

**THE LAST STEP** (© Bob Brodeur)

**Requirements:** Seasoned, Stealth d8+, Agility d8+, Fighting d8+

Commandos with The Last Step are specially trained in stalking and eliminating sentries with only their hands and edged weapons so as not raise alarm. When making a Stealth check opposed by a target's Notice to cover the Last Step (see Skills: Stealth) a commando with this edge receives a +2 bonus on his Stealth roll. Regardless of who wins the opposed Stealth vs Notice roll, a commando with The Last Step receives a +2 bonus on his next Fighting roll if it is against the target of the stalk.

This edge won't come up very often but the rolls in question are key.

**MAGICIAN** (© Bob Brodeur)

**Requirements:** Novice, Agility d8+, Smarts d8+

The character has trained in illusion and showmanship and receives a +2 bonus on opposed rolls for smarts or agility tricks if the trick involves some sort of magician's prop or illusion. The character must carry a selection of tricks (cards, powders, rings, silks, etc.) on his person to and use them as part of the trick to gain the bonus. (\$50, weight 1)

**SHAKE'M & STAKE'M** (© Bob Brodeur)

**Requirements:** Seasoned, Agility d8+, Holy Warrior or Champion

The hero is expert and stunning and staking vampires. If the character achieves a Shaken result against a vampire he may make an immediate Fighting roll against the Shaken vampire with no multi-action penalty. This attack is at an additional +2 on top of the bonus for attacking a Shaken target. If the character has not yet moved this action he may move up to Pace (no run) after achieving the Shaken result and before making the Fighting roll.

**GRAZING FIRE** (from Pinnacle by Teller)

**Requirements:** Seasoned, Rock and Roll!, Shooting d8+  
This edge allows a heavy machine-gunner to lay especially deadly and difficult to avoid suppressive. When using suppressive fire, those caught in the area of effect take damage on a Spirit roll of a 1 or 2 instead of only on a 1. This edge may only be used with a set up (bi-pod, tripod, or suitable rest) machine gun with a high capacity ammo feed (belt or drum) and a loader assisting.

**INCOMING!** (from Screenmonkey online)

**Requirements:** Seasoned  
Characters with the Incoming! Edge have been through enough enemy artillery they instinctively know when to run for cover and receive a +2 bonus to Spirit rolls during artillery barrages. In addition, they grant a +1 bonus to Spirit rolls during artillery barrages to all characters within 5".