

Perks, and Talents

PERKS

CONTACTS

As a place of mystery and intrigue, the Accordlands are an especially good place for getting and keeping contacts. Political machinations abound and the higher the position in which you have allies, the better off you are. The following table lists some typical contacts.

CONTACT	COST
Minor Lord or Noble (1-4)	+1
Major Lord or Noble (5-9)	+2
Powerful Lord or Noble (10-14)	+3
Very Powerful Lord or Noble (15+)	+4
Spellcaster	+1 or +2
Powerful Spellcaster	+3
Temple/Church (Temple of Kor, Church of the Storm)	x3
Thieves Guild	x3

LORDSHIP

This perquisite is a measure of a character's political standing, which grants both benefits and responsibilities. If a character holds land, he must care for the peasants that live on it, etc. He also has to pay taxes, and owes service to his liege lord. A noble who neglects these duties could have their rank stripped from them. The actual ranks and duties vary noticeably between cultures, but the values in the table are a useful starting point.

VAL	DEVERENIAN	ELVEN	HUMAN	NOTHROG
1	—	—	Squire	—
2	Squire*	Thrall	Knight	Legionnaire
3	Baron	—	—	—
4	Knight*	Master	Baron	Siegemaster
5	Count	—	—	—
6	High Knight*	—	Count	—
7	Duke	—	—	Warmaster
8	Defender*	—	Duke	—
9	—	—	—	Chieftain
10	Protector*	—	Prince	High Chieftain
12	—	—	Crown Prince	—
15	Champion*	King	—	—
20	Emperor	High King	King	—

* These ranks can only be held by members of a Knightly Order, and also track a character's standing in said order.

MILITARY RANK

This perquisite is a measure of a character's military standing. Just as with the Lordship Perk, it has subtle differences between cultures. It can also substitute for lordship rating in the Contacts list, and the values are roughly equivalent in status in the Free Kingdoms, which value both equally.

VAL	DEVERENIAN	DWARVEN	ELVEN	HUMAN
1	Corporal	—	Killer	Corporal
2	Sergeant	Hammer	—	Sergeant
3	Lieutenant	—	Slayer	Lieutenant
5	Captain	Shield	—	Captain
7	General	Exalted	Eradicator	General
10	Marshal	Scion	—	—

RELIGIOUS RANK

This perquisite is a measure of a character's status in a large religious institution such as the Church of the Storm or the Temple of Kor. In cultures like Deverenia or the Dwarves, this rank means as much if not more than political or military rank. In other cultures, like that of the Free Kingdoms, religious power has very little effect outside their respective religious institution, while others, such as the Nothrog, have very little use for such things, as their beliefs are very personal. The ratings in the table can be substituted for the Lordship merit in the Contacts table.

VAL	STORM	KOR	ELEMENTS	OTHER
1	Initiate	Pious	Supplicant	Monk
2	Adept	Devout	—	Local Priest
3	Priest	Blessed	Vicar	Priest
4	Abbot	Sanctified	—	Abbot
5	High Priest	Fervent	High Vicar	Bishop
7	Bishop	Saint	—	Archbishop
10	Archbishop	Pure	Arch Vicar	—
12	Cardinal	Sublime	—	—
15	Hierophant	Most Holy	—	—

GUILD RANK

This perquisite is basically a catch all for the general membership in any of the various and sundry guilds and organizations that abound across the Accordlands that don't fit within the confines of the other Rank tables. As all the others, these values can substitute for the Lordship values in the Contact Chart as well.

VALUE	RANK
1	Apprentice
2	Senior Apprentice
3	Journeyman
4	Senior Journeyman
5	Master

TALENTS

In addition to the Talents found in the HERO System 5th Edition rulebook and Fantasy HERO, the talents located in this section are specifically built for Warlords of the Accorlands, as they simulate abilities normally possessed by character classes in the original RPG. As such, many can only be taken by characters that fit certain archetypes. In the end, the requirements are completely up to GM discretion (as it should be) although we will provide a small list of criteria.

The simplest criterion is a character's class package. If players make heavy use out of the class packages presented in the previous chapter, then the decision is much simpler: Arcane Talents are for characters with an Arcane class package, Divine Talents are for characters with a Divine Package, etc.

However, if your characters are created from scratch, the easiest method is to simply compare their abilities with those of the existing class packages to see what the closest fit is.

Or, you could of course do away with the restriction all together and more fully embrace the freeform nature of the HERO system. This is also a viable option, especially for GMs who dislike the idea of classes to begin with. However, realize that this will also be getting rid of a little of the mechanical flavor of the original game.

With that stated, the following is just the quick reference tables, which describe in English what a given Talent does and its cost. For a full write-up, refer to Appendix I.

ARCANE TALENTS

Cost	Name	Effect
5	Arcane Level 1	Able to cast 1st Sphere spells.
10	Arcane Level 2	Able to cast up to 2nd Sphere spells.
15	Arcane Level 3	Able to cast up to 3rd Sphere spells.
20	Arcane Level 4	Able to cast up to 4th Sphere spells.
25	Arcane Level 5	Able to cast up to 5th Sphere spells.
30	Arcane Level 6	Able to cast up to 6th Sphere spells.
35	Arcane Level 7	Able to cast up to 7th Sphere spells.
40	Arcane Level 8	Able to cast up to 8th Sphere spells.
45	Arcane Level 9	Able to cast up to 9th Sphere spells.
10	Craft Enchanted Item	Become able to craft magical items.*
3	Share Spells I	Share spells of spheres 1-3 with your familiar.
6	Share Spells II	Share spells of spheres 1-6 with your familiar.
9	Share Spells III	Share spells of spheres 1-9 with your familiar.
7	Familiar (Bat)	You form a bond with a magical bat.
7	Familiar (Cat)	You form a bond with a magical cat.
19	Familiar (Chimpanzee)	You form a bond with a magical chimp.
17	Familiar (Dog)	You form a bond with a magical dog.
41	Familiar (Falcon)	You form a bond with a magical falcon.
16	Familiar (Fox)	You form a bond with a magical fox.
23	Familiar (Cobra)	You form a bond with a magical cobra.
25	Familiar (Owl)	You form a bond with a magical owl.
18	Familiar (Porcupine)	You form a bond with a magical porcupine.
18	Familiar (Rabbit)	You form a bond with a magical rabbit.
18	Familiar (Raccoon)	You form a bond with a magical raccoon.
6	Familiar (Raven)	You form a bond with a magical raven.
12	Familiar (Squirrel)	You form a bond with a magical squirrel.

* This costs 1 gold per AP in raw materials. Each day the crafter rolls 1d6, adding the results to a running total. When this running total equals the AP of the final product, the item is finished. Until the Item is done, the creator loses an amount of END equal to that required to cast the spells needed to make the item.

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BARBARIAN TALENTS

Cost	Name	Effect
13	Raging Fury	Enter a Berserker rage and Gain 3d6 CON, STR, and DEX in combat, become exhausted afterwards.
27	Fearsome Warcry	Your Rage causes fear in the hearts of your enemies, Draining 3d6 PRE within 3".
8	Mighty Blow	During a Rage your attacks gain +6 DCs.
6	Raging Reflexes	Gain +1 Speed when Raging

BARDIC TALENTS

Cost	Name	Effect
2	Bardic Knowledge	Get and INT roll to remember commonly held knowledge.
7	Easy Performance	Bardic Music performances cost half the END.
4	Practiced Performance	Bardic Music performances no longer half your DCV.
28	Bardic Music	Your musical performances are so powerful they verge on magic.*
1	Cacophony of Discordance	Discordant melody cancels out other musical effects.
1	Dirge of Doom	Haunting sounds invoke fear in your enemies.
1	Lullaby	Soothing music renders enemies sleepy and inattentive.
1	Melody of Courage	Triumphant music invokes fearlessness in allies.
1	Melody of Suggestion	Cool tones render listeners more open to persuasion.
1	Sonata of Attention	Virtuoso performance glues all eyes onto you.
1	Song of Skillful Action	Staccato rhythm enhances concentration, making skills easier.

* Bardic Music costs 3 END per Phase, reduce your DCV to ½, and give you a penalty of -6 on your Performance rolls. A Bardic Music performance requires either an instrument or vocals. A performance with both gains a +3 bonus (for a total -3 penalty).

DIVINE TALENTS

Cost	Name	Effect
5	Divine Level 1	Able to cast 1st Sphere spells.
9	Divine Level 2	Able to cast up to 2nd Sphere spells.
14	Divine Level 3	Able to cast up to 3rd Sphere spells.
18	Divine Level 4	Able to cast up to 4th Sphere spells.
23	Divine Level 5	Able to cast up to 5th Sphere spells.
28	Divine Level 6	Able to cast up to 6th Sphere spells.
32	Divine Level 7	Able to cast up to 7th Sphere spells.
37	Divine Level 8	Able to cast up to 8th Sphere spells.
41	Divine Level 9	Able to cast up to 9th Sphere spells.
4	Domain: [Domain Name]	Allows a divine spellcaster the ability to cast a small number of related spells at a reduced END cost.
9	Turn Undead	Undead fear your Divine wrath and cower or retreat by whatever means possible.
1	Improved Turn Undead	Your ability to Turn Undead is increased.
24	Control Undead	Instead of fearing you, the Undead obey your commands.
4	Improved Control Undead	Your ability to Control Undead is more powerful.
24	Harm Undead	Not only does your holy aura frightens Undead, but now damages them as well.
4	Improved Harm Undead	Your ability to Harm Undead is more powerful.
15	Summon Avatar	Your link to your deity enables you to call upon their avatar for aid.
3	Summon Improved Avatar	Your summoned avatar is more powerful than normal.
Paladin Specific		
14	Aura of Courage	You impart your resistance to fear to your allies.
5	Blessed Blade	Your very touch turns any weapon you pick up into one that sears the flesh of evil creatures.
14	Dispelling Strike	You are able to dispel some magical effects with a strike of your blade.
7	Divine Health	Your divine connection renders you immune to disease.
12	Fearless	Your unshakable faith renders you nearly impervious to fear based attacks.
12	Lay On Hands	Your touch has healing properties.

FIGHTER TALENTS

Cost	Name	Effect
3	Arrow Master I	You are so good at archery you can shoot other archers' arrows out of the air.
7	Arrow Master II	Your proficiency has become so great that you can even set off spell effects in mid-air.
12	Cleaving Blow	Your attack is so powerful it does some damage, regardless of how heavy their armor is.
8	Combat Archery	You are a precise enough shot that the chaos of melee no longer concerns you.
25	Follow Through Attack	Your strikes are strong enough to cut through your enemies, striking two at a time.
6	Forceful Blow	You strike hard enough to knock your enemies backwards.
27	Hail of Arrows	You are such a fast archer that you can hit many enemies at once, at the expense of accuracy.
12	Piercing Blow	Your aim is so true that you can easily find the weakness in any armor.
6	Quick Strike	You are so quick, you can strike many times in a short period.
21	Whirlwind Attack	You are a blur in battle, quickly striking all within your reach.

NATURE TALENTS

Cost	Name	Effect
15	Beast Eyes	You can see through the eyes of any creature of the same type as your totem.
12	Beast Speech	You can speak with animals of the same type as your totem.
2	Trackless Step	You can walk through natural environments and not leave any trace, not even scent.
3	Share Spells I	Share spells of spheres 1-3 with your animal companion.
6	Share Spells II	Share spells of spheres 1-6 with your animal companion.
9	Share Spells III	Share spells of spheres 1-9 with your animal companion.

Animal Companions

1	Bat	You have attracted a pair of Bats to be your companions.
11	Black Bear	You have attracted a Black Bear to be your companion.
10	Boar	You have attracted a Boar to be your companion.
39	Cheetah	You have attracted a Cheetah to be your companion.
17	Eagle	You have attracted a Eagle to be your companion.
28	Falcon	You have attracted a Falcon to be your companion.
4	Fox	You have attracted a Fox to be your companion.
13	Grizzly Bear	You have attracted a Grizzly Bear to be your companion.
17	Hawk	You have attracted a Hawk to be your companion.
28	Leopard	You have attracted a Leopard to be your companion.
35	Lion	You have attracted a Lion to be your companion.
13	Owl	You have attracted a Owl to be your companion.
20	Polar Bear	You have attracted a Polar Bear to be your companion.
1	Python	You have attracted a Python to be your companion.
6	Rabbit	You have attracted a Rabbit to be your companion.
5	Raccoon	You have attracted a Raccoon to be your companion.
3	Rattlesnake	You have attracted a Rattlesnake to be your companion.
1	Raven	You have attracted a pair of Ravens to be your companions.
1	Squirrel	You have attracted a Squirrel to be your companion.
37	Tiger	You have attracted a Tiger to be your companion.
12	Wolf	You have attracted a Wolf to be your companion.

Wild Shapes

7	Antelope	Your totem has granted you the ability to change shape and become like it; an Antelope.
7	Bat	Your totem has granted you the ability to change shape and become like it; a Bat.
12	Black Bear	Your totem has granted you the ability to change shape and become like it; a Black Bear.
9	Boar	Your totem has granted you the ability to change shape and become like it; a Boar.
21	Cheetah	Your totem has granted you the ability to change shape and become like it; a Cheetah.
15	Crocodile	Your totem has granted you the ability to change shape and become like it; a Crocodile.
6	Deer	Your totem has granted you the ability to change shape and become like it; a Deer.
12	Eagle	Your totem has granted you the ability to change shape and become like it; an Eagle.
19	Elephant	Your totem has granted you the ability to change shape and become like it; an Elephant.
17	Falcon	Your totem has granted you the ability to change shape and become like it; a Falcon.
6	Fox	Your totem has granted you the ability to change shape and become like it; a Fox.
14	Grizzly Bear	Your totem has granted you the ability to change shape and become like it; a Grizzly Bear.
12	Hawk	Your totem has granted you the ability to change shape and become like it; a Hawk.

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16	Leopard	Your totem has granted you the ability to change shape and become like it; a Leopard.
19	Lion	Your totem has granted you the ability to change shape and become like it; a Lion.
9	Moose	Your totem has granted you the ability to change shape and become like it; a Moose.
8	Mountain Goat	Your totem has granted you the ability to change shape and become like it; a Mountain Goat.
10	Owl	Your totem has granted you the ability to change shape and become like it; an Owl.
17	Polar Bear	Your totem has granted you the ability to change shape and become like it; a Polar Bear.
8	Porcupine	Your totem has granted you the ability to change shape and become like it; a Porcupine.
8	Python	Your totem has granted you the ability to change shape and become like it; a Python.
7	Rabbit	Your totem has granted you the ability to change shape and become like it; a Rabbit.
7	Raccoon	Your totem has granted you the ability to change shape and become like it; a Raccoon.
8	Rattlesnake	Your totem has granted you the ability to change shape and become like it; a Rattlesnake.
2	Raven	Your totem has granted you the ability to change shape and become like it; a Raven.
21	Rhinoceros	Your totem has granted you the ability to change shape and become like it; a Rhinoceros.
4	Squirrel	Your totem has granted you the ability to change shape and become like it; a Squirrel.
20	Tiger	Your totem has granted you the ability to change shape and become like it; a Tiger.
11	Wolf	Your totem has granted you the ability to change shape and become like it; a Wolf.

ROGUE TALENTS

Cost	Name	Effect
22	Danger Sense	You have finely tuned senses that allow you to notice inconsistencies that spell danger.
7	Sneak Attack	You are very good at attacking when its least expected, dealing great damage.
11	Evasion	Your nimble reflexes allow you to dodge attacks that would kill others.
11	Crippling Strike	Your knowledge of anatomy allows you to deal damage that hampers your foes ability to function.
10	Immunity to All Poisons	Through torturous training, you have managed to make yourself effectively immune to the effects of all known poisons.
6	Whisperstep	You are so adept at moving quietly that you can do so at full speed without penalty.
15	"Shh! This Way..."	You are so skilled in the arts of stealth that you can help your allies find the best routes to remain undetected.