



**TINKER, RIDER,
SHARPSHOOTER**

Cinker, Rider & Sharpshooter

The GM may decide to add the following Discovery or Combat Training tables into their game. When a player would roll on the tables found on pages 116-117 of the *Doomsong* corebook, they may instead roll on the appropriate table below.

Tinker Discovery

It takes skill to tease steel and copper into useful forms. If a player has the Blacksmith or Philosopher traits, as well as access to a forge or workshop, they may roll on this table instead of making an Erudite, Medical or Alchemical Discovery.

TINKER DISCOVERY	
1	TRAPMAKER. Gain the Trapmaker ability (p. 7). If you already have it, resolve the Mastery result below.
2	METALLURGIST. Gain the Metallurgist ability (p. 5). If you already have it, resolve the Mastery result below.
3	LOCKSMITH. Gain the Locksmith ability (p. 5). If you already have it, resolve the Mastery result below.
4	APPRAISAL. Gain the Appraisal ability (p. 3). If you already have it, resolve the Mastery result below.
5	SABOTEUR. Gain the Saboteur ability (p. 6). If you already have it, resolve the Mastery result below.
6	MASTERY. You may resolve any result on this table.

Rider Combat Training

Not everyone has the skill needed to use their steeds to gain an edge in battle.

RIDER COMBAT TRAINING	
1	HORSE TRADER. Gain the Horse Trader ability (p. 4). If you already have it, resolve the Mastery result below.
2	TRICK RIDER. Gain the Trick Rider ability (p. 7). If you already have it, resolve the Mastery result below.
3	CAVALIER. Gain the Cavalier ability (p. 3). If you already have it, resolve the Mastery result below.
4	LOYAL MOUNT. Gain the Loyal Mount ability (p. 5). If you already have it, resolve the Mastery result below.
5	ELEVATED STRIKE. Gain the Elevated Strike ability (p. 4). If you already have it, resolve the Mastery result below.
6	MASTERY. You may resolve any result on this table or gain +1 max footing, up to a maximum of 6.

Sharpshooter Combat Training

It takes keen eyes and a steady hand to finish off enemies before they get in close.

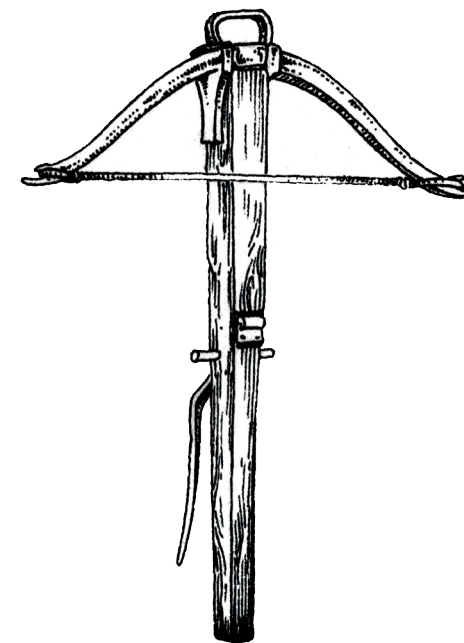
SHARPSHOOTER COMBAT TRAINING	
1	IMPECCABLE AIM. Gain the Impeccable Aim ability (p. 4). If you already have it, resolve the Mastery result below.
2	QUICK DRAW. Gain the Quick Draw ability (p. 6). If you already have it, resolve the Mastery result below.
3	DESPERATE SHOT. Gain the Desperate Shot ability (p. 3). If you already have it, resolve the Mastery result below.
4	SUPPORTING STRIKE. Gain the Supporting Strike ability (p. 6). If you already have it, resolve the Mastery result below.
5	FREING STRIKE. Gain the Freeing Strike ability (p. 4). If you already have it, resolve the Mastery result below.
6	MASTERY. You may resolve any result on this table or gain +1 max footing, up to a maximum of 6.

Appraisal

LEVEL 1. You may spend an open action to appraise a mundane item you are touching. You can determine its purpose and rarity, as well as if it is made out of a profound material (DS:129).

LEVEL 2. When you appraise an item, you also learn of any heretical powers or profane purpose it may have.

LEVEL 3. You may appraise an item you can see, even if you are not touching it.



Cavalier

LEVEL 1. Any attempts to [attack] or [impair] your mount are hasty.

LEVEL 2. You may spend footing to increase the difficulty of [attack] and [impair] attempts against your mount, as if they were targeting you.

LEVEL 3. After resolving an attempt to [attack] or [impair] your mount, you may spend 1 footing to resolve an opportunity action against the foe who initiated it.



Desperate Shot

LEVEL 1. You may make an [attack] with a ranged weapon while in melee. After resolving the [attack], any foe adjacent to you may immediately take an opportunity action against you.

LEVEL 2. If a foe makes an [attack] against you after using Desperate Shot, that [attack] is hasty.

LEVEL 3. After killing a foe with this ability, gain +1 footing.

Without this ability, ranged weapons cannot be used to [attack] while in melee with a foe.



Elevated Strike

LEVEL 1. When making an [attack] from an elevated position (such as from horseback or atop a cliff) you may re-flip the Doomcoin once. Remember that elevation is relative; use common sense.

LEVEL 2. When you use Elevated Strike to re-flip the Doomcoin, you may fall from your elevated position to re-flip the Doomcoin a second time.

LEVEL 3. While using Elevated Strike, flipping a crest on the Doomcoin pushes the result 2 steps up on the effect table instead of merely 1.

Horse Trader

LEVEL 1. Any NPC willing to sell you a horse or similar mount can be haggled down to the price of a lean coinpurse.

LEVEL 2. You can always find a horse trader in a settlement, as long as it is reasonable for one to exist there.

LEVEL 3. When travelling as an entirely mounted party, you may travel thrice as fast as a party on foot.

Without this ability, it is suggested that mounted parties travel twice as fast as a party on foot.

Freeing Strike

LEVEL 1. When you cause damage with an [attack] against a foe that is pinning an ally, that ally may immediately [struggle] to escape being pinned.

LEVEL 2. When using Freeing Strike, the pinned ally's attempt to [struggle] becomes focused.

LEVEL 3. When using Freeing Strike, the pinned ally may escape without making a check and regains +1 footing.

Impeccable Aim

LEVEL 1. If targeting a stationary object with a ranged weapon, you always hit.

LEVEL 2. When you would miss an [attack] with a ranged weapon, you may choose not to take the shot, as you are unable to find a proper opening. You still lose -1 footing, but your weapon remains loaded and you do not consume any special ammunition. This ability cannot be triggered after flipping the Doomcoin.

LEVEL 3. If targeting any stationary or moving object it would be feasible to hit with a ranged weapon, you always hit.

Locksmith

LEVEL 1. You can spend downtime and the appropriate materials to create a padlock, shackles or similar lockable device, and up to three keys. Unpicking or breaking one of your locks requires a difficulty 7 check. Additionally, you can pick any lock as long as you have lockpicking tools.

LEVEL 2. Your locks cannot be picked unless a character uses a defining trait that the GM considers perfect for lockpicking. Breaking your locks requires a difficulty 9 check.

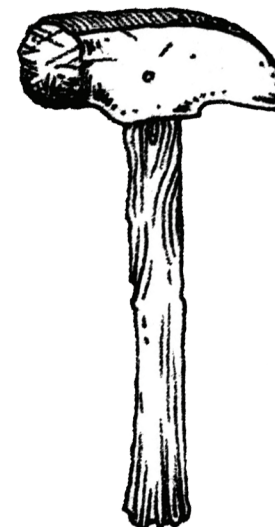
LEVEL 3. When giving a silver key to a member of the unquiet dead (DS:268), it will obey two commands before the key turns to lead.

Loyal Mount

LEVEL 1. You may spend downtime to make a mount loyal to you. No one else may ride it unless you allow them. You can only have one loyal mount at a time.

LEVEL 2. Your loyal mount can now be commanded verbally. In addition, it can always find you, if even remotely possible.

LEVEL 3. Your loyal mount gains +1 maximum toughness and footing.



Metallurgist

LEVEL 1. You can spend downtime and the appropriate materials to create a metal item. Any tools you make in this way grant a +3 gear modifier to checks they are perfect for (rather than +2).

LEVEL 2. Metal weapons and armour you create at a forge are considered Castle-forged (DS:125).

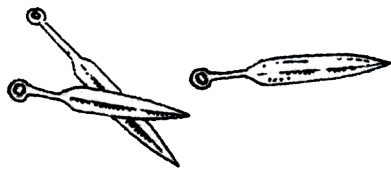
LEVEL 3. You know how to prepare and shape profound materials (DS:129).

Quick Draw

LEVEL 1. You may spend 1 footing at the start of your activation to stow or draw a single non-Heavy item.

LEVEL 2. The item you stow or draw using this ability can now be Heavy.

LEVEL 3. At the start of a combat in which you are not surprised, you may draw two items from your ready gear.



Saboteur

LEVEL 1. When making a check to smash or destroy (DS:294) an object, you may re-flip the Doomcoin once.

LEVEL 2. You treat all checks to smash or destroy unattended objects as trivial (DS:82). It is important to note that Saboteur does not allow you to destroy objects that would ordinarily be impossible for you to destroy.

LEVEL 3. When you would smash or destroy an object, you may choose to delay the effect by up to a day. When it does eventually break, it is likely that others will consider it a natural break.

Supporting Strike

LEVEL 1. When making an [attack] against a foe adjacent to an ally, you may gain a +1 modifier. If you do, you must flip the Doomcoin for the [attack]. The result of the Doomcoin flip (DS:83) is applied as normal on the effect table.

LEVEL 2. You may re-flip the Doomcoin once when using Supporting Strike.

LEVEL 3. After using Supporting Strike, an ally adjacent to the targeted foe may gain +1 footing.

LEVEL 4. If a foe is killed by Supporting Strike, an adjacent ally may immediately move a short distance.

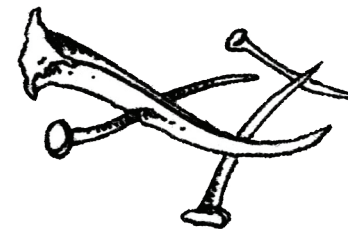


Trapmaker

LEVEL 1. You may spend downtime and the appropriate materials to create a trap. When you finish a trap, you must declare a trigger and effect (see right) as well as whether it is designed to affect creatures with the Large trait, creatures with the Small trait, or creatures with neither trait.

LEVEL 2. You may declare a trap has an advanced trigger (see right).

LEVEL 3. When you create a trap, you may decide not to state its effect; instead, choose this when you set the trap.



Crick Rider

LEVEL 1. After you mount or dismount a steed you've ridden before, your mount may immediately move a short distance.

LEVEL 2. When dismounting, you may leap a short distance.

LEVEL 3. If your mount is killed, you may immediately leap a short distance and make a focused [attack].

Traps

Traps may be set as an open action. They are clearly visible unless hidden by earth, darkness or similar.

A creature that triggers a trap in combat may spend D6 footing to avoid its effect. Out of combat, wary creatures may be allowed a check to spot or dodge the effect, at the GM's discretion.

TRIGGERS

TRIPWIRE. Requires two locations to attach the wire. An advanced tripwire can fit inside a lock mechanism.

PRESSURE PLATE. An advanced pressure plate can be set to a specific weight.

TIMER. Requires a set time within an hour. An advanced timer can be set for any time in the future.

EFFECT

MAIMING. Target suffers bludgeoning, slashing or piercing damage (DS:96), depending on the type of trap.

SNARING. Target is pinned and must [struggle, difficulty 6] to escape. If they fail this check, they cannot try again until dawn.

IMPAIRING. Target suffers an impair effect (DS:100), depending on the trap.

FUNCTIONAL. Trap performs an open action within reason, such as locking a door or starting a fire.