

## Generic Adventurer Boons

Starting Boons (Available from Level One)	Tier Two Boons (Available After 10 Boons Acquired)	Tier Three Boons (Available After 25 Boons Acquired)
<p>○ ○ ○ <b>+1 Maximum HP</b></p> <p>○ ○ ○ <b>Improve an Ability</b> Pick an Ability. Take the average of 2d6; if you roll higher than the current score, improve it by one. If you fail, choose a different Ability to test.</p> <p>○ <b>Gain a Random Spell and +1 Control</b> Roll 1d10 and 1d8 to determine a new spell (completely random, from the basic spell lists). Reroll if necessary.</p> <p>○ ○ ○ <b>Gain a Follower (Level 1)</b> Choose a Role for the Follower or Animal Companion. If it dies or departs, replace it at the beginning of the next session. Stats: 3d, 1 HP.</p>	<p>○ ○ ○ ○ <b>+1 Maximum HP</b></p> <p>○ ○ ○ ○ <b>Improve an Ability</b> Pick an Ability. Take the average of 2d6; if you roll higher than the current score, improve it by one. If you fail, choose a different Ability to test.</p> <p>○ <b>Gain a Random Spell and +1 Control</b> Roll 1d10 and 1d8 to determine a new spell (completely random, from the basic spell lists). Reroll if necessary.</p> <p>○ <b>Gain a Follower (Level 3)</b> Choose a Role for the Follower or Animal Companion. If it dies or departs, replace it at the beginning of the next session. Stats: 5d, 3 HP.</p> <p>○ <b>Unlock an Advanced Class (and +1 CR)</b> Gain your choice of one of the class's basic Traits <i>and</i> +1 of the relevant Class Resource. <ul style="list-style-type: none"> <li>○ ○ ○ ○ <b>Feat and +1 Class Resource</b> Gain a Feat (or the other basic Trait) of your choice from the Advanced Class, and gain a point of the relevant Class Resource.</li> </ul> </p>	<p>○ ○ ○ ○ <b>+1 Maximum HP</b></p> <p>○ ○ ○ ○ <b>Improve an Ability</b> Pick an Ability. Take the average of 2d6; if you roll higher than the current score, improve it by one. If you fail, choose a different Ability to test.</p> <p>○ <b>Gain a Random Spell and +1 Control</b> Roll 1d10 and 1d8 to determine a new spell (completely random, from the basic spell lists). Reroll if necessary.</p> <p>○ <b>Gain a Follower (Level 5)</b> Choose a Role for the Follower or Animal Companion. If it dies or departs, replace it at the beginning of the next session. Stats: 7d, 5 HP.</p> <p>○ <b>Unlock a Second Advanced Class</b> Gain your choice of one of the class's basic Traits <i>and</i> +1 of the relevant Class Resource. <ul style="list-style-type: none"> <li>○ ○ ○ ○ <b>Feat and +1 Class Resource</b> Gain a Feat (or the other basic Trait) of your choice from the Advanced Class, and gain a point of the relevant Class Resource.</li> </ul> </p>

### How to Use with a New Character:

#### **(For experienced players)**

1. Roll Abilities as usual. Set Town Abilities to zero, as usual. Choose a Class. Select and roll equipment as usual.
2. Start with 4 HP.
3. Pick two Boons. (The bubbles show how many times a particular Boon can be taken.) Always pick from the Generic or your Class list. You get to pick one Boon after each session. Voila!

## Leader Boons

### Starting Boons

#### ○ **Roll +1d on Social Tests**

You are skilled at reading people and responding appropriately, including while negotiating, persuading, lying, haggling, performing, commanding, etc.

#### ○ ○ **+1 Circles and +1 Businesses**

Declare and record the nature of your connections: aristocratic, professional, criminal, military, or other. Declare and record the nature of your business interests.

### **Gang Leader**

You attract intensely loyal Followers. Give Followers a Role. If they die, replace them at the beginning of the next session. You may take the following Boons *in order*:

- **Level One Follower** (3d, 1 HP)
- **Level Two Follower** (4d, 2 HP)
  - **Level Three Follower** (5d, 3 HP)
  - ○ **Level Four Follower** (6d, 4 HP)

#### ○ **Tactical Leadership**

When you use your action to give directions to your Followers, they roll +1d this Round.

- **Zealotry:** When you use your action to direct them, your Followers also add +1s to successful tests and saves (including damage).
- **Combat Drills:** Your Followers roll +1d when they work together as a team in combat.

#### ○ ○ ○ ○ ○ **Gain +1 Guile and Choose a Class Feat:**

- 1) **Underworld Connections:** Roll +1d on Circles tests to establish or track down an underworld contact (criminal, fence, informant, corrupt lawman, etc.). You can always find a buyer or seller of dangerous, illegal, or forbidden goods. Decide whether word of your underworld connections is suppressed or widely known.
- 2) **Silver Tongue:** Spend Guile: while you talk nonstop, convince someone that what you are saying is true, so long as it is remotely plausible (Acuity Save negates).
- 3) **Cat Burglar:** Roll +1D when you climb, hide, sneak, or break and enter. When carrying minimal gear/equipment, instead roll +2D.
- 4) **Backstab:** When you strike an unsuspecting enemy, you may spend Guile to add +3 damage to your result.
- 5) **A Clever Distraction:** Spend Guile to force all affected enemies within the immediate vicinity to roll -1D to their Combat Checks for the Round.
- 6) **Sleight of Hand:** Roll +1d on any thievery tests. Spend Guile to produce a given mundane tool, object, or weapon from your pockets, no matter how thoroughly you've been searched or how much of your equipment has been left behind. (The item must be one that you own or could have pocketed in the last few hours.)
- 7) **Encyclopedic Knowledge:** You have a great memory and know a breathtaking amount of information.

### Tier Two Boons

#### ○ **Roll an additional +1d on Social Tests**

#### ○ ○ **+1 Circles and +1 Businesses**

### **Gang Leader**

- **Level Four Follower** (6d, 4 HP)
- **Level Five Follower** (7d, 5 HP)

### Tier Three Boons

#### ○ **Roll an additional +1d on Social Tests**

### **Gang Leader**

- **Level Five Follower** (7d, 5 HP)
- **Level Six Follower** (8d, 6 HP)