



# **DM Scotty's Brain Candy**

'Tasty' Optional Rules for EZD6 Core

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# OPTIONAL RULES

Hey, fellow EZD6ers! These rules have evolved naturally from my ongoing play of EZD6. Some are inspired by *EZD6 Wasted World*, like **Edges** and **Advantages**, while others have expanded based on player requests.

As always with EZD6, feel free to take what works for your table and ignore the rest!

- DM Scotty



# EDGES

I added character Edges in ESD6 Wasted World and figured they'd be a cool addition to fantasy ESD6. Each Hero Path has its own unique Edges – you just pick one of the two when creating your hero. It's that simple!

The new Edge is in addition to all the standard Hero Path abilities, not replacing them, so enjoy the power-up!

## Warrior

- **Hardy** - Start with 4 strikes, and a Boon to stun saves.
- **Payback** - Whenever an enemy attacker rolls a 1 against you, get a free attack on them that cannot crit.

## Rascal

- **Escape Artist** - You can escape any bonds given appropriate time and freedom from scrutiny, unless rolling a 1.
- **Street Rat** - You can find or avoid the criminal underworld with a Boon in urban environments and gain entry to black markets, unless rolling a 1.

## Brute

- **Unstoppable** - Enrage now counts as an automatic 'crit' hit. Roll to confirm.
- **Killing Blow** - Once per round, when you slay an enemy, gain 1 bonus Karma.

## Warden

- **Crack Shot** - You are an expert at finding weak points or timing your shot at the perfect moment; no target can be harder to shoot than a 4+.
- **Scout** - If you take point in the wilderness, you always spot the enemy before they spot you, unless there is no cover or you roll a 1.