



# THE FORGE

## A GENESYS RPG PODCAST

### EPISODE 4 - TALENTS AND SPECIES

#### TALENT GROUPS

The Forge Podcast is all about bringing new creations to the table, and the Genesys RPG provides us all with a powerful set of tools to do so, specifically through skills and talents. The Die Casting and The Furnace segments are about examining the tools from the Genesys RPG and how they relate to creations you craft.

In Episode 4 we examined a series of talents that perplex the greatest of individuals developing products for the Genesys Foundry. These are the three tiered talents of Standard, Improved, and Supreme

Each follows a set of design rules. While it's possible that Fantasy Flight Games develops a more codified way of doing this in the future, we felt it important enough to offer some guidance. And so while we wait for that to occur, GM Chris and GM Hooly used their experience with both the Genesys and Star Wars Role Playing Games to reverse engineer a how to list of 'rules of thumb' to follow when creating your talent groups.

#### RULES OF THUMB

- Create only where a lesser version exists (in other words you can't just go to straight to Supreme).
- Non-ranked although there are exceptions.
- The talent should improve the functioning of the initial talent. Examples include a more potent version of the original, a reduction in the cost to activate the talent, or some other effect in the same vein.
- Must be a higher tier to the prerequisite. The exception to this rule is if the base talent was already Tier 5. In that case, the Improved/Supreme version must also be Tier 5.
- It must include the wording, "*Your character must have purchased the [Original Talent Name] talent to benefit from this talent*", in parentheses.
- They can be **Active** or **Passive**. Passive is when it changes the base talent. Active when the player has a choice to modify the original talent or not.

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## TALENT GROUP: SWIFT

On *The Forge: A Genesys RPG Podcast*, the hosts developed an Improved and a Supreme version of the Swift talent found on page 75 of the Genesys RPG Core Rulebook.

### SWIFT (IMPROVED)

**Tier:** 3

**Activation:** Active

**Ranked:** No

When your character is Immobilized, you may spend a Story Point as an out of turn incidental to attempt an **Average (♦♦) Athletics** or **Coordination** check. If successful, your character breaks free of the immobilization effect.

## SPECIES

*The glazed bovine eyes of this bull-headed humanoid betray a feral cunning. With the torso of a muscular human, this beast is covered with thick, shaggy fur from the waist down. Its gnarled and callused hands grip the haft of a massive axe, the edge stained from the blood of its previous victims. With a furious snort and a stamp of its hooves, it lowers its deadly horns.*

-The Pathfinder RPG (Paizo Publishing)

This classic monster has inspired countless versions of this species for players to enjoy including Taurens from World of Warcraft and those from the world of Kyrnn in Dragonlance. Each stirs emotions of brutality and fear. During Episode 4 of The Forge A Genesys RPG Podcast, the hosts set about creating a species with the Brawn attribute as its focus. The following is the results of that endeavour.

### ARCHETYPE: MINOTAUR



- Starting Wound Threshold:** 12 + Brawn
- Starting Strain Threshold:** 8 + Willpower
- Starting Experience:** 90
- Starting Skills:** A Minotaur starts with one rank in Survival during character creation. They obtain this rank before spending experience points, and may not increase Survival above rank 2 during

### SWIFT (SUPREME)

**Tier:** 5

**Activation:** Active

**Ranked:** No

Your character may spend a Story Point as an incidental to gain an immediate additional maneuver on their turn. This maneuver must be used to perform a Move maneuver, and can be taken even if your character has already performed two maneuvers this turn.

character creation.

- Fearsome:** The Minotaur strikes fear into the hearts of mortals throughout the realms. They add ■ to Charm, Deception, Leadership, and Negotiation checks, but add □ to any Coercion checks. This does not apply when interacting with members of their own species.
- Natural Weapons:** The horns of a Minotaur are deadly weapons. When making an unarmed combat check, it gains +1 to their base damage with a Critical rating of 3, and the Vicious 1 item quality.
- Night Vision:** As slaves, Minotaurs developed keen senses to cut through the darkened corridors of the dungeons and mazes their masters forced them to protect. When making skill checks, a Minotaur removes up to ■■ imposed due to darkness.
- Regeneration:** Whenever this species heals wounds due to natural rest, they heal 1 additional wound. They do not recover 1 additional wound when receiving first aid or medical treatment. This species can also regrow lost limbs, which takes roughly a month before the limb is usable.

*We recommend playtesting these talents and species before using them in your game. You can leave feedback about these talents for The Forge: A Genesys RPG Podcast via Facebook, Twitter, or YouTube by searching @forgegenesys. You can also e-mail us at forgegenesys@d20radio.com.*