

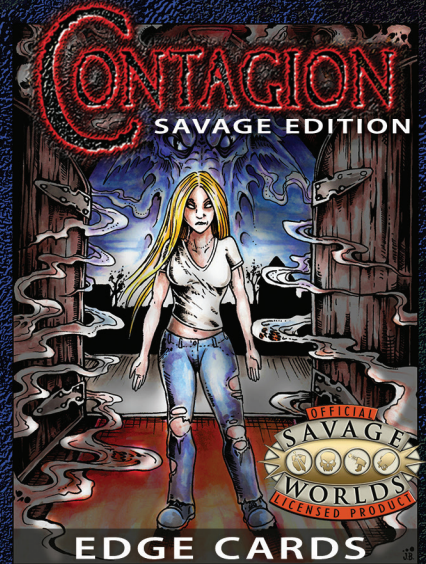
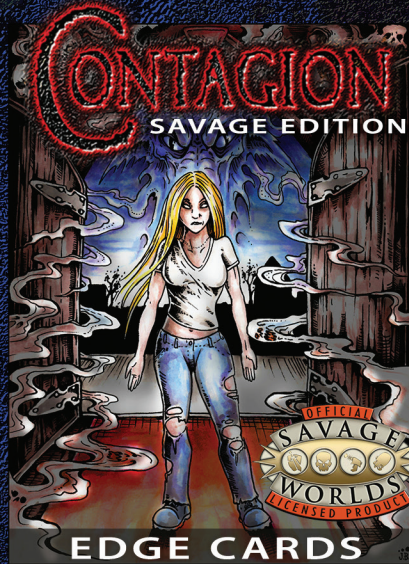
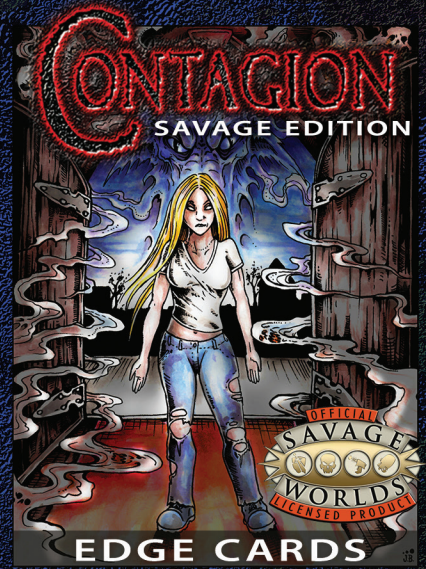
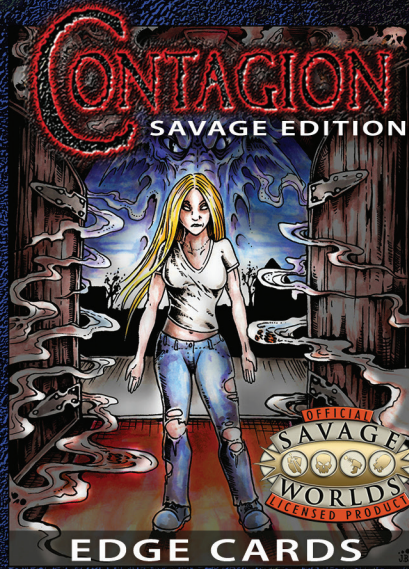


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Contagion Savage Edition Edge Cards

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Divine Blood

Requirements: Novice, Spirit d8
Select one Novice Power available via the Arcane Background (Miracles) Edge. To use this Power, expend a number of Contagion Points equal to the Power Point cost of the Power and make a Spirit roll. If successful, the power may be used normally. If the Spirit roll fails, the Contagion Points are wasted. If the Power requires an Arcane Skill roll, use the character's Spirit instead. Powers costing more than 1 point require a number of rounds equal to the points spent.

Special Note: Characters may only take this Edge at character creation. Angels and Demons may not take it.

See Purgatory

Requirements: Novice, Smarts d8

Your character can see creatures in Purgatory with no penalty. Ghostly invisibility does not apply to your character. Spells and abilities that confer invisibility to the user are unaffected, unless those abilities grant invisibility by virtue of placing the recipient in Purgatory.

Double Shot

Requirements: Seasoned, Agility d8, Shooting d10

Double Shot allows an archer to fire two arrows in his bow at once, firing two shots at a single target with one attack roll at a -2 modifier.

The target must be within short range. If the attack is successful, both arrows hit, each causing normal damage. Double shot does not work with crossbows or other ranged weapons—only with bows and arrows.

Improved Sunder

Requirements: Veteran, Sunder

Those with this Edge know just where to strike objects or armored foes to cause the most damage. Any weapon in the hands of a character with this Edge ignores 2 points of armor (in addition to any AP value the weapon may already have) on a successful hit. If the attacker gets a raise on the attack roll, he ignores 4 points of armor. The Edge applies against all forms of armor, natural or magical.

Sympathetic Magic

Requirements: Seasoned, any Arcane Background
If the character is in possession of an object or item that belonged to a creature, the character may target that creature with a Power regardless of distance. So long as your character holds the object, they are considered to be touching the creature. If the object was once a part of the creature (a lock of hair, a fingernail clipping, or the creature's blood) that creature receives a -2 penalty to any rolls made to resist the Power's effect.

Activating a Power via Sympathetic Magic costs 1 Contagion Point in addition to the normal Power Point cost of the Power.

Sunder

Requirements: Seasoned, Fighting d6

Those with this Edge know just where to strike objects or armored foes to cause the most damage. Any weapon in the hands of a character with this Edge ignores 1 point of armor (in addition to any AP value the weapon may already have) on a successful hit. If the attacker gets a raise on the attack roll, he ignores 2 points of armor. The Edge applies against all forms of armor, natural or magical.

Magical Heritage

Requirements: Novice, Smarts d8

Select one Novice Power available via the Arcane Background (Magic) Edge. To use this Power, expend a number of Contagion Points equal to the Power Point cost of the Power and make a Smarts roll. If successful, the power may be used normally. If the Smarts roll fails, the Contagion Points are wasted. If the Power requires an Arcane Skill roll, use the character's Smarts instead. Powers costing more than 1 point require a number of rounds equal to the points spent.

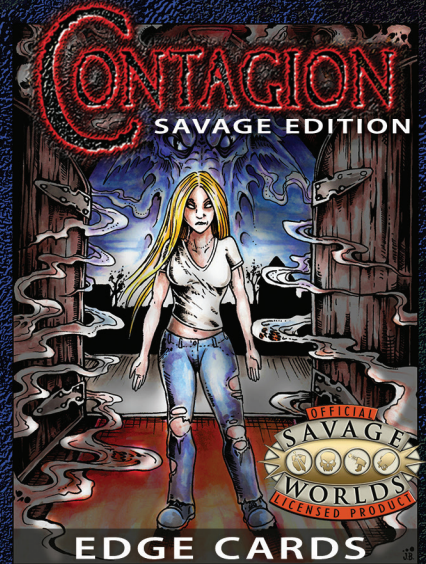
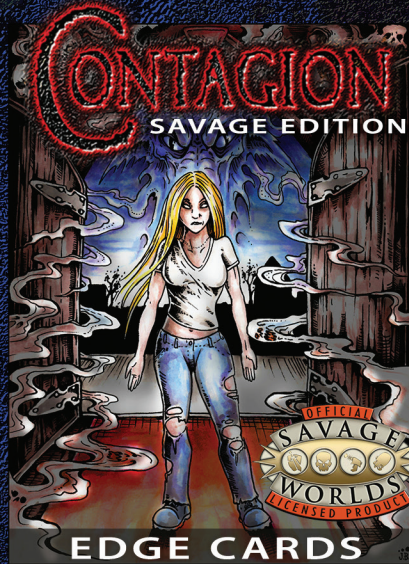
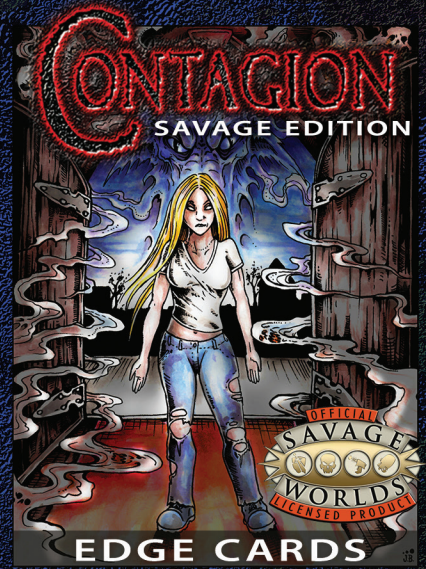
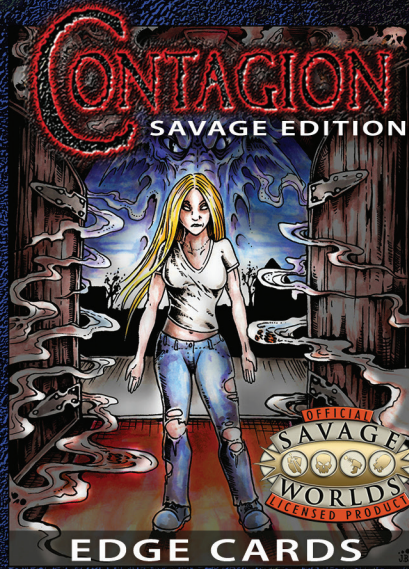
Special Note: Characters may only take this Edge at character creation. Angels and Demons may not take it.

Improved Double Shot

Requirements: Veteran, Double Shot

Improved Double Shot allows an archer to fire two arrows in his bow at once, firing two shots at a single target with one attack roll.

The target must be within short range. If the attack is successful, both arrows hit, each causing normal damage. Double shot does not work with crossbows or other ranged weapons—only with bows and arrows.



Hellspawn Heritage

Requirements: Novice, human, giant or dwarf.

The character gains a +1 bonus on one Attribute. This bonus can be added to any die type and remains as the character advances. A character can begin with a d4 +1 value in an attribute, if they so choose. This Attribute can be raised to a maximum of d12 +1. The character also gains the Low-light vision feature, which allows the character to ignore penalties for Dim and Dark lighting.

Special Note

This Edge may only be selected at character creation.

Sword of the Archangel

Requirements: Veteran, Angel

By expending 1 Contagion Point, the user of this Edge creates a 4 foot long blade of fire. This flaming sword acts as a magic longsword that adds +3 to Fighting, +2 to damage and incurs no penalty when used in the angel's off hand. If the angel is disarmed while wielding the sword, the weapon automatically returns to his hand at the beginning of the following round. The angel cannot have more than one Sword of the Archangel active at a time. The Sword of the Archangel lasts a number of rounds equal to the Angel's Spirit.

Flowing Soul

Requirements: Novice, Human, dwarf or giant race.

Due to some quirk of metaphysics, your character's soul is a more potent conduit for Contagion energy than most. Contagion Points taken from your character through a demonic pact, through damage while in Hell or via other supernatural means are worth double their value. Every Contagion Point you lose in such a fashion counts as two for the recipient. Every time you spend Contagion to improve a die roll, you may roll twice and select the greater result.

Special Note

This Edge must be selected at character creation.

Spectral Armament

Requirements: Seasoned, Ghost, Spirit d8

By spending a point of Contagion and making a successful Spirit roll, the ghost can create a spectral melee weapon, which affects other incorporeal entities. The weapon lasts for a number of rounds equal to the ghost's Spirit. This Edge must be purchased separately for each specific weapon that the ghost wishes to create (so if a ghost wanted a short sword and a knife, then he would have to purchase the Edge separately for each.) Spectral Armaments are supernatural in nature, and will dissipate immediately upon contact with an Antimagical Field.

Celestial Privilege

Requirements: Angel or demon race.

When this Edge is gained, the character may choose a Power from a choir or caste other than his own. Characters with this Edge must meet all other prerequisites for taking that Power as normal. This Edge may be taken multiple times.

Sinful Breeding

Requirements: Novice, Hellspawn Heritage, member of the human, giant or dwarf race.

This Edge allows the character to develop one racial feature or Hindrance from a non-human ancestor, determined when this Edge is selected. Though the character may take this Edge multiple times, all instances of this Edge must come from the same race.

Special Note

This Edge may be taken multiple times. The same racial feature may not be taken twice. The character manifests the selected racial feature as if he were a member of the race possessing the racial feature.

Lore Hoard

Requirements: Seasoned, Knowledge (Arcana) d8 or Knowledge (Occult) d8

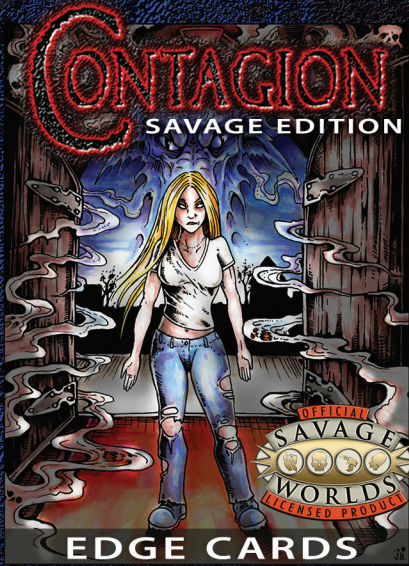
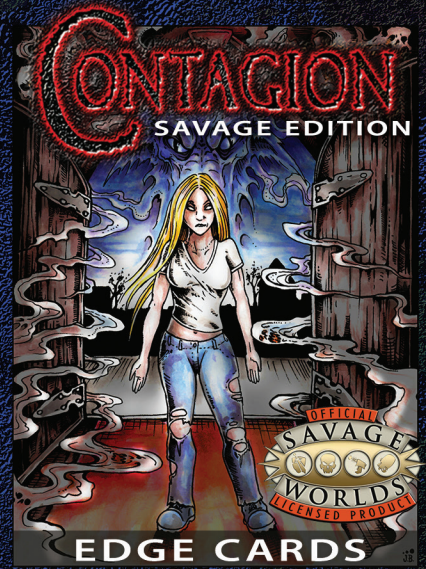
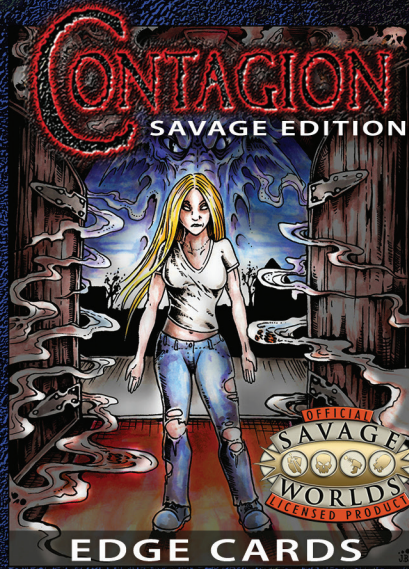
Your character has an impressive occult library at their disposal, granting a +2 bonus to all Knowledge (Arcana) checks, Knowledge (Occult) checks and Arcane Skill checks made while accessing the library.

Wild Talent

Requirements: Novice, Smarts d8

Select one Novice Power available via the Arcane Background (Psionics) Edge. The power tends to manifest during negative or stressful situations (i.e. when your character fails a Fear check, becomes Shaken, etc.). The GM is the final arbiter of what stimulus may cause this psychic ability to manifest, though the character may attempt to kick start the power's use by placing themselves in stressful or dangerous situations. There is no Power Point cost for using this power.

Special Note: Characters may only take this Edge at character creation. Angels and Demons may not take it.



Earthbound

Requirements: Novice, Member of any race except Arcadian, angel, demon, ghost or tengu. The character cannot be removed from the Earthly realm by any means save death. The character is unable to visit Purgatory or Hell in any fashion, nor can the character learn any power that would allow them to visit Purgatory or Hell. The character can close any interplanar portal with a touch. Once the character dies, this Edge is lost and the character may pass on to Purgatory as a ghost or go to Heaven or Hell normally.

Special Note

This Edge may only be selected at character creation.

Repulse Resistance

Requirements: Novice, Undead

Your character's will is nearly indomitable. Your character has a strong innate resistance to attempts to repulse them. The character gains a +1 bonus to Spirit rolls made to resist being repulsed. This stacks with any resistance granted by permanent magical effects, racial features, or this Edge itself.

A character can gain this Edge multiple times. Each time he gains the Edge, the effects stack

Empowered Repulsion

Requirements: Novice, Arcane Background (Miracles), Faith d8, the ability to repulse Undead.

Your character can repulse distant creatures. The range of the character's ability to repulse undead increases to Spirit x2.

Vicious Bite

Requirements: Novice, dwarf, dhampir, or goblin race, or a human, giant or dwarf with Hellspawn Heritage.

This Edge allows your character to use their fangs as natural weapons, including meeting the requirements for the Natural Warrior and Improved Natural Warrior Edges. After a successful grappling attack has been made, the character may bite his victim inflicting Strength + d4 damage.

A character without this Edge who attempts to bite a grappled opponent deals their Strength in nonlethal damage, unless that creature has bite damage listed in its description.

Hear Purgatory

Requirements: Novice, Smarts d8

Characters with this Edge tend to be a bit edgy and distracted. For some unknown reason, your character is blessed (or cursed) with the ability to hear the restless spirits that walk in the void between worlds.

Your character can hear creatures in Purgatory with no penalty. Ghostly invisibility does not apply to your character. Powers and abilities that confer invisibility to the user are unaffected, unless those abilities grant invisibility by virtue of placing the recipient in Purgatory.

Wings of the Celestials

Requirements: Veteran, angel or demon.

Large wings sprout from the character's back over the course of 1 round. The character must succeed on a Spirit roll when the wings begin to sprout or be considered Shaken. The final wingspan is double the creature's height. The wings allow flight at the character's Pace and add +1 to Toughness. The wings last a number of rounds equal to the character's Spirit. The appearance of the wings will be determined by the creature's type. Angels will have bright white feathery wings, while the wings of demons will be leathery and singed.

Possession Immune

Requirements: Seasoned, Possession Resistant

Only the strongest willed or most stoic characters can develop this Edge. At this point, ghosts or spirits cannot possess your character. You are immune to possession and gain a +2 to any roll made to resist mind control.

Shivers

Requirements: Novice, Smarts d6

While in the presence of ghosts, your character makes a Notice check. Upon succeeding at this check your character receives a cold chill that doesn't seem to leave them as long as there is a ghost within a number of feet equal to their Smarts x10. Upon failure your character feels nothing out of the ordinary.