character heals 2 strain.

Rejuvenate Allies

When your character activates the ability and at the beginning of each turn they take while it remains active, all allies within short range heal 2 strain.

Renewal

When your character activates the ability, you may choose to generate a new PC Initiative slot. You may choose to use Cool or Vigilance for this roll. The new result remains for the duration of the encounter. The new Initiative slot is immediately available for use, but it does not allow any PC to take an extra turn during a round.

Story

Cost: 1 Ability Point

Your character only needs to spend one Story Point to activate the ability. You can only purchase this upgrade once.