

# DARK BORN



# CHARACTER LISTS

## NATURE (MUST SELECT 1)

Nature	Requirements	Benefits	Disadvantages
Human Fool	Not NPC	+1 to any 2 different Skills. Once per session you (or another character) may make a Spare Time Roll of 12t to Heal 1 point of Damage on each of your Attributes. You gain 2 Traits per Level (normally 1). You gain +1 Spare Time Point at the start of each session.	You are not a Tethered » You may not make Healing Rolls, and are not affected by Healing Rolls. » You do not become a Spectre when you die. » You may not be resurrected. -2 to all Arcane Skill Rolls.
Born of Blood	Not NPC	+1 Physical and Stealth. <b>Bloody Vengeance:</b> Your first 2 Melee Critical Hits that cause Attribute Damage during the Turn after an enemy causes Attribute Damage to you; Heals 2 of that Attribute Damage. You gain +1 Crit Dmg and Armour vs any character that has killed you (Stacks up to +2).	You gain +1 Corruption or Madness per session. You do not become a Spectre when you die. Shield and the Endure Stance costs +1 Resource.
Born of Fire	Not NPC	+1 Resolve. +1 Recovery. <b>Healing Flask:</b> Four times per Combat the Think Action Heals you for 4 Attribute Damage. You gain +1 Crit Dmg and Armour vs any character that has killed you (Stacks up to +2).	Corruption +2. You do not become a Spectre when you die. Tooth & Claw costs +1 Resource.
Born of Shadow	Not NPC	+1 Physical and Stealth. At the start of any Turn after the first time you Die during combat you may come back to life (in the location of your body, and with the Attribute that killed you healed back to full). Once per Turn you may move 3 spaces and gain +1 Momentum. You gain +1 Crit Dmg and Armour vs any character that has killed you (Stacks up to +2).	Corruption +1. You do not become a Spectre when you die. Tooth & Claw, Shield and the Endure Stance costs +1 Resource.

## OPTIONAL 'BORN OF' GAME TYPE

If all PCs select a 'Born of' Nature then the GM should feel free to apply all Benefits and Disadvantages of the Stamina and Death Harvest Traits to the PCs. These do not require a Trait slot, and PCs only gain 1 Spare Time Point at the start of each game session (normally 2).

GMs should also give all Immense and important Skilled NPCs the Stamina Trait.



## NATURE TRAITS

Resources	Requirements	Benefits	Disadvantages
Beast Within	Born of Blood Min Cor 10	Gain the Beast Nature.	Skill bonuses from different Natures do not Stack.
Ember Up	Born of Fire	+2 Attribute Points. +1 Recovery.	Dark spirits (Skilled NPCs) regularly hunt you. Corruption +1.
Grappling Hook	Born of Shadow	You may climb walls without a Skill Roll. Twice per combat one of your Actions gains +4 Movement and allow you to Fly in a straight line (Does not Stack).	
True Potential	Human Fool 6 Kn	You gain an appropriate non-'Born of' Nature (ie: one that fits your in-game actions).	Skill bonuses from different Natures do not Stack.
Understanding	Requirements	Benefits	Disadvantages
Bad Dream	Born of Blood Min Mad 10	Gain the Deranged Nature.	Skill bonuses from different Natures do not Stack.
Only One Life	Human Fool 4 Kn	You gain +1 Spare Time Point at the start of each session. +2 to all Arcane Skill Rolls.	
Melee	Requirements	Benefits	Disadvantages
Against all Odds	Human Fool 4 Kn	You gain +2 Armour against any Critical Hit that would Kill you. You Heal 1 point of Attribute Damage at the end of each session.	
Blood Parry	Born of Blood	You gain +1 Direct Armour when you are armed with 2 different non-Natural 1 Handed Weapons.	Madness +2.
Killing Blow	Born of Shadow	One of your Unleash Attacks per Combat gains +4 Hit and End Dmg.	
★ Stamina	Born of, Skill NPC or Immense NPC	+2 Hit and End Dmg, all Weapons. +5 Recovery (+8 if you're an Immense NPC).	Attacking costs you 4 Endurance. Spending Momentum costs you 2 Endurance (Stacks).
Titanic Slab	Born of Fire	Weapon Modifications costs you -2 non-Forbidden Knowledge (min 1).	
Range	Requirements	Benefits	Disadvantages
Ashen One	Born of Fire	Healing Flasks Heal +1 Damage. +2 Recovery.	
Blood Hunter	Born of Blood	The Transform Weapon Modification costs you -1 Resource. +1 Recovery.	
★ Break Posture	Born of Shadow	You gain +1 Armour while you have Endurance.	You suffer -1 Crit Dmg vs characters with Endurance.
Death Harvest	Born of	After you or your group kills an Immense or 4 Skilled NPCs: you gain a Spare Time Point.	When you die all of your unspent Spare Time Points drop onto the ground as a glowing mark that only you (or a few select NPCs) can see. You can pick these up.
Unlikely Win	Human Fool 4 Kn	If you survive a fight where an Immense NPC is killed: you gain +1 Attribute Point (Stacks up to +4).	Madness +2.

## ACKNOWLEDGMENTS

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