

NOTES

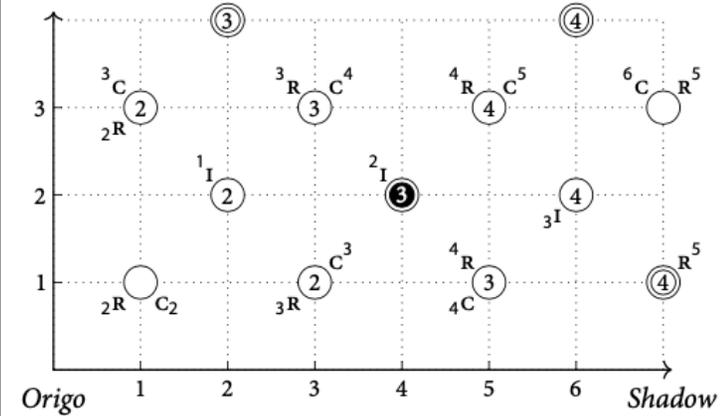
CHARACTER LOG

Sulodkar's Wake © Christian Mehrstam

version 1.0 by Hexaadre (<https://hexaadre.com>)

PRIME

Gunta



THE PRIME RULES

- The Prime can use any armor and any weapons.
- Once per combat, they get two attacks in the place of one.
- They can protect a nearby ally by taking all attacks against her for one round. Enemies get Speed rolls to avoid it.
- Prime characters learn from enemies they have bested. When they take down an enemy single-handedly, they can place the memory in one of their spaces and call upon it—in a way that relates to the specifics of the enemy or fight—once per 24 hours to treat a stack score as if it were 9, to raise damage 1 step, or to make a Bulk roll instead of a clean roll vs. harm.
- Some enemies have transferable nanite abilities. Upon those enemies' deaths, if the Prime made the killing blow, there is a chance (individual for the enemy) that the nanites providing the ability leave to find a live host. In such a case, they will move to the Prime character, effectually transferring the special ability to one of her spaces and making it usable once per 24 hours in a manner specified by the enemy description.
- Prime characters get double Bulk rolls vs. poison and disease, double Ghost rolls vs. death and double rolls against any attack that allows a roll for a counter action.
- Prime characters can act as normal while injured, except that they get half rolls for everything. If harmed while already injured, they don't die immediately but get the regular Ghost roll. On top of this, they die in d20 minutes instead of d20 rounds if they fail a death Ghost roll.

WEAPONS & ARMOR DETAILS