Lethal Formula Virtues

Extraordinary abilities for Classic, LF100 and Sport

A blow that breaks through a guard, a dash across the ceiling, or a hunch that saves the company: virtues give a character distinctive abilities when a secondary attribute reaches 10, 11 or 12. Use the core rules of your chosen edition. Sport follows LF100 rules; agree beforehand which powers fit your setting.

Choosing a virtue

At 10, choose an A virtue for that attribute; at 11, add a B; at 12, add a C. Each threshold offers four choices. Keep earlier virtues and choose any option at the new threshold, without needing a particular earlier virtue.

The racial CAP sets the limit: CAP 10 allows A; CAP 11, A and B; CAP 12, A, B and C. Virtues do not raise that CAP. A character starting at 11 or 12 also chooses for the lower thresholds. Temporary increases and primary attributes calculated as averages grant no choices.

Record the attribute, threshold, code, name and effect. Each threshold grants one choice only: losing and regaining its value does not allow another choice. A permanent decrease below the requirement suspends the effect until the value is restored; a temporary penalty does not.

Finding your attribute

Attribute	What it offers
STR Strength	Damage, control of space and physical feats
CON Constitution	Resilience, healing and bodily protection
AGI Agility	Mobility, technique and learning
QUI Quickness	Guard, initiative and combat rhythm
WIL Willpower	Fortitude, fury and self-mastery
CHA Charisma	Influence, support and presence
EMP Empathy	Bonds, magic and care
INTU Intuition	Dreams, searching and anticipation
PER Perception	Vigilance, observation and coordination
RSN Reason	Investigation, knowledge and tactics

Two editions, one catalogue

+3/+15% means +3 in Classic and +15 Target points in LF100/Sport. HP, damage, PP, DP, encumbrance, distances and critical grades keep their units. Classic keeps its normal attribute bonus, maximum +5; a direct attribute test adds the full attribute value to the target die. LF100/Sport keeps its normal formulas.

The ordinary catalogue ends after Reason. The appendix contains 45 exceptional grants for the GM: acquire them only for an agreed reason, with no automatic threshold 13 or CAP increase. A greater version can be used without owning the lesser one.

Using the abilities

Actions and duration

A passive ability has no activation cost. MAJ, MOV, MIN and REA consume the actions defined in the core rules; each active ability can be used at most once per round. A committed or spent action cannot be used for another effect. Virtues keep normal range, perception, equipment, exhaustion and other conditions unless expressly stated otherwise.

Activate a timed ability once; it lasts for the stated period. Maintaining it costs actions only if specified. Preparation and treatment times are not durations. An effect on several people applies only to the targets chosen on activation, unless stated otherwise.

Daily uses return after the full rest defined in the core rules, never more than once every 24 hours. Per rest requires that same rest. Per combat: the encounter ends and ten minutes of rest pass; artificially splitting a fight does not restore uses. Activation spends actions, resources and a use even if the test fails or the target resists. Healing never raises HP above the patient’s maximum.

Virtues preserve ranks, specialisations and limits, and grant extra actions only if stated. Innate abilities neither teach spells nor spend PP unless a cost is specified. An attack using Directed Spells uses that skill and its fumbles, without a casting roll or RF; learned spells keep all their magic rules.

Resisting an effect

The user’s level is the virtue’s AL. Creatures make the indicated magic, fear or affliction RR with their normal bonuses. A willing target may accept a benefit without an RR; a harmful curse or affliction does not thereby waive its own resistance.

Intrinsic resistance of an effect or magical item: use its level as the defending level. Classic rolls 3Do10 +3 against 9 + (AL - defending level)/3. LF100/Sport rolls against 50% + 5 × (defending level - AL). Apply the core rules for exploding dice and automatic failures. At equal levels, resistance succeeds 50% of the time in both editions. The GM sets unknown levels before rolling.

A magical item may instead use its conscious wielder’s level and magic RR; the wielder chooses before the attempt. Curses and afflictions always use their own level. Successful resistance prevents that attempt. Limits per person, effect or affliction are shared by all users of the same ability; general daily uses belong to each user.

Purge resistance uses intrinsic resistance. The same affliction on one person makes at most one purge resistance roll per day, shared across all these virtues and users. A new exposure after recovery creates a new affliction. Suspending an effect stops its penalties and new consequences for the stated period; it does not restore HP or heal existing injuries. Any still-active effect resumes when that period ends.

Momentum and initiative

If you have a momentum virtue, roll 1D100 once at the start of the round, before acting. That result applies to all your momentum virtues and attacks that round: 01-50 activates ordinary versions; 01-75, greater versions. Choose the opponent for a lead-taking ability before rolling. Each character uses their own momentum.

Base INI is set at the start of combat, including equipment and persistent modifiers. Lead-taking abilities use that base, not an already advanced INI, so changes in turn order cannot chain. Each character keeps one turn per round and uses the core tie rules.

Resolving bonuses and criticals

Defences and rolls

Classic adds defence bonuses to its fixed values; it does not roll to defend. A bonus solely to Dodge does not improve Parry or Block. LF100/Sport adds it to the active defence Target. A passive defence bonus also increases the Instinctive Dodge penalty where applicable, without applying the same bonus twice to one attack.

Safety: only three 1s on the original Classic dice, or 00 in LF100/Sport, cause a fumble with the named skill. Automatic and ordinary failures remain. Expertise: the Classic target die explodes once on 9 or 10; in LF100/Sport, successful rolls ending in 9 or 0 are critical successes, in addition to the core doubles. Greater Expertise expands this to 8-10 or endings 8, 9 and 0. These effects do not apply to tables or spellcasting.

Expertise and Safety mean the effects defined here, separate from rank specialisations. Classic Dodge uses the fixed alternatives described in Speed and Swift Safety. Each edition keeps its own probabilities.

Stacking

Bonuses from different virtues stack unless one expressly replaces another. Repeated copies of a virtue, or versions that replace it, do not stack. Use the highest innate absorption, which stacks with armour. For virtue discounts on one purchase, use the largest: apply it to the current cost, round up, minimum 1 DP.

Extra DP are received on gaining subsequent levels and enter the normal pool: spend them on skills, attributes or learning under the core CAPs, costs and limits. They may be saved. They are not retroactive; losing and regaining a threshold does not grant points already received again.

A roll can be rerolled at most once; keep the second result. By default, table rolls cannot be rerolled; Thread of Fate expressly allows one critical table roll. If a virtue and a specialisation both change location, choose one change before resolving it.

Damage and critical order

1. Calculate damage, penetration and absorption under the core rules. Determine the original criticals before multiplying damage with a virtue. Multiply only direct HP damage, after absorption; keep table damage, bleeding and periodic effects separate. If virtue multipliers coincide, apply the largest.

2. Create additional criticals from the primary critical's original grade and location. Apply the virtue's grade difference, then the maximum E; below A, no additional critical is created. Each virtue produces at most one per hit. Additional criticals do not create further copies.

3. Add applicable offensive improvements to the full grade, maximum J. An improvement to all your criticals affects the primary and additional ones; an improvement to the primary affects only that one. Greater versions that replace another do not stack with it.

4. Reduce each full grade by the applicable racial reduction, the highest virtue reduction and the highest equipment reduction. Below A, remove it. Then split F=A+E, G=B+E, H=C+E, I=D+E, J=E+E. Do not apply improvements or protections again to those components.

Example: 20 damage against absorption 6 leaves 14 HP damage and a B critical. Powerful Blows deals 28 HP damage and keeps B. Weight Behind the Blow would add another B. If racial protection and a virtue each reduce one grade, both B criticals disappear; direct damage remains.

1. Strength



STR · Four choices per threshold · Racial CAP applies

Choose sustained damage, control of the fight, or feats that reshape the battlefield.

Attribute 10

STR-A1 Armour Made Light. Passive. Halve final armour encumbrance, including its minimums, after STR and Armour; round down. Shield encumbrance and excess load are not reduced.

STR-A2 Iron Fists. Passive. Unarmed blows use Brawl with the damage and critical of a one-handed mace. They keep unarmed reach and conditions; they do not count as weapons for Parry.

STR-A3 Long-Range Missiles. Passive. Increase all range bands by 50% for bows and thrown weapons propelled by your strength. Damage, reloading, crossbows, firearms and magic are unchanged.

STR-A4 Unbalancing Blow. Passive. Whenever a physical hit causes a critical, add an Unbalancing critical two grades lower at the same location. Below A, no additional critical is created.

Attribute 11

STR-B1 Battering-Ram Charge. MOV+MAJ. Charge up to three adjacent enemies along your path. Compare the same combined Charge roll against each defence; resolve Charge damage and criticals separately. Each target hit moves back one square along a clear route chosen by the attacker; if unable to retreat, it is Knocked Down.

STR-B2 Powerful Blows. Passive. Double the HP damage of all melee hits after absorption. Calculate their criticals before doubling; bleeding, poison and periodic damage are not multiplied.

STR-B3 Mighty Bowstring. Passive. Double HP damage after absorption for bows and thrown weapons propelled by your strength, without changing their criticals. Crossbows, firearms and magic are unaffected.

STR-B4 Giant's Throw. MAJ. With at least one Thrown Weapons rank, throw up to 100 kg over 60 m: Thrown Weapons attack, DDD + STR, Crushing, PF 0. An object of 20 kg or more adds one grade to the primary critical and knocks the target down on a hit. You may throw objects; first immobilise a resisting creature before throwing it.

Attribute 12

STR-C1 Titan's Strength. Passive. Multiply personal carrying capacity by ten; armour and shields keep their own encumbrance. Once per round, a melee hit generating a critical before protection may move a target weighing up to STR × 50 kg up to three squares along a clear route and knock it down, keeping damage and criticals. This replaces other pushes from that hit, needs no extra roll, action or EXH, and does not trigger Tackle.

STR-C2 Weight Behind the Blow. Passive. Every melee hit that causes a critical adds a Crushing critical of the same original grade and location.

STR-C3 Dent Armour. Each physical hit generating a critical before protection reduces the armour's base absorption by 2, minimum 0, until repaired. Once per round, instead of denting armour, reduce the defence bonus of the weapon or shield used against that hit by 1/5%, minimum 0, until repaired. Each affected magical item makes intrinsic resistance.

STR-C4 Breach Protection. In a round with momentum 01–50, edged attacks treat armour absorption as 1 if it was higher. Magical equipment may prevent this with an RR per attack. Other absorption sources are unchanged.

2. Constitution



CON · Four choices per threshold · Racial CAP applies

Withstand punishment, heal wounds, or protect others with your own vitality.

Attribute 10

CON-A1 Endurance Runner. Passive. Run up to three times BM per MOV over passable ground, spending 1 EXH per 60 rounds devoted only to running. Combat, loaded sprints, obstacles and other actions keep their normal costs.

CON-A2 Tolerance. Passive. Remain conscious down to negative HP equal to 50% of maximum HP, unless death, shock or another cause intervenes. Penalties remain; damage is not healed.

CON-A3 Vigorous Recovery. Halve normal injury healing time after applying CON. During a full rest, also recover HP equal to CON, up to your maximum, in addition to normal healing.

CON-A4 Clotting. MIN, once per round. Reduce your bleeding by 1 HP per round, minimum 0. The reduction persists for that injury; it neither restores HP nor closes other wounds.

Attribute 11

CON-B1 Natural Fitness. New Physical Fitness ranks cost half DP. Each actual rank adds 1 maximum HP beyond its normal contribution of 3 HP. Recalculate when your ranks change; ranks, limits and other Physical Fitness effects are unchanged.

CON-B2 Close the Wound. One hour, once per day. Repair one of your own tissue or bone injuries: remove its penalties and bleeding, and recover HP equal to CON. Heal the surviving part; rebuilding a missing part requires another ability.

CON-B3 Organic Resistance. Passive. +3/+15% to RRs against poison and disease. If an affliction requires several RRs, apply the bonus to each, without rerolling them or removing consequences already suffered.

CON-B4 Tenacity. Passive. Each hit imposes one fewer round of stunning, minimum 0. Existing stunning and the Unresponsive state remain.

Attribute 12

CON-C1 Purified Blood. MAJ. One of your own poisons or diseases makes purge resistance. On failure, it ends; on success, it is suspended for ten minutes. The same affliction allows only one purge resistance roll per day, even with several users.

CON-C2 Sovereign Body. MAJ. On yourself or a willing target touched, attempt to end one magical transformation, immobilisation or periodic damage effect: it makes intrinsic resistance. If it resists, that person gains +3/+15% to RRs against it for ten minutes. Each effect on one person allows one attempt with this virtue per combat; mental control requires other abilities.

CON-C3 Restore the Body. One hour, once per day. On yourself or a willing target touched, heal all physical injuries, remove their penalties and bleeding, and restore one quarter of maximum HP, rounded up. Severed parts preserved without decomposition may be reattached. Missing parts require regeneration.

CON-C4 Indomitable Body. Passive. Reduce every critical received by one grade before splitting F-J. This stacks with racial reduction; use only the highest virtue protection. Direct damage and the consequences of other criticals remain.

3. Agility



AGI · Four choices per threshold · Racial CAP applies

Extraordinary mobility competes with technique and faster learning.

Attribute 10

AGI-A1 Natural Armour. New Armour ranks cost half DP. When calculating encumbrance, every two actual Armour ranks count as three, rounding down and respecting the item's minimum. Recorded ranks and their specialisations remain unchanged.

AGI-A2 Body Control. Passive. +5/+25% to Acrobatics for balance and contortion, and to Sleight of Hand for escaping bonds. Ignore the first 3 metres per level of a fall when calculating damage; this does not let you stop in mid-air.

AGI-A3 Run the Edge. Run along firm supports at least 5 cm wide as on normal ground. You may stop and fight on them, and cross moving or slippery supports at full BM with an Acrobatics test at +3/+15%. Supports that give way may collapse.

AGI-A4 Safety Margin. Passive. LF100/Sport: a failed double is a fumble only if it exceeds the Target by 20 or more; 00 remains a fumble. Classic: only three 1s on the original dice cause a skill fumble. Spellcasting, automatic failure and ordinary failures are unchanged.

Attribute 11

AGI-B1 Ambidexterity. Ignore off-hand penalties. Once per round when using two weapons, use the other weapon's actual ranks for one attack or Parry if they are higher. Use the attributes and properties of the weapon employed. This transfer applies only to that resolution; specialisations and requirements need the weapon's own ranks.

AGI-B2 Parry the Bolt. REA. Parry a perceived directed spell with a wielded weapon. Resolve defence according to your edition. This does not protect against areas or magic resolved with an RR.

AGI-B3 Disarming Parry. After avoiding an attack with Parry, disarm the attacker if they fail a magic RR against your level. This costs the MIN of your next turn. Commit it before the attack, and it must be available; weapons attached to the body are unaffected.

AGI-B4 Agile Learning. Each new level adds 34 DP to normal development, spendable or saved with the rest. This grants no free ranks and does not change skill attributes.

Attribute 12

AGI-C1 Impossible Step. MOV. Move up to BM along a solid wall or ceiling without a grip test. You may remain attached for up to ten minutes while keeping a hand or foot in contact, and fight with free limbs. Normal load, reach and obstacles still apply.

AGI-C2 Chained Attacks. Passive. Halve the roll penalties for Quick Attack and Tackle, rounding the penalty down. Keep actions, requirements and damage penalties. Apply after Versatile.

AGI-C3 Precision. Passive. Increase your criticals from melee hits, missiles and directed spells by one grade.

AGI-C4 Extraordinary Learning. Each new level adds 100 DP to normal development, spendable or saved with the rest. These stack with Agile Learning's 34 if you have both virtues. This grants neither Safety, Expertise nor free ranks.

4. Quickness



QUI · Four choices per threshold · Racial CAP applies

Choose a steady guard, a lead over your opponent, or a response to a decisive blow.

Attribute 10

QUI-A1 Fluidity. Passive. +1/+5% to all attack rolls and defences against perceived attacks, including directed spells. This does not apply to an attack from behind, or change actions or damage.

QUI-A2 Lightning Reactions. Once per combat, ignore the first round of surprise or disorientation imposed on you. Keep your normal actions, and spend an available REA even before locating the attacker if a valid defence against that attack exists.

QUI-A3 Sway. Passive. Move each critical location from a perceived attack one row up or down, without crossing the table's ends. Grade and damage are unchanged; this does not stack with another location change.

QUI-A4 Combat Awareness. Passive. Up to three perceived opponents gain no flank or rear advantages against you. This does not protect against a fourth opponent, hidden attacks or immobilisation.

Attribute 11

QUI-B1 Sustained Fluidity. Passive. +1/+5% to the attacks and defences covered by Fluidity. This expressly stacks with the A bonus if you have it. The exclusion of attacks from behind remains.

QUI-B2 Outpace the Guard. Momentum 01-50: +3/+15% to attacks against opponents with QUI below 7. Once per round, one of your hits against such an opponent makes it lose its next available REA that round. Defence, armour and shield remain.

QUI-B3 Take the Lead. Before rolling momentum, choose an opponent with higher base INI. On 01-50, act at that opponent's base INI +1 this round. On that turn, split your MOV before and after MAJ, up to your total BM; both parts spend the same MOV. Afterwards, return to your own base INI.

QUI-B4 Roll with the Blow. REA, once per combat. Before resolving a hit from a perceived attack, reduce all its criticals by one grade. You may then move one square along a clear route. This stacks with Sway, which changes location; reductions follow the common stacking groups.

Attribute 12

QUI-C1 Greater Fluidity. Passive. +3/+15% to attack rolls against perceived enemies, including directed spells, except attacks from behind. Replaces the offensive A and B bonuses; their defensive bonuses remain.

QUI-C2 Extraordinary Dodge. Passive. +3/+15% to Dodge. REA: Dodge a perceived directed spell under your edition's normal defence conditions. This does not protect against areas or magic resisted with an RR.

QUI-C3 Speed. Passive. Expertise for Ride, Athletics and Acrobatics while moving. LF100/Sport also applies Expertise to Dodge; Classic adds +2 to fixed Dodge defence, with no roll.

QUI-C4 Swift Safety. Passive. Safety for Ride, Athletics and Acrobatics while moving; also for Dodge in LF100/Sport. Classic ignores pain, stunning and exhaustion penalties to fixed Dodge defence; encumbrance, lost actions and Unresponsive remain.

5. Willpower



WIL · Four choices per threshold · Racial CAP applies

Fortitude sustains you when fear, pain or fatigue should bring you to a halt.

Attribute 10

WIL-A1 Courage. Passive. +3/+15% to fear RRs. Once per combat, reroll a failed fear RR before applying its effects. Keep the new result.

WIL-A2 Meditation. After ten minutes of conscious rest, recover twice the EXH that rest would normally restore. One hour may replace one hour of sleep; it does not replace food or the daily rest needed to recover PP.

WIL-A3 Pain Held Back. Passive. Halve numerical penalties caused solely by pain, rounding the penalty down. Loss of consciousness, stunning, bleeding and disabled limbs remain. Damage is not healed.

WIL-A4 Determination. Once per day, after failing an RR against mental influence, reroll it before applying the effect. Keep the new result. This cannot reroll fear, damage or an RR already rerolled.

Attribute 11

WIL-B1 Disciplined Fury. MIN. Pass a direct WIL test to enter Aggressive mode with normal defence and physical criticals received reduced by one grade until your next turn: target die + WIL against 15 in Classic; WIL × 10 -35% in LF100/Sport. Maintaining this costs MIN each turn.

WIL-B2 Iron Will. Passive. +5/+25% to RRs against mental influence. This does not protect against damage or illusions that only alter the senses.

WIL-B3 Master Pain. MIN, once per combat. Ignore numerical pain penalties for ten minutes. Stunning, bleeding, disabled limbs and other physical consequences remain; neither HP nor consciousness is restored.

WIL-B4 Disciplined Development. Each new level adds 10 × WIL DP to normal development, spendable or saved with the rest. They may buy skills, attributes and learning under the core rules. They do not raise CAPs, grant free ranks or automatically teach spells.

Attribute 12

WIL-C1 Veiled Presence. MAJ, once per day. For ten minutes, leave no perceptible signature for supernatural detection of presences or thoughts. You remain visible and audible, with normal Stealth rolls; attacking or using another power ends the veil.

WIL-C2 Lucid Fury. MIN, once per combat. Direct WIL test: target die + WIL against 18 in Classic; WIL × 10 -70% in LF100/Sport. On success, remain in Aggressive mode for three turns with normal defence and physical criticals received reduced by two grades. Replaces Disciplined Fury during that time.

WIL-C3 Sustained Time. Passive. Double the numerical duration of your spells and virtues, including those used on others. +3/+15% to concentration tests. Instant, permanent, until-next-turn and periodically maintained effects are not extended. Actions, costs and interruptions remain; uses and recovery are not doubled.

WIL-C4 Life in Reserve. MAJ, once per day. Enter suspension for up to one hour per level, without food, drink or breathing. You are immobile and unconscious, waking at the end of the period set on activation. External damage applies normally; this cannot resurrect you.

6. Charisma



CHA · Four choices per threshold · Racial CAP applies

Your presence can rally allies, bring a truce, or overcome another will.

Attribute 10

CHA-A1 Company's Heart. Allies who see you conscious hold their position against fear and halve numerical fear penalties, rounding the penalty down. Flight and remaining penalties return if they lose sight of you while the fear persists. They may withdraw voluntarily.

CHA-A2 Suggestion. MAJ, once per day. Someone you address within 5 m makes a magic RR at +3/+15%. On failure, they are inclined for ten minutes to fulfil one specific request they consider reasonable. Obvious danger, aggression or betrayal of firm convictions ends the effect.

CHA-A3 Inner Conversation. MIN. For ten minutes, communicate mentally with a visible, willing target within 30 m. Share words both understand or simple chosen images, not complete memories or secrets. The link may continue while each acts; it grants no actions.

CHA-A4 Protected Mind. Passive. +3/+15% to RRs against mind reading or control. This does not protect against damage, sensory illusions or fear without mental influence.

Attribute 11

CHA-B1 Gaze of Terror. MAJ, once per combat. One creature that sees you within 10 m makes a fear RR. On failure, it must move away along a safe route during its next turn and cannot approach for three turns. This does not force it to leap into a void.

CHA-B2 Drive. Passive. +1/+5% to all your attacks. MIN, once per combat: an ally who sees or hears you within 10 m gains +3/+15% to their next attack before the end of their next turn.

CHA-B3 Inner Wall. Passive. +5/+25% to RRs against mind reading or control. Replaces Protected Mind's bonus if you have it. Ordinary arguments can still persuade you.

CHA-B4 Irresistible Truce. MAJ, once per combat. Up to three creatures that see and understand you within 10 m make magic RRs. Those that fail take no hostile actions until the end of their next turn; they may withdraw or protect themselves. Aggression against them by you or your allies ends the truce.

Attribute 12

CHA-C1 Inspiration. MAJ, once per combat. You and up to three allies who see or hear you within 10 m gain +3/+15% to attacks and fear RRs for three turns. Each recipient may also reroll one failed fear RR during that time, once only.

CHA-C2 Mental Dominion. MAJ, once per day. A humanoid or intelligent supernatural being within 10 m makes a magic RR at +3/+15%. On failure, it obeys one command for one minute; self-destruction or aggression against loved ones cannot be demanded. Your attack against the target breaks the link.

CHA-C3 Presence Strike. MAJ+MIN and 5 extra EXH. Directed Spells attack at 30 m: DDD + level, Crushing. You may strike an object with its normal absorption. This spends no PP and needs no casting roll. Skill fumbles and exhaustion penalties remain; no spell knowledge is needed.

CHA-C4 Authority. Passive. +2/+10% to Persuasion, Leadership and Diplomacy. One test may secure cooperation from up to three people: the same feasible request, at the most reluctant person's difficulty. On success, all three accept the agreement. This compels neither obvious sacrifice nor future loyalty; do not roll for an impossible request.

7. Empathy



EMP · Four choices per threshold · Racial CAP applies

Bonds let you read traces, recognise magic, and care for those who suffer its effects.

Attribute 10

EMP-A1 Animal Affinity. Passive. Choose a specific animal family. +3/+15% when dealing with it through Insight, Healing or a relevant Trade. Understand attitudes and needs without words; a lasting relationship and care may build friendship, never automatic obedience.

EMP-A2 Sense the Mind. MIN. A visible creature within 10 m makes a magic RR. On failure, learn whether it reasons, its dominant emotion, and whether it is conscious. Thoughts, memories and certainty about its words are not revealed.

EMP-A3 Read the Spell. REA, before resolving a casting you see or hear. Recognise its Realm, general function (damage, control, protection, healing or other) and chosen target or area. You may briefly warn allies; this grants no defence and cancels no magic. It does not work without perceptible signs.

EMP-A4 Sense Magic. MIN. Detect active magic or an enchantment on a person or object within 5 m. Sense weak, medium or strong intensity according to the effect's level relative to your own. Properties are not identified; solid cover blocks this ability.

Attribute 11

EMP-B1 Traces of the Past. Ten minutes by touch, once per day per distinct person, object or place. Receive an image and emotion from a real, relevant event tied to the target. With a clue, seek a specific event that left a trace; also receive a recognisable detail to pursue the investigation.

EMP-B2 Undo a Curse. MAJ, once per day, on yourself or a willing target touched. The curse makes intrinsic resistance: on failure, it ends; if it resists, it reveals one specific condition needed to remove it by other means. The GM sets that condition for the game world.

EMP-B3 Read the Power. Ten minutes examining a magical object. +2/+10% to Magic Items to identify it; success explains one property, its activation and perceptible risks. No charges are spent, and requirements remain.

EMP-B4 Sense Emotions. MIN. For one minute, sense the dominant emotion and immediate focus of attention of up to three visible creatures within 10 m. Each may resist with a magic RR. The focus shows whom or what they attend to, without revealing thoughts or guaranteeing sincerity.

Attribute 12

EMP-C1 Magic Through Armour. Passive. Reduce RF from armour, helmet and shield by 30, minimum 0. In Classic this changes fumble severity, not frequency; in LF100/Sport it also reduces the fumble range under the core rules. Other RF sources are not reduced.

EMP-C2 Perceived Truth. MAJ, once per day. A person within 5 m makes a magic RR. On failure, recognise their deliberate lies for ten minutes while hearing them speak. Successful resistance yields no information. Each person allows only one attempt with this virtue per day. Honest error and silence are not lies.

EMP-C3 Shared Protection. Passive. A protective spell normally affecting only its caster may also include a willing target touched, with the same duration and conditions. With MIN, also transfer one of your virtue defence bonuses to that target for one minute: you lose that bonus while lending it. CAPs, ranks and critical reductions cannot be transferred.

EMP-C4 Expanded Awareness. MIN. For one minute, sense the direction and approximate distance of creatures within 10 m, even behind solid cover: conscious, unconscious, or dead within the last hour. Living creatures may resist with a magic RR. Distinguish their presences to follow them; normal attack conditions still apply.

8. Intuition



INTU · Four choices per threshold · Racial CAP applies

Dreams, bonds and hunches become clues, decisions, and ways to escape danger.

Attribute 10

INTU-A1 Revealing Dream. Once per day when sleeping, name a concern. Dream of a real scene connected to it and remember a recognisable detail on waking. It may concern the past or present; the GM chooses a clue discoverable through play.

INTU-A2 Intuitive Navigation. Passive. +3/+15% to Navigation and Streetwise. No map is needed, but nonexistent passages are not revealed and rolls do not automatically succeed.

INTU-A3 Intuitive Tracking. Passive. +3/+15% to Investigation for exploration and to Tracking. Accessible clues are needed; this neither creates tracks nor follows nonexistent ones.

INTU-A4 Sense the Attack. Passive. +1/+5% to passive defence, including its contribution to active defences.

Attribute 11

INTU-B1 Sense the Ambush. Once per combat, sense danger before an ambush against you is resolved. Spend an available REA on a valid defence at +3/+15%, even before locating the attacker. The warning does not remove your companions' surprise.

INTU-B2 Forewarning Awakening. Once per rest, wake from natural sleep just before immediate physical danger threatens you or a sleeping companion within 10 m. You may raise the alarm before it is resolved. Each keeps only available actions; sedation and supernatural sleep remain effective.

INTU-B3 Sure Hunch. MIN, once per day. Before touching, opening, drinking, crossing or activating something you perceive, ask whether doing so now would directly expose you to damage, poison, disease, a curse or a trap. Receive yes or no based on its current state. This neither identifies the cause nor treats future social consequences as immediate danger.

INTU-B4 Seeking Bond. Ten minutes, once per day. With a belonging or material remnant of a person or object, sense its approximate direction for one hour while it remains in the same world or plane. The bond must be genuine; a copy or description is insufficient. Direction follows the target; distance and route are not shown.

Attribute 12

INTU-C1 Luck. Three times per day, after one of your own skill, attribute or RR rolls and before applying its effects, reroll it in full. Keep the new result with its normal successes, criticals or fumbles. Critical tables and already rerolled rolls are excluded.

INTU-C2 Thread of Fate. Once per day, after seeing a critical table roll against you and before applying its consequences, reroll it and keep the new result. Grade and location remain. For an F-J critical, choose only one of its table rolls; other criticals from that hit remain.

INTU-C3 At Danger's Edge. REA, once per combat. On perceiving an immediate threat against you, before its rolls, move up to BM along a clear route. Resolve the threat from your new position. Outside its reach or area, you escape the effect; the attacker cannot change that action's target. The REA spent moving cannot also defend.

INTU-C4 Deep Anticipation. One minute, once per day. Declare an immediate, voluntary skill or attribute task with fixed target and circumstances, and see your own roll. Perform it with that result or abandon it before spending other actions and resources. The minute and use are spent; changed circumstances invalidate the vision. Other participants roll normally.

9. Perception



PER · Four choices per threshold · Racial CAP applies

Sharper observation reveals clues, watches over companions, or opens a window to strike.

Attribute 10

PER-A1 Sense of Direction. Know the direction of any place you have visited and retrace your own steps without rolling, even after losing visible landmarks. Route obstacles and dangers remain. If a known route becomes impassable, notice on reaching the obstruction.

PER-A2 Spatial Awareness. Passive. +3/+15% to Investigation for exploration and to Navigation. Remember your relative position against perceived landmarks; hidden terrain changes are not known.

PER-A3 All-Around Defence. Passive. +1/+5% to passive defence, including against flank or rear attacks. Unnoticed attacks and active defence requirements keep their normal treatment.

PER-A4 Keen Perception. Passive. +1/+5% to Investigation, Navigation, Tracking and Insight when relying on sight or hearing. Ranks are not added, and specialisations are not replaced.

Attribute 11

PER-B1 Vigilance. Passive. During natural sleep, make danger perception tests without a sleeping penalty and wake on success. Sedation and supernatural sleep are not overcome; danger without perceptible signs remains undetectable.

PER-B2 Shared Watch. MAJ, once per day. For one hour, link with a willing target touched on activation. Exchange deliberate messages at any distance. With MIN, observe through one of their senses until your next turn, losing your corresponding sense meanwhile. A barrier blocking supernatural communication breaks the link.

PER-B3 Attentive Defence. Passive. +2/+10% to passive defence, including flank and rear. Replaces All-Around Defence; this grants no REA and reveals no hidden attacks.

PER-B4 Expert Perception. Passive. +2/+10% to Investigation, Navigation, Tracking and Insight based on sight or hearing; replaces Keen Perception. Ignore dim-light or ambient-noise penalties to perception while visible or audible signs remain.

Attribute 12

PER-C1 Perceptive Fortune. Three times per day, after seeing a roll that affects you and before resolving it, apply +1/-1 to the Classic result or +5/-5 Target points in LF100/Sport. One roll allows only one adjustment from this virtue across all users. Tables, criticals, fumbles and automatic failures are unaffected; a success cannot become critical.

PER-C2 Decisive Window. MIN, once per combat. Point out a visible opponent within 10 m; for three turns, you and up to two allies who see or hear you gain +3/+15% to attacks against it. Anyone unable to perceive that opponent loses the benefit. This grants no attacks and affects neither fear nor combat mode.

PER-C3 Anticipation. Passive. Apply Expertise to Investigation, Navigation, Tracking and Insight when relying on sight or hearing.

PER-C4 Perceptive Safety. Passive. Apply Safety to the same skills covered by Anticipation; ordinary and automatic failures remain. Impossible tasks do not succeed.

10. Reason



RSN · Four choices per threshold · Racial CAP applies

Turn clues and knowledge into tests, plans and concrete advantages.

Attribute 10

RSN-A1 Judge of Arms. Ten minutes examining a weapon or armour. Recognise quality, wear and ordinary repairs without rolling. +3/+15% to a relevant Trade to detect concealed defects; magical properties are not identified.

RSN-A2 Spot Contradictions. After ten minutes comparing accounts or documents about an event, identify a deducible contradiction and a test that could resolve it, if one exists. +3/+15% to Investigation for that test. Distinguishing deceit, error and incomplete memory still needs evidence.

RSN-A3 Memory of the Observed. Passive. Precisely recall details you have studied attentively. +3/+15% to Investigation to recognise changes, reconstruct a scene or compare previously observed clues. Details you could never perceive are not supplied.

RSN-A4 Read the Opponent. MIN. After watching an opponent act, gain +2/+10% to your next attack against it before the end of your next turn. You must perceive it; knowing its species does not replace observation. This reveals no hidden skills and does not let one MIN be spent twice.

Attribute 11

RSN-B1 Tactical Mind. A Tactics preparation grants one extra tactical effect even if the roll fails, except on a fumble. Once per combat, recover one of your spent tactical effects into your reserve. If it is still active, wait until it ends before recovering it. Required preparation and instruction remain.

RSN-B2 Connect the Clues. MAJ, once per day, after ten minutes studying two real clues. The GM points out one true connection and a way to test it. This may reveal that an apparently related clue is unrelated; it does not solve the whole investigation alone.

RSN-B3 Advanced Calculation. Passive. Solve complex calculations with sufficient data. +3/+15% to learned Trades for design, sizing or resource estimates. Before executing a plan studied this way, the GM points out one material flaw deducible from those data, if any. Chance is not predicted, and hidden data are not supplied.

RSN-B4 Exploit an Opening. Once per round, after a perceived opponent misses an attack against you, your next hit against it before the end of your next turn increases the primary critical by one grade. This creates no critical and improves no additional ones. A new opening replaces the previous one.

Attribute 12

RSN-C1 Read What Was Lost. Ten minutes, once per day, with a partly preserved text, plan or inscription. The GM reveals one true instruction or idea from the missing fragment and a verifiable clue to its origin. At least one sentence or drawing must remain legible; this neither reconstructs the whole work nor grants mastery of a language.

RSN-C2 Efficient Study. New History, Religion, Languages and intellectual Trade ranks cost half DP. For their rolls, every two actual ranks add a further +1 Classic or +5 Target points in LF100/Sport. Recorded ranks, limits and requirements are unchanged.

RSN-C3 Deep Knowledge. Ten minutes, once per day. Ask one specific question in a field you have learned. Receive a true, relevant fact, a practical application and a source to verify it. This concerns that field's knowledge, not private facts inaccessible to you.

RSN-C4 Lethal Knowledge. After studying a creature or its traces for ten minutes and passing Investigation, identify a specific vulnerability. Against that creature, apply your actual Ambush ranks to every hit even without the skill's normal conditions. Lasts until the next full rest; another study replaces the previous one. Ranks are not increased, and a whole species is not affected.

Exceptional grants

Optional appendix for the GM. An extraordinary feat, transformation or reward may justify a grant. Agree who receives it and record its E code. It requires no threshold 13 and does not raise the CAP. Every greater version works without owning the lesser one; it replaces or stacks only as its text states.

Strength

STR-E1 Deep Dent. Each physical hit generating a critical before protection reduces the armour's base absorption by 3, minimum 0, until repaired. Once per round, instead of denting armour, reduce the defence bonus of the weapon or shield used against that hit by 2/10%, minimum 0, until repaired. Each affected magical item makes intrinsic resistance. Replaces Dent Armour.

STR-E2 Legendary Bow. Passive. Triple HP damage from bows and thrown weapons propelled by STR, after absorption and without changing criticals. Replaces Mighty Bowstring.

STR-E3 Legendary Blows. Passive. Triple melee HP damage after absorption, without changing criticals. Replaces Powerful Blows.

STR-E4 Demolisher. In a round with momentum 01-75, edged or blunt hits treat armour absorption as 1 if it was higher and may break an involved weapon or shield without forfeiting damage. Each magical item makes intrinsic resistance per hit. Replaces Breach Protection; the lesser virtue is not required.

STR-E5 Sure Strength. Passive. Apply Safety and Expertise to Brawl, Climb and Athletics, and to attacks with blunt weapons, polearms and thrown weapons propelled by STR.

Constitution

CON-E1 Shared Purge. MAJ and contact with a willing target. All their poisons and diseases make separate purge resistance rolls. Those that fail end; those that resist are suspended for one hour. Keep the limit of one purge resistance roll per affliction per day.

CON-E2 Hardened Skin. Passive. +2 physical absorption in addition to armour. Use the highest innate absorption; it does not stack with a lesser one. Encumbrance is unchanged, and internal poison or disease damage is not absorbed.

CON-E3 Renewed Blood. MAJ, three times per day, on yourself or a willing target touched. Stop all their bleeding and restore HP equal to CON. The injuries causing it keep their other effects until treated.

CON-E4 Complete Regeneration. Passive. After seven days of rest, regenerate one of your own lost parts, including bone, tissue and organs, even if the original part is gone. You must remain alive; function returns on completing the process.

CON-E5 Shared Regeneration. MAJ by touch. Begin Complete Regeneration on a living, willing target, without needing that virtue yourself. The patient needs seven days of rest and ten minutes of care from you each day. Each day without care delays recovery by one day. You may care for one patient at a time.

CON-E6 Softened Criticals. Passive. Reduce A-E criticals by one grade and F-J by two before splitting them. Replaces Indomitable Body. Add racial reduction and the highest equipment reduction, without applying protection again to the components. Direct damage is unchanged.

Agility

AGI-E1 Perfect Chain. Passive. Halve the Quick Attack and Tackle roll penalties again. This expressly stacks with Chained Attacks; damage and action costs remain.

AGI-E2 Extreme Precision. Passive. Increase your melee, missile and directed spell criticals by two grades. Replaces Precision C without stacking.

AGI-E3 Steady Agility. Passive. +1/+5% to Acrobatics, Sleight of Hand, Locksmithing and Stealth; +1/+5% to direct AGI tests.

AGI-E4 Expert Disarm. After Parrying a perceived attack, the attacker makes a magic RR against your level; failure makes them drop the weapon. No future MIN is spent. Requires the weapon's rank 7 specialisation; replaces Disarming Parry.

AGI-E5 Extreme Safety. Passive. Apply Safety to the skills and tests covered by Steady Agility, even if you already have a lesser fumble reduction.

AGI-E6 Extreme Expertise. Passive. Apply Greater Expertise to the skills and tests covered by Steady Agility. Replaces ordinary Expertise; injury critical grades are unchanged.

Quickness

QUI-E1 Complete Fluidity. Passive. +2/+10% to attacks and defences against perceived attacks, except from behind. Stacks only with Greater Fluidity C; replaces Fluidity A and Sustained Fluidity B.

QUI-E2 Dominant Lead. Before rolling momentum, choose an opponent with higher base INI. On 01-75, act at that opponent's base INI +1 this round and split MOV before and after MAJ, up to your total BM. Afterwards, return to your own base INI. Replaces Take the Lead.

QUI-E3 Full Dodge. Passive. +5/+25% to Dodge. Replaces Extraordinary Dodge's +3/+15% bonus; its conditions remain.

QUI-E4 Extreme Sway. Passive. Move each critical location from a perceived attack up to two rows. Replaces Sway A's location change and does not stack with changes from other sources.

Willpower

WIL-E1 Unshakable Heart. Passive. Immune to fear effects. MIN, once per combat: remove one fear effect, including its penalties and flight, from an ally who can see or hear you within 10 m. Other mental controls remain.

WIL-E2 Recover from the Blow. Passive. Each hit causes two fewer rounds of stunning, minimum 0. Replaces Tenacity's one-round reduction without stacking.

WIL-E3 Complete Analgesia. Passive. Ignore numerical pain penalties and do not lose consciousness solely from HP before the death threshold. Shock, stunning, bleeding, disabled limbs and other causes of unconsciousness remain.

WIL-E4 Conscious Resistance. Passive. +2/+10% to any RR while conscious. This stacks with other virtues' bonuses and does not require perceiving the cause of the RR.

WIL-E5 Unconquerable Will. Passive. +7/+35% to RRs against mental influence. Replaces Iron Will's +5/+25%; damage and sensory illusions are not covered.

WIL-E6 Control. Passive. Apply Safety and Expertise to Runes, Magic Items and Magical Knowledge.

Charisma

CHA-E1 Spreading Terror. MAJ, once per combat. Three creatures that see you within 10 m resist fear; those that fail move away for one turn along a safe route and cannot approach for three. Replaces Gaze of Terror's single target.

CHA-E2 Mind Mirror. REA, three times per day. Against mental influence directed solely at you, make your normal RR; on success, its source must resist their own effect at the same level. Never reflects damage, areas or effects without an RR.

CHA-E3 Luminous Aura. MIN, once per day. For ten minutes, emit light out to 10 m and gain +3/+15% to defence against perceived attacks and +3/+15% to fear RRs. You may end it early; other defence restrictions remain.

CHA-E4 Masterful Presence. Passive. Apply Expertise to Persuasion, Leadership and Diplomacy. This neither controls wills nor improves attacks.

CHA-E5 Social Safety. Passive. Apply Safety to Persuasion, Leadership and Diplomacy. This does not make an impossible request a feasible test.

Empathy

EMP-E1 Share the Reserve. MAJ and contact with a willing target. Transfer up to 10 PP between your reserves in either direction, without exceeding the recipient's maximum. The donor loses the received amount; no item charges are spent or unwilling targets drained. This creates no PP; each reserve keeps its own recovery rules.

EMP-E2 Heal the Alteration. One hour, three times per day, on yourself or a willing target touched. One curse, imposed transformation or supernatural affliction makes intrinsic resistance: on failure, it ends; on success, it is suspended for one day. The same effect on one person allows one attempt with this virtue per day.

Intuition

INTU-E1 Providential Warning. REA, once per combat. On perceiving immediate danger against an ally within 10 m, warn them before resolving it. They may spend an available REA on a valid defence at +3/+15%. Hidden attackers are not revealed, and no actions are granted.

INTU-E2 Message Along the Bond. MAJ, once per day. Over one minute, send up to forty words to a willing target you know personally, at any distance. They may reply with an equal message. You neither learn their location nor perceive through their senses. There is no reply if they are unconscious or a barrier blocks supernatural communication.

Perception

PER-E1 Company's Watch. MAJ, once per day. Activate Shared Watch with up to three willing targets touched, for one hour. Exchange messages and observe through one person at a time with MIN, losing your corresponding sense meanwhile. Replaces the single link; the lesser virtue is not required.

PER-E2 Anticipate Magic. Passive. On perceiving preparation of a directed spell against you, treat it as noticed and gain +3/+15% to a valid defence declared before its roll. This grants no otherwise forbidden defence against areas and reveals no hidden casters.

PER-E3 Full Defence. Passive. +3/+15% to passive defence, including flank and rear. Replaces the bonuses of All-Around Defence and Attentive Defence.

PER-E4 Full Perception. Passive. +3/+15% to Investigation, Navigation, Tracking and Insight based on sight or hearing; replaces the A and B bonuses and keeps ignoring dim light and noise. With MIN, focus on a clue for one minute to perceive it through up to 30 cm of solid cover. You must know where it is or have perceived it before.

Reason

RSN-E1 Complete Correlation. Thirty minutes, once per day. With three real clues to one matter, discover a true connection and a decisive test to advance it. You may reroll one failed Investigation test for that check before your next full rest.

RSN-E2 Full Calculation. Passive. Mentally solve any calculation with sufficient data. +5/+25% to a learned Trade for design, sizing or testing hypotheses; replaces Advanced Calculation's bonus and keeps its warning of a material flaw even without that virtue. Chance is not predicted; materials and execution time are not removed.

RSN-E3 Plain Lie. Passive. Notice every deliberate lie you hear and understand. This neither reveals the hidden truth, treats honest errors as deception, nor forces an answer.

RSN-E4 Masterful Reasoning. Passive. Apply Expertise to History, Investigation, Religion, Languages and learned intellectual Trades.

RSN-E5 Intellectual Confidence. Passive. Apply Safety to the skills covered by Masterful Reasoning. This grants neither new knowledge nor automatic success.