

## HINDRANCE SUMMARY

Carouser	Minor	Draw two cards After the Adventure, GM chooses which applies.
Damsel in Distress	Major	-2 on Fighting rolls, Fear checks and rolls to resist Tests of Will; +2 Charisma; one extra Bennie, which once per session can be given to a friend. Villains/monsters try to kidnap you, good characters feel protective. When you gain an Advance, roll Spirit-4; on a success, remove one penalty. Once all are gone, you lose the extra Bennie.
Dependent	Major	You have a Henchman dependent. If (s)he is hurt, you start the next adventure with one less Benny. If (s)he is killed, you start with no Bennies and must replace this Hindrance with another.
Fear of Magic	Minor/ Major	Dreads all magic and must avoid it. If Major, can't use magic objects/Lotus potions, make Fear check if you face/use magic.
Irascible	Minor	Must react to insults. -2 vs Taunts or Smarts-based Tricks. May apply -1 to Smarts roll to go Berserk.
Lost on the Way	Minor/ Major	Must have AB (Enlightenment); Enlightenment skill may not exceed d8. If Major, you can't take New Power or Power Points Edges.
Poverty	Minor	Halve starting money and Savings.
Sharp-Tongued	Minor	Your first action in combat must be a Taunt Test of Will (spend a Benny to avoid). Persuasion may not exceed d8. +1 to Taunt rolls.

## EDGE SUMMARY

Unless explicitly stated otherwise, you may replace Enlightenment requirements with Obscurement.

Amazon	N, St d6, Fighting d6, Notice d6, female	+1 Parry vs men, free Fighting attack once per round vs man who rolls 1 on Fighting die when attacking you
Ancient Pact	N, Sm d6, Sp d8, Charisma +1, Noble or Fallen Noble	Gain summon ally Power for a particular Henchman Demon of up to Veteran rank. See text.
Armor Use	WC, N, V d8, Fighting d6	May add torso armor value to Soak rolls; lose one point of armor per use, can be Repaired unless armor value is reduced to 0.
Beast Rider	See text	You have a loyal Henchman mount. See text.
Being Like Water	N, Sp d8, Enlightenment d6, Fighting d6	Choose a single monk weapon (or unarmed attacks) and a single power when taking this edge. When wielding that weapon a raise on the Enlightenment roll to activate that power reduces Power Point cost by 1
Binding Ritual	H, Sm d10, Kn (Arcana) d10, Sorcery d10	Sorcery-4 roll to make a maintainable spell permanent. Costs 2x normal Power Points (not recovered until spell drops) and takes as many hours to cast. Can only have one bound spell at a time.
Blindseeker	N, Sp d8, Blind, Enlightenment d8, Notice d8	Ignore effects of Blind Hindrance and Lighting modifiers. Can use analyze foe Power at will. +2 Charisma towards monks and Jademens. See text.
Born in the Saddle	N, Riding d8	+2 to Riding; may make Soak rolls for mount at -2
Brute	N, St d6, V d6	+1 on melee attack damage, +2 if you hit with a raise.
Burned Hand of Tosar	S, Sp d8, V d8, Nerves of Steel, Priest, follower of Tosar	By suffering a Wound, one hand does Sp+d6 damage, sets fire to targets, and counts as a magic weapon for as many rounds as your Spirit die type.

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EDGE	REQUIREMENTS	EFFECTS
Champion	N, Sp d6, St d6, V d8, AB (Enlightenment), Enlightenment d6, Fighting d8	Requirements changed, otherwise as per SWDEE.
Charioteer	N, Driving d8	+2 to Driving; may make Soak rolls for vehicle at -2
Chemical Tradition	S, Sm d6, Kn (Arcana) d8, Lotusmastery d8	Makes two potions for the Power Point cost of one; two raises on Lotusmastery roll means both potions have the raise effect. (A single raise is ignored.)
Cloak Hero/ Heroine	N, A d8, Fighting d6, Stealth d6	If unencumbered, may use cloak as a shield (+1 Parry, +2 Toughness vs ranged attacks); both hands count as free. Tricks using cloak affect all in SBT.
Cloak Master/ Mistress	H, Cloak Hero/ Heroine, Charisma +1, Persuasion d8	As Cloak Hero/Heroine, plus: add half Charisma (round up) to Trick rolls; cloak counts as Light Armor (+1) but allows use of Loincloth Hero/Bikini Heroine Edge.
Corsair Fencer	N, Ag d8, Fighting d8, Taunt d6, Caldeian Corsair	+1 Parry and +2 to sword-based Tricks while unencumbered with no off-hand weapon or shield. If you have the Counterattack Edge, +2 Fighting on counterattack rolls.
Count the Deaths!	N, Sp d6, St d6, V d6	Right after killing a foe, make Spirit -2 roll (+1 if killed more than one foe this round, +2 if Priest) to gain +1 damage or +1 Toughness, up to max. +2.
Dancing Witch/ Warlock	N, Ag d8, V d6, AB (Sorcery), from Ivory Savannah	May dance as an action to maintain power instead of paying Power Points. Vigor roll hourly and when dance stops to avoid loss of Fatigue.
Demon Hunter	S, Enlightenment d8, Holy Warrior	+2 to Kn (Arcana) and Kn (Religion) on demonic topics. Opposed Spirit roll vs Wild Card undead or demon within 6" to capture its soul, granting Steel Benny of the Demon Hunter (see text). One soul can be bound at a time (two at Heroic Rank).
Distract	N, Sm d6, Fighting d8, Taunt d4	Once per round, free Trick against foe you're about to attack with Fighting. -2 to damage until next turn; can't use on Wild Attacks.
Falconer	S, Sm d8, Beast Master, Survival d6	Your bird companion is a Henchman with Sm and V one die step higher than normal. It obeys orders like a dog. It grants +2 Gang Up bonus and +1 to Tricks if within 6".
Fallen Noble	N	+1 Charisma, and one of the following: 3x starting cash, minor relic of GM's choice, or a Henchman follower.
Former Gladiator	N, A d6, Fighting d8, Intimidation d6	Successfully intimidating an adjacent foe grants a free Fighting attack with no multi-action penalty.
Ghoulblood	V d6, Cairnlander	+2 to any rolls against undead magic powers; undead with Neutral or better Reaction don't attack; Natural Healing roll every 2 days.
Helper	S, Sm d8, Notice d8, Persuasion d6	Observe friend within 6" and make Notice-2 roll; success gives friend +1 on trait roll before end of next round (-2 if Notice roll was 1). May only help with arcane or knowledge skills if you have them. Always gives +1 to leader in cooperative rolls if it's not you.
Holy/Unholy Warrior	N, Sp d8, AB (Enlightenment), Enlightenment d8	Requirements changed, otherwise as per SWDEE.
Hoplite Training	N, St d6, V d6	Weight of armor/shield halved for Encumbrance purposes; +2 Vigor to resist Fatigue from long marches or wearing armor in hot conditions.

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EDGE	REQUIREMENTS	EFFECTS
Impressive Aura	S, Sp d6, Sorcery d6	May use Sorcery as Intimidation; 1 on skill die means this costs 1 Power Point.
Improved Impressive Aura	H, Sp d8, Impressive Aura, Sorcery d8	As Impressive Aura, but Shaken results cause actual damage (and cost one Power Point).
Incense Tradition	V, Sm d8, Kn (Arcana) d8, Lotusmastery d8	Store Lotus concoctions as smoke in glass Orb. See text.
Last Arrow!	N, Luck, Shooting d6	Declare you're using your last shot. Gain The Drop, but you are now out of ammo
Loincloth Hero / Bikini Heroine	WC, N, Ag d8, V d6	Free Soak roll against each Wounding attack if unarmored (shields are allowed).
Loincloth God / Bikini Goddess	WC, H, V d8, Dodge, Loincloth Hero/Bikini Heroine	Increase Wild Die one die type when Soaking Wounds; once per session may add Charisma to a single Soak roll.
Lotus Reserve	S, Sm d8, Kn (Arcana) d6, Lotusmastery d8	Once per session, spend a Benny to create a Lotus potion as a free action for no Power Point. Cannot combine with Chemical Tradition.
Lowlife	N, Sm d4, Persuasion d4, Streetwise d6, Stealth d4	+2 to Persuasion and Streetwise in a criminal environment. May look for two Rare Items between sessions, with a raise one is free up to 100 Moons/Rank.
Mighty Roar/Witty Remark	S, Fighting d8, Intimidation d8 or Taunt d8	Choose Intimidation (Mighty Roar) or Taunt (Witty Remark). Make free Test of Will of that type per round; this doesn't count as an action.
Monk	N, Sp d8, Enlightenment d8	Add Poverty Hindrance, gain +1 on Persuasion rolls. Must be Contemplative or Militant. Contemplative: Add Pacifism (Major) Hindrance, gain +2 to dispel and banish Powers, may use Spirit for Soak and Common Knowledge rolls. Militant: If attacking with bare hands or a monk weapon, activating range Self powers has no multi-action penalty; range Touch powers are range Self instead.
Mounted Devil	N, Fighting d8, Riding d8	When on horseback and unencumbered, at start of your turn you may choose one of: +1 to a single Fighting roll, 2 points of Cover, or a free Agility Trick using the better of Agility or Riding.
Nimble Strike/Soul Strike	S, V d6, A d8 or Enlightenment d8, Fighting d8	Choose Ag (Nimble Strike) or Sp (Soul Strike); may sue that instead of St for damage with a particular weapon if unencumbered. May be taken multiple times with different weapons.
Noble	N	As per SWDEE, except PCs gain 5x starting funds but no regular income. Works as normal for NPCs.
One Hand and a Half	S, A d6, St d6, Fighting d8	Can use 1-handed weapons that do Str+d6 or more 2-handed, granting +1 damage or +1 Parry (decide which at start of turn).
Poet	N, Sm d6, Sp d6, Kn (Legends and Lore) d6	May use Kn (Legends and Lore) instead of Persuasion or Taunt.
Poisoner	N, Sm d6, Healing d6, Stealth d6, Streetwise d6	Can use poison power (only) with arcane skill Smarts and Power Points = half Smarts +1/Rank.
Priest / Philosopher	N, Sm d6, Sp d6, Kn (Religion) d8	+2 Kn (Religion), +1 Persuasion. Spirit roll to gain extra Benny, cumulative -4 per try after first; on a 1, lose a Benny and may not roll again this session. Can be combined with Enlightenment.

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EDGE	REQUIREMENTS	EFFECTS
Quartermaster	N, Boating d8	+2 to Boating; may make Soak rolls for vessel at -2
Rain of Steel	S, Quick Draw, Throwing d8	Throw up to 3 daggers/Manticore's Stings in a single action at -2. St is considered at most d8 for damage.
Relic	N	Start with a major Relic of the GM's choice, linked to one of character's Hindrances
Rich	N	As per SWDEE, except PCs gain 5x starting funds but no regular income. Works as normal for NPCs.
Filthy Rich	N, Noble or Rich	As per SWDEE, except PCs gain 10x starting funds but no regular income. Works as normal for NPCs.
Sage	N, Sm d8, Scholar, Investigation d8, literate	Common Knowledge roll to remember one of monster's Special Abilities while fighting. Once per session may add one fact to the setting, which either solves a problem or grants +4 to one roll.
Savage	N, Survival d8	If in a natural environment, can roll for Climbing, Healing and Notice using the controlling attribute if higher than skill, or roll at +1 if it is not. No penalties for lack of equipment when using these skills.
Smith	N, Sm d6, St d6, V d6, Repair d8	+2 to rolls to repair or craft armor or weapons; at start of each adventure gain one Sharpened Token per Rank (see text).
Soul Drain	N, AB (Sorcery), Kn (Arcana) d8, Sorcery d8	Requirements changed, otherwise as per SWDEE.
Soul Eater	S, Sm d6, Sp d8, Cairnlander or Obscurement d8	Steal Traits of dead victims – see text
Still Got One	S, Sm d6, Repair d6, Stealth d6	You rarely run out of throwing blades. See text.
Strong Arm	S, St d6, Shooting d6 or Throwing d6	Increase range bracket of thrown weapons by 50%.
Tempress	N, Sm d8, Charisma +4, Persuasion d8	Can use boost/lower trait power on members of the opposite sex; arcane skill is Persuasion, Power Points = Charisma +1/Rank. Subject must be able to see you. This isn't magic but can be dispelled.
Terror of Foes	S, Command, Fighting d8, Intimidation d8	Foes in your Command Radius suffer -1 to Spirit rolls. If you kill an enemy in melee, survivors suffer -1 Fighting to the end of the scene.
Tooth and Nail	V, Nerves of Steel	+1 damage per Wound you have, maximum +2
Trained Thrower	N, A d6, V d6, Shooting or Throwing d8	Choose bow, sling or javelin as your professional weapon; you have one of these (or 5 javelins), and leather armor, for free. Your Strength counts as one die type higher for weapon requirements (not damage). May reroll 1s on Shooting or Throwing dice.
Treasure Hunter	N, A d8, Sm d6, Notice d6, Lockpicking d6, Streetwise d6	+2 on rolls to spot, avoid or disarm traps. +25% savings.
Watch Your Back!	N, A d6, Sp d8, Pace 6, Notice d6	Free Benny at start of each chase. Spirit-2 roll to find the nearest exit from an enclosed area.