

Hero's Handbook for Resolute: Towers of Arvandoria

© 2010 Michael T. Desing

<http://www.splinteredrealm.blogspot.com>

Overview

This supplement includes expanded options for heroes in *Resolute: Towers of Arvandoria*. These options do not replace those presented in the core rules, but instead provide additional ways you can build your heroic characters. You must have *Resolute: Towers of Arvandoria* to use this book.

Since Resolute is designed as a modular game wherein you layer in additional options as desired, you may use any or all of the options herein without unbalancing your game.

Contents

Part 1: New Hero Races	1
Part 2: Limitations	1
Part 3: New Abilities	2
Part 4: Magic	3
Part 5: Heroic Archetypes	5
Part 6: Gear	7

Part 1: New Heroic Races

You have two new races to choose from when building your hero:

- ◆ **Leprechaun** (attuned to chaos). 3' tall demi-humans of sharp features and a mischievous nature, leprechauns lair in hidden magical pockets within vast woodlands. Leprechauns are especially **strong-willed**, meaning that they are immune to stun effects, and they take +3 to all willpower resist rolls having to do with mind control, mesmerizing or sleep.
- ◆ **Stoutling** (attuned to valor). 3' tall demi-humans of soft features but strong hearts, stoutlings build humble homes in comfortable villages. Stoutlings have **danger sense**. Stoutlings make an automatic sense roll (as a free action) whenever any possible threat moves within sense range; even if the threat appears mundane. Stoutlings also take +3 to sense rolls to notice a foe using stealth against them.

Part 2: Limitations

A limitation is a drawback or flaw you take for your hero. A limitation gives you +2 Character Points to use in developing your hero. Some sample limitations are listed below, although you are free to develop other limitations that seem reasonable for your hero. The referee must approve of any new limitation before you take it for your hero. You may only take one limitation for your hero at character creation. Later, if you choose to take on an archetype, you must take the limitation of that archetype, in addition to any limitation you already have.

- ◆ **Burden**. Your hero bears an incredible burden, and constantly has to deal with that burden. Perhaps your hero was unable to save his little sister, and now fights in her name, haunted by the guilt of his failure. Possibly you carry a secret about an ancient family shame, and you must work tirelessly to redeem your lineage.
- ◆ **Curse**. A powerful and irrevocable magic hangs over you. This is a lifelong curse. You may be cursed to do harm through your actions in spite of your best efforts, or you may be cursed to perish under specific conditions.
- ◆ **Enmity**. Someone or something hunts, hates or pursues your hero. This enmity is against a force or creature that cannot be defeated; this is a lifelong conflict. Examples include the grandfather of assassins, the entire nation of the elves, or the king of all dragons. Such foes have powerful allies, and will be at your heels at every turn.
- ◆ **Restriction**. You cannot use, wield or employ specific items or tactics available to others. For example, your religious order as a templar may require you to eschew the use of bladed weapons, meaning that you are restricted to only wielding blunt weapons. Or, you could be a wizard whose enclave has determined that the wearing of physical armor is beneath its status, and restricts its members from taking the armor ability.
- ◆ **Vow**. You have made a promise to serve a cause or observe a rule. You could be a monk who has taken a vow of poverty, refusing all financial treasure, keeping only the most meager of items. Or, you could be a knight who has taken a vow never to attack an opponent without fair warning, meaning that you are restricted from ever making surprise attacks or using stealth to gain an unfair advantage over a foe. This vow may be to a person, an organization, or even to yourself- but breaking it is something you will never do.
- ◆ **Weakness**. You have an inherent weakness to a force, item or ability. This goes beyond susceptibility, and your weakness will be tailored to your specific concept. For example, lycanthropes have a weakness to silvered weapons; such weapons prevent them from regenerating this damage and ignore their invulnerability, forcing lycanthropes to roll unmodified 2D to soak damage from silvered weapons.

Part 3: New Abilities

This section includes new fixed abilities (+2 CPs each) that heroes may purchase. Prerequisites are in parenthesis.

◆ **Acrobatics** (+2 CPs; linked to evade). You are exceptionally agile, able to perform incredible feats of athleticism. Once per round, you may use your remarkable agility to your advantage, adding your evade to one other action roll. For example, you could complete a back flip over a foe to get into position to deliver an especially dangerous strike, adding your evade to your weapon rating for that attack; or, you could use your phenomenal balance to slide on the back of a fallen foe down a set of stairs, traveling your evade + speed units with 1 turn.

◆ **Alchemist** (+2 CPs; linked to lore). You may use your lore to brew potions; the rating of lore sets the maximum level for potions you may brew. Brewing a potion takes one day, and you may only brew one dose of a potion at a time. In addition to the time and money invested, you must spend 1 hero point to brew a potion.

Potion Rating	Required Lore	Brewing Cost
+1	Lore 2+	1 gold
+2	Lore 4+	5 gold
+3	Lore 6+	20 gold

◆ **Battle Acumen** (+2 CPs; linked to arms). You learn from your foes as you fight, becoming more proficient as you battle. You attack normally in the first round as you size up your opponents, but in the second round you take +1 to all arms actions. Beginning in the third round, and for the duration of the scene, you take +2 to arms actions against those foes, exposing flaws in your opponents' tactics.

◆ **Blind Fighting** (+2 CPs). You take no penalty to action rolls when in darkness or when you cannot see your foe.

◆ **Counter Attacks** (+2 CPs). Whenever a foe attacking you rolls a natural 2 on an attack action, you get an immediate free attack turn against that foe. This does not count towards your turns for that round. You must attack with this bonus turn.

◆ **Deflection** (+2 CPs; requires shield use; linked to arms). In addition to improving evade and armor soak rolls, you may also apply your shield pool to stamina and willpower resist/soak rolls against magical attacks, and to resist other abilities including petrification, breath weapons and the like.

◆ **Enemy** (+2 CPs). You specialize in taking on one creature type. You get +1 to all action, resist and result rolls you make against the creature type. If you take mythic serpents as your hated enemy, you get +1 to fight, +1 to track or use stealth against, and +1 to resist the abilities of mythic serpents.

◆ **First Aid** (+2 CPs). You may use 1 turn to bandage wounds to a target in the same unit, applying rudimentary assistance to those who have been injured. You may restore 1 wound to yourself or an ally, once per scene per target. For example, you could use first aid on yourself (restoring 1 wound), and your group's wizard (restoring 1 wound). If either of you was injured again during the same scene, you would not be able to perform first aid again, although any other ally who was injured could receive the benefits of your assistance.

◆ **Frenzy** (+2 CPs). Once per scene, you may spend 1 turn to activate a battle rage. While frenzied, you take +1 to all combat-related action, resist and result rolls (including combat sequence, attacks, damage, soaks against magical damage) for the remainder of the scene.

◆ **Languages** (+2 CPs; linked to lore). You read, write and speak a number of languages equal to your lore rating. Each unique race speaks its own language. All heroes speak the trade tongue for free; this ability grants bonus languages. With lore +3 and languages (+2), you could speak the trade tongue (free), stoutling, frost giant, and winter goblin.

◆ **Leadership** (+2 CPs; linked to willpower). Once per scene, use 1 turn to inspire your allies, generating a pool of bonus fate points equal to your willpower rating. All allies within willpower rating units have access to this pool, pulling from it as needed during the scene. You cannot draw from this pool; instead, you use your confidence and authority to bring out the best in others.

◆ **Shield Bash** (+2 CPs; linked to armor). Once per round, you may use 1 turn to strike a foe in melee range with your shield. This attack automatically strikes; roll your total shield rating vs. the target's armor soak roll.

◆ **Smith** (+2 CPs; linked to arms and armor). You may use your arms and armor abilities to construct, repair and modify weapons and armor. Use your linked ability rating for action rolls to smith items. Smith an item at half the cost of purchasing the item outright, building for a number of days equal to the rating of the object. You may smith items up to your rating. To smith an item rated at better than your rating, you must spend 1 hero point per rating difference. With smith (+2) and arms +5 (melee +7/missile +3), you may smith melee weapons of up to +7, and missile weapons of up to +3. If you decided to forge a great sword +7, you must spend 37 gold and 5 silver (half the cost of a level 7 item) for materials, and a week at the forge. You could forge a great axe +10, but beyond the time and money, you'd also have to spend 3 hero points (the difference between your +7 and the weapon's +10).

◆ **Spellcraft** (+2 CPs; linked to lore). You may use your lore ability to magically enchant items, weapons and armor, based on your lore rating (see below). Spellcrafting requires you to spend 1 hero point per enchantment bonus to infuse the magical energy into the item. To enchant an item with a +2 bonus requires 2 hero points, in addition to the time and money you spend.

Enchantment	Required Lore	Gold Cost
+1	3+	5 gold
+2	6+	35 gold
+3	9+	300 gold