

Special Rules

Special Rules - Evernight Setting	
Aim	+2 Shooting/Throwing if character does not move
Area Effect Attacks	Targets under template suffer damage, treat cover as armor; missed attacks rolls cause 1D6" deviation for throwing weapons, 1D10" deviation for launched weapons; x1 for Short Range; x2 for Medium Range; x3 for Long Range
Breaking Things	See Obstacle Toughness Table; Parry 2; No bonus damage or Aces apply
Called Shot - Limb	-2 attack
Called Shot - Head	-4 attack; +4 damage
Called Shot - Small Target	-4 attack
Called Shot - Tiny Target	-6 attack
Cover - Light	-1
Cover - Medium	-2
Cover - Heavy	-4
Darkness - Dim	-1 attack
Darkness - Dark	-2 attack; targets are not visible beyond 10"
Darkness - Pitch Darkness	Targets must be detected to be attacked at -4
Defend	+2 Parry; character may not take other actions (except free move)
Disarm	-2 attack; defender must take a Str roll vs the damage or drop his weapon
Drawing a weapon	-2 penalty to attack roll with that weapon; drawing 2 weapon or large weapon requires an Agility roll
The Drop	+4 attack and damage
Finishing Move	Instant kill to helpless foe with lethal weapon
Firing Into Melee	See Innocent Bystanders
Ganging Up	+1 Fighting per additional attacker; maximum of +4
Grappling	Opposed Strength roll to grapple; raise cause Shaken
Innocent Bystanders	Missing Shooting or Throwing roll of 1 (2 with shotguns or autofire) hits random adjacent target
Nonlethal damage	Characters are knocked out for 1D6 hours instead of wounded
Obstacles	If attack hits by the concealment penalty, the obstacle acts as Armor
Prone	As Medium cover; prone defenders suffers -2 Fighting, -2 Parry in melee
Ranged Weapons in Close Combat	Pistols only; Target Number is defender's Parry
Touch Attack	+2 Fighting
Trick	Describe action; make an opposed Agility or Smarts roll; opponent is -2 Parry until next action; with a Raise, the foe is -2 Parry and Shaken
Two Weapons	-2 attack, additional -2 for off-hand if not Ambidextrous
Unarmed Defender	Armed attackers gain +2 Fighting
Unstable Platform	-2 Shooting from a moving vehicle or animal
Wild Attack	+2 Fighting; +2 damage; -2 Parry until next action
Withdrawing from Close Combat	Adjacent foes get one free attack at retreating character
Intimidate	Opposed roll versus Spirit; +2 to next action against this target with a success; +2 bonus and opponent is Shaken with a raise
Taunt	Opposed roll versus Smartst; +2 to next action against this target with a succes; +2 bonus and opponent is Shaken with a raise

Special Rules

Special Rules - Other Settings	
Autofire	-2 Shooting
Double Tap	+1 attack and damage
Three Round Burst	+2 attack and damage
Suppressive Fire	On Successful Shooting Roll, targets with a Medium Burst Template must make a Spirit Roll or be Shaken; those who roll 1 are hit for normal damage

Experience

Leveling (for each 5 XP)
Gain a new Edge
Increase 2 skills less than its linked attribute
Increase 1 skill equal or greater than its linked attribute
Increase one attribute (once per Rank)
Gain a new Spell/Miracle

Experience Point	Rank
1-19	Novice
20-39	Seasoned
40-49	Veteran
60-75	Heroic
80+	Legendary

Experience

Skills

Skills - Evernight Setting	Linked Trait
Boating	Agility
Climbing	Strength
Fighting	Agility
Gambling	Smarts
Guts	Spirit
Healing	Smarts
Intimidate	Spirit
Knowledge	Smarts
Lockpicking	Agility
Notice	Smarts
Persuasion	Spirit
Repair	Smarts
Riding	Agility
Shooting	Agility
Stealth	Agility
Streetwise	Smarts
Survival	Smarts
Swimming	Agility
Taunt	Smarts
Throwing	Agility
Tracking	Smarts

Skills - Other Settings	Linked Trait
Driving	Agility
Investigation	Smarts
Piloting	Agility

Skills

Edges

Background Edges	Rank	Requirements	Effects
Alertness	Novice		+2 Notice
Ambidextrous	Novice	Agility d8	Ignore -2 penalty for using off-hand
Arcane Background	Novice		Allows access to spells or miracles
Arcane Resistance	Novice	Spirit d8	Armor 2 vs magic, +2 to resist magic effects
Improved Arcane Resistance	Novice	Arcane Resistance	Armor 4 vs magic, +4 to resist magic effects
Attractive	Novice	Vigor d6	Charisma +2
Very Attractive	Novice	Attractive	Charisma +4
Berserk	Novice		Smarts roll or go Berserk after being wounded; +2 Fighting and Strength roll, -2 Parry, +2 Toughness; Roll of 1 on Fighting die hits random adjacent target
Browny	Novice	Strength d6, Vigor d6	Toughness +1; load limit is 8xStr instead of 5xStr
Fast Healer	Novice	Vigor d8	+2 to natural Healing roll
Luck	Novice		+1 benny per session
Great Luck	Novice	Luck	+2 bennies per session
Noble	Novice		+2 Charisma; Character is noble born with status and wealth
Quick	Novice		Discard draw or roll of 5 or less for new card or new roll
Rich	Novice		3x starting funds, \$75k annual salary
Filthy Rich	Novice	Noble or Rich	5x starting funds, \$250k annual salary

only chosen during character creation

Professional Edge	Rank	Requirements	Effects
Ace	Novice		+2 Boating, Driving; may make soak roll for vehicle at -2
Acrobat	Novice	Agility d8, Strength d6	+2 to nimbleness-based Agility rolls; +1 Parry if unencumbered
Champion	Novice	See text	+2 damage and Toughness vs. supernatural evil
Gadgeteer	Novice	See text	May "jury-rig" a device with any available power once per game session
Holy/Hunholy Warrior	Novice	See text	Spend 1 Power Point to make evil creatures make Spirit check or be Shaken; roll of 1 kills Extras, wounds Wild Cards; cost is 1 Power Point by creature affected
Investigator	Novice	Smarts d8, Investigation d8, Streetwise d8	+2 Investigation and Streetwise
Mentalist	Novice	AB(Psionics), Smart d10, Psionics d6	+2 to any opposed Psionics roll
Mr. Fix It	Novice	See text	+2 to repair rolls; halve normal Repair time with raise
Scholar	Novice	d8 in affected skills	+2 to two different Knowledge skills
Thief	Novice	Agility d8, Climb d6	+2 Climb, Lockpick, Stealth, rolls made to trick or deceive, detecting or disarming traps
Wizard	N	See text	Each Spellcasting raise reduces cost of spell by 1 point
Woodsman	Novice	Spirit d6, Survival d8, Tracking d8	+2 Tracking, Survival, and Stealth (while in Wilderness)
Avatar of Solace	Novice	Red Knight or Sun Priest	Sun Blade : +2 damage, illuminate an area 10" in diameter
Musketeer	Novice	Shooting d8	Firing arquebus every other round
Red knight	Novice	Human, Spirit d8, Strength d6, Vigor d8, Faith d6, Fighting d8	+2 Charisma with civilized Folk
Sun Priest	Novice	Human, Spirit d8, Faith d6	+2 Charisma

Edges

Edges

Combat Edge	Rank	Requirements	Effects
Block	Seasoned	Fighting d8	Parry +1
Improved Block	Veteran	Block	Parry +2
Combat Reflexes	Seasoned		+2 to recover from being Shaken
Dodge	Seasoned	Agility d8	-1 to be hit from ranged attacks
Improved Dodge	Veteran	Dodge	-2 to be hit from ranged attacks
Double Shot	Seasoned	Elf or Half-Elf with Agility Heritage, Shooting d8	1 extra Shooting attack at -2 at the same target
Improved Double Shot	Veteran	Double Shot	As above but no penalty
First Strike	Novice	Agility d8	Automatically attack foes who move adjacent
Fleet-Footed	Novice	Agility d6	d10 running die instead of d6
Florentine	Novice	Agility d8, Fighting d8	+1 vs foes with single weapon and no shield, ignore point of gang bonus
Frenzy	Seasoned	Fighting d10	1 extra Fighting attack at -2
Improved Frenzy	Veteran	Frenzy	As above but no penalty
Giant Killer	Veteran		+4 damage when attacking large creatures
Hard to Kill	Novice	Wild Card, Spirit d8	Ignore wound penalties for Vigor roll made on the Knockout or Injury tables
Harder to Kill	Veteran	Hard to Kill	50% of surviving "death" by some unlikely means
Level Head	Seasoned	Smarts d8	Act on best of two cards or rolls in combat
Improved Level Head	Seasoned	Level Head	Act on best of three cards or rolls in combat
Marksman	Seasoned		Character gets the aim maneuver (+2 Shooting) if he does not move
Nerves of Steel	Novice	Wild Card, Vigor d8	Ignore 1 point of wound penalties
Improved Nerves of Steel	Novice	Nerves of Steel	Ignore 2 points of wound penalties
Quick Draw	Novice	Agility d8	May automatically draw weapon as a free action
Rock and Roll!	Seasoned	Shooting d8	Full-auto penalty is -1 instead of -2
Scamper	Seasoned	Agility d8, Half-Folk	Foes of man-size or larger subtract 1 from attacks rolls
Steady Hands	Novice	Agility d8	Ignore unstable platform penalty for mounts or vehicles
Sunder	Seasoned	Dwarf	Damage roll Ignores 1 point of armor
Improved Sunder	Veteran	Sunder	Damage roll Ignores 2 points of armor
Sweep	Novice	Strength d8, Fighting d8	Attack all adjacent foes at -2
Improved Sweep	Veteran	Sweep	As above but no penalty
Two-Fisted	Novice	Agility d8	May attack with a weapon in each hand without multi-action penalty
Trademark Weapon	Novice	Fighting or Shooting d10	+1 Fighting or Shooting with one particular weapon
Improved Trademark Weapon	Veteran	Trademark Weapon	+2 Fighting or Shooting with one particular weapon
War Cry	Seasoned	Half-Orc	Intimidation roll for all targets in the Medium Boom Template
Whirlwind	Veteran	Agility d8, Fighting d8, 2 weapons	Attacker make a running roll and must move that many inches Every target adjacent to the path starting from initial position is attacked at -4
Improved Whirlwind	Veteran	Whirlwind	As above but the penalty is -2

Leadership Edge	Rank	Requirements	Effects
Command	Novice	Smarts d6	+1 to troops recovering from being Shaken within 5"
Fervor	Veteran	Spirit d8, Command	+1 melee damage to troops in command
Hold the Line!	Seasoned	Smarts d8, Command	Troops have +1 Toughness
Inspire	Seasoned	Command	+1 to Spirit rolls of all troops in command
Natural Leader	Novice	Spirit d8, Command	Leader may give bennis to troops in command

Edges

Power Edge	Rank	Requirements	Effects
New Power	Novice	Arcane Background	Characters gains one new power
Power Points	Novice	Arcane Background	+5 Power Points, once per rank only
Power Surge	Seasoned	Arcane Skill d12	+2d6 Power Points when dealt a Joker or a result of 12
Rapid Recharge	Seasoned	Spirit d6, Arcane Background	Regain 1 Power Point every 30 minutes
Improved Rapid Recharge	Veteran	Spirit d8, Arcane Background	Regain 1 Power Point every 15 minutes
Soul Drain	Seasoned	Special	Special

Social Edge	Rank	Requirements	Effects
Charismatic	Novice	Spirit d8	Charisma +2
Common Bond		Wild Card, Spirit d8	May give bennies to companions in communication
Connections	Novice		Call upon powerful friends with a Persuasion roll
Strong Willed	Novice	Intimidate d6, Taunt d6	+2 Intimidate and Taunt, +2 to resist

Weird Edge	Rank	Requirements	Effects
Beast Bond	Novice		Character may spend bennies for his animals
Beast Master	Novice	Spirit d8	You gain an animal companion
Danger Sense	Novice		Notice-2 to detect surprise attacks/danger
Healer	Novice	Spirit d8	+2 Healing

Wild Power	Rank	Requirements	Effects
Dead Shot	Seasoned	Wild Card, Shooting/Throwing d10	Double Ranged damage when dealt Joker or a result of 12
Mighty Blow	Seasoned	Fighting d12	Double Melee damage when dealt Joker or a result of 12
Power Surge	Seasoned	Wild Card, Arcane Skill d12	+2d6 Power Points when dealt a Joker or a result of 12

Legendary Edge	Rank	Requirements	Effects
Followers	Legendary	Wild Card	Attract 5 henchmen
Master	Legendary	Wild Card, Expert in Trait	Wild Die is d10 for one trait
Professional	Legendary	d12 in trait	Trait become d12+1
Expert	Legendary	Professional in Trait	Trait become d12+2
Sidekick	Legendary	Wild Card	Characters gains a Novice WC sidekick
Tough as Nails	Legendary		Toughness +1
Improved Tough as Nails	Legendary	Tough as Nails	Toughness +2
Weapon Master	Legendary	Fighting d12	Parry +1
Master of Arms	Legendary	Weapon Master	Parry +2

Powers List

Power	Rank	Cost	Range	Duration	Effect
Armor	Novice	2	Touch	3 (1/r)	+2 Armor; +4 with a raise
Barrier	Seasoned	1/section	Smarts	3/(Spec.)	Create a barrier with a Toughness of 10
Blast	Seasoned	2-6	24/48/96	Instant	Targets with a Medium Template suffer 2d6 damage; double Power Points increase template to large or damage to 3d6
Bolt	Novice	1-6	12/24/48	Instant	1 to 3 bolts at 2d6 damage; double Power Points for 3d6 damage
Boost/Lower Trait	Novice	2	Smarts	3/1	Raise or lower any trait by 1 die type; 2 die types with a raise
Deflection	Novice	2	Touch	3/1	-2 penalty to be hit; -4 with a raise
Det/Con Arcana	Novice	2	Sight	Special	Detects/Conceals supernatural beings, items & effects
Dispel	Seasoned	3	Smarts	Instant	Dispel magical effects
Fear	Novice	2	Smartsx2	Instant	All within Large Template must make Guts check; at -2 with a raise
Fireburst	Novice	2	Flame Template	Instant	Targets within template may make Agility rolls vs Faith/Spellcasting or suffer 2d10 damage
Fly	Veteran	3/6	Touch	3/1	Allows a character to fly
Greater Healing	Veteran	10/20	Touch	Instant	Heals older wounds and crippling injuries
Healing	Novice	3	Touch	Instant	Heals a wound suffered within the last hour, or 2 with a raise
Invisibility	Seasoned	5	Self	3/1	-4 to be detected or attacked; -6 with a raise
Light	Novice	1	Touch	10 min.	Creates a Large Burst Template of clear light
Obscure	Novice	2	Smarts	3/1	Large Burst Template of total darkness
Pawn of Mizridoor	Novice	3	Smarts	3/1	Special
Puppet	Veteran	3	Smarts	3/1	Control another being
Quickness	Seasoned	4	Touch	3/2	Two actions per round; a raise also allowd character to discard initiative cards or roll of 8 or lower each round and redraw or reroll
Shape Change	Special	Special	Self	1m./1m.	Allows caster to change into various animal
Smite	Novice	2	Touch	3/1	+2 bonus to melee weapon; +4 with a raise
Solar Storm	Seasoned	5	Faithx2	Instant	2d10 damage in Large Burst Template, risk of catching fire
Speed	Novice	1	Touch	3/1	Basic Pace is doubled; raise negates running penalty
Stun	Novice	2	12/24/48	Special	Targets with a Medium Template must roll Vigor (at -2 with a raise) or be Shaken
Telekinesis	Seasoned	5	Smarts	3/1	Moves creatures or objects; see text
Wall Walker	Novice	2	Touch	3/1	Move along any surface at normal pace, may also run
Wave Runner	Novice	2	Touch	1 hour/1/h	Allows recipient to function freely underwater
Zombie	Veteran	3 per corpse	Smarts	Special	Create Zombies

Arcana

Wizard Spells	Sun Priest Miracles	Red Knight Miracles	Special Power
Armor	<i>Healing</i>	<i>Healing</i>	Shape Change
Barrier	Armor	Armor	Wave Runner
Blast	Blast	Boost/Lower Trait	Zombie
Bolt	Boost/Lower Trait	Deflection	
Boost/Lower Trait	Deflection	Det/Con Arcana	
Deflection	Det/Con Arcana	Dispel	
Det/Con Arcana	Dispel	Fear	
Dispel	Fear	Fireburst	
Fear	Fireburst	Light	
Fireburst	Greater Healing	Smite	
Fly	Light	Stun	
Invisibility	Solar Storm		
Obscure	Smite		
Pawn of Mizridoor	Stun		
Puppet			
Quickness			
Smite			
Speed			
Stun			
Telekinesis			
Wall Walker			
<i>Italic must be first choice</i>			

Arcana