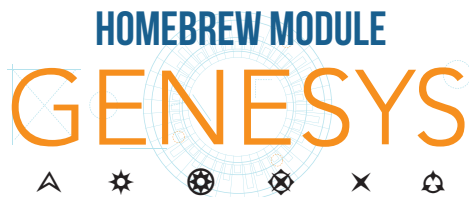


EXPANDED ARCHETYPES



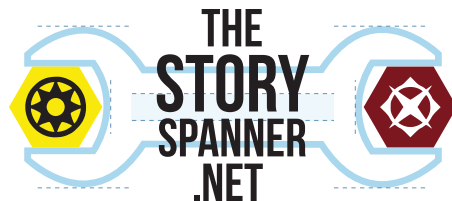
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The Genesys Roleplaying Game is a collaborative, narrative game published by Fantasy Flight Games.

For information about the Genesys Roleplaying Game, free downloads, answers to rules questions, and more, visit www.FantasyFlightGames.com



The Story Spanner is a fan written, unofficial blog about the Genesys Roleplaying Game.

For additional homebrew rules, adventure & setting modules, printable game aids, table advice, and more, visit www.TheStorySpanner.net

DISCLAIMER

Expanded Archetypes v1.0 is a homebrew module for the Genesys Roleplaying Game. It is intended for use with a purchased copy of (and isn't very useful without) the Genesys Core Rulebook. This work is not intended for sale. Its author is not affiliated with Fantasy Flight Games.

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The *Expanded Archetypes* homebrew module presents three new archetypes for use with the Genesys Roleplaying Game, especially in all-human settings. These homebrew rules also expand the four archetypes from the *Genesys Core Rulebook* with alternate abilities. These house rules are designed to give players in an all-human setting options to build characters focused on each of the six characteristics.

NEW ARCHETYPES

Each archetype has two unique abilities. As with the alternate abilities for official archetypes, choose one ability or the other, but not both.

THE DISCIPLE

The disciple archetype represents a character who is a true believer in some cause. The venerated cause may be an ideology such as communism or anarchism, a religion, or devotion to a faction. The cause need not be altruistic. You should choose this archetype if your character would rather serve than lead. You should also choose this archetype if your character has a propensity for strong faith or radical belief.



Starting Wound Threshold: 10 + Brawn

Starting Strain Threshold: 10 + Willpower

Starting Experience: 100

Fervent Belief. Once per session, your character may spend a Story Point to decrease the difficulty of a fear check once, to a minimum of **Simple** (-). If the fear relates to her chosen cause, she may ignore it entirely.

Inspired Cohort. Once per session, your character may spend any number of Story Points as an incidental. If he does, that many chosen allies may use his ranks in Discipline instead of their own ranks in any social skill employed as a part of an opposed check for the remainder of the encounter, or until your character is incapacitated.





THE GYMNAST

The gymnast archetype represents a character who regularly undertakes intensive physical training. Keeping one's body in peak condition is required of athletes, professional soldiers, and astronauts. You should choose this archetype if you're making a character who can run any obstacle course or who fights at a distance. You should also choose this archetype if your character plays a professional sport.



Starting Wound Threshold: 11 + Brawn

Starting Strain Threshold: 9 + Willpower

Starting Experience: 100

Adrenaline Rush. Once per session, your character may spend a Story Point to reduce all incoming strain above half her Strain Threshold by 1 for the duration of the current encounter. After the encounter, she may not recover any strain below half her Strain Threshold until completing a natural rest.

Conditioned Reflexes. Once per session, your character may spend a Story Point during combat or another structured encounter to take an extra out-of-turn action (including an attack). He may not do so on his own turn.

THE RASCAL


The rascal archetype represents a character who uses wits and guile to understand and even manipulate others. This social savvy is often possessed by news pundits, ruthless executives, bureaucrats, or grifters. You should choose this archetype if you're making a character who uses trickery to achieve goals and persuades others at least as much with cleverness as with force of personality.



Starting Wound Threshold: 9 + Brawn

Starting Strain Threshold: 11 + Willpower

Starting Experience: 100

Lucky Break. Once per session, your character may spend a Story Point after failing any check to re-roll that check once, adding  to the re-roll.

Work the Crowd. Once per session, your character may spend any number of Story Points to make a social check targeting a crowd as if the check were made against a single person. The crowd's size may not exceed $10 \times$ Story Points spent.




ALTERNATE ABILITIES

These abilities are alternatives to those in the Core Rulebook: when choosing an official archetype, use either the official or the alternative, not both.


AVERAGE HUMAN

Intuitive Solution. Once per session when making a check for which you character has no skill ranks, she may spend a Story Point to use another characteristic in place of the skill's absent ranks. The second characteristic chosen for the check should affect how the players and gamemaster describe the resolution.

ARISTOCRAT

Practiced Etiquette. Once per session after a foe makes a social check opposed by your character's Cool, you may spend a Story Point as an out-of-turn incidental to remove all  produced by that foe's check before any symbols are cancelled.

INTELLECTUAL

Eureka! Once per session, your character may spend a Story Point to make a Knowledge check. Double the  generated by the dice before cancelling out any symbols.

LABORER

Ferocious Strike. Once per session, your character may spend a Story Point as an incidental after dealing a Critical Injury and rolling the result. If he does so, he adds $5 \times$ his Brawn to the result rolled before determining the Critical Injury and its effect.