
Black Book
New Character Options



OHR
GAMING NETWORK

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The Wytch destroys the threads of fate,
The Golden Mask binds the gods,
The Mist consumes the world,
The Crown laughs at death,
The Thieves steal the light,
The King heralds the end,
The Serpent awakens,
Light Dies.

NEW TALENTS

VI. Talents

Some races allow you to take special abilities called *talents* during character creation. If this applies to your chosen race, look through the talents and jot them down on your character sheet. Additional talents are gained every level after first.

Talents marked with (Fighter) do not mean that ONLY fighters can take them. All classes can take these talents. This merely denotes the fighter talents that can be taken as per the fighter class ability.

- **Alchemist** - You can create 1D4 potions a day. Roll 1D6 four times. (1) Dissolving, (2) healing, (3) sleep, (4) grenade (D10), (5) poison, (6) acid.
- **Blood Fury (Fighter | Level 5+)** - For every 5 hit points missing from your maximum hit point value, you gain +1 damage bonus. This damage increases to +2 at levels 4-6, and again to 3 at levels 7-10.
- **Champion of Slaughter (Level 8+)** - You can use your action to become a champion of slaughter, you automatically regain a number of number of hit points equal to your level and deal an additional die of damage equal to the weapon you are using. This lasts for a number of rounds equal to your level. Once this feature is used, you gain 1D6 fatigue.
- **Death Dealer (Fighter | Level 3+)** - You may spend any number of Mortis Die to make one extra attack.
- **Field Surgeon** - You can use your action to heal an ally for a number of hit points equal to your level. This feature can be used once per combat encounter.
- **Juggernaut (Fighter | Level 8+)** - When struck with an attack that deals damage, roll 1D6 and reduce the damage done by that amount. In addition, on a critical hit, if attacking a foe who has 6 HD or less, the foe is instantly killed.
- **Lore Master** - When attempting to recall lore related to magick, history, kingdoms, or otherwise, you do so with advantage.
- **Nimble** - When wearing light armor you make any dodge attempts with advantage.
- **Orator** - Trained in the art of speech, you make any influence checks against crowds with advantage.
- **Propelling Death (Fighter | Level 3+)** - Your arm and aim become one with throwing weapons. When using a throwing weapon, you gain a +2 bonus to damage rolls. In addition, on a critical strike, you batter your target senseless and force them to have disadvantage on their next attack.
- **Pugilist** – Your unarmed attacks now deal D4 damage, count as weapons, and on a critical hit your strikes cause your opponent to have disadvantage on their next attack or save.
- **Sixth Sense** - You have developed an innate sense of when danger is close. Whenever you are about to perform an action that would put you in immediate harm (I.E. opening a door into a room of enemies, stepping a trigger for a trap, etc) the GM will alert you to an uncanny feeling of imminent danger.
- **Veiled Intent** - Intrigue and deception have become your favored tools. You perform any act of misdirection or trickery with advantage.

NEW TALENTS

- **Walking Armory (Fighter | Level 5+)** - No single weapon can satisfy you so you have learned to carry many. You ignore the first four slots of weapons in your inventory. (I.E. If you have a two-handed sword and a two-handed axe, instead of taking up 4 slots of your inventory, they take up 0 instead). In addition, you are able to swap weapons with lightning-like speed during combat. This allows you to draw two-handed weapons for free while simultaneously stowing away any other weapons you're already holding, including a shield.
- **Well-Fitted** - You have learned how to comfortably fit into any armor. When worn, light armor no longer costs a slot, medium costs one slot, and heavy armor no longer gives fatigue. (This does not apply to shields or helmets).
- **Worldly** - Well learned, well traveled, or perhaps a bit of both, you have acquired a limited understanding of language and history. You are fluent in two additional languages of your choice, and can make out general phrases and words from most standard languages that you aren't fluent in.



