

Once per turn the hero (if not Shaken) gets a free Fighting attack against a single foe who moves adjacent to him. This automatically interrupts the opponent's action and does not cost the hero his action if he is on Hold or has not yet acted this round.

• **Push:** The air elemental can use an action to push a single adjacent target 1d6" directly away with a concentrated blast of air.

The victim makes a Strength roll, with each success and raise reducing the amount moved by 1" (to a minimum of 0).

Sweep allows a character to make a single Fighting attack and apply it against all currently adjacent targets at a -2 penalty (friends and foes alike-be careful). Resolve each damage roll separately. The attack is applied immediately when rolled and only affects targets adjacent at that time. A character may not use Sweep in the same round she uses Frenzy, nor may she Sweep more than once per round.

*Background Edges are normally chosen during character creation. See Background Edges on page 20 for more details.

N, Intimidation d6, Taunt d6

Tests of Wills

only usable in mounted combat.

Med Burst Template, AP 5 vs. 1/2 lowest Armor (round up), HW.

The winner of an Opposed roll considers his opponent's total as his TN for purposes of determining any raises.

A successful Survival roll each day provides enough food and water for one person (enough for five people with a raise).

Legend has it that trolls, vampires and certain other types of legendary creatures can Regenerate damage caused to them.

Regeneration comes in two types: Fast and Slow.

Fast Regeneration lets a wounded creature make a Vigor roll every round to heal any damage it has sustained—even after it has been "killed." A success heals one wound (or removes Incapacitated status), and a raise heals an additional wound. Most creatures with this ability also have a Weakness or Vulnerability, such as fire. Wounds from the creature's Weakness or Vulnerability do not regenerate, but may still heal naturally. Creatures with Fast Regeneration also add +2 to Spirit rolls made to recover from being Shaken.

Slow Regeneration means the creature won't be suddenly healing itself during a fight, but may recover its wounds quickly between encounters. Slow regenerators make a natural Healing roll once per day.

11 (4)

, Shooting d8, Swimming d12+2

• **Aquatic:** Pace 12

• **Waterspout:** Water spirits can project a torrent of water using the Cone Template. Those in the area may make an Agility roll opposed by the spirit's Shooting to avoid it or suffer 2d8 nonlethal damage. This puts out any normal fires or 1d6 ship-sized fires.

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