

# BIG MENU OF MODS

SETTINGS USED **E** EIDOLON ALPHA **T** TRACE 2.0  
**H** HAMMERHEADS **X** TALES OF XADIA\*

## TRAIT & TRAIT MODS

*What does your setting's character file include?*

Affiliations <b>T</b>	pg. 48
Attributes <b>E H X</b>	pg. 49
Distinctions <b>E H T X</b>	pg. 50
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Roles <b>E H T</b>	pg. 58
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Specialties <b>X</b>	pg. 59
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No skills, just specialties <b>X</b>	pg. 59
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## DICE & ROLLING MODS

*Does your setting change the core rules for rolling dice?*

Add all the dice	pg. 25
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Multi-level scale	pg. 100
Hero dice	pg. 30
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Static difficulty	pg. 25

## CHARACTER CREATION

*What method does your setting use for creating player characters?*

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## GROWING CHARACTERS

*Do the player characters in your setting change over time?*

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## COMPLICATION MODS

*How does your setting approach hardship for the player characters?*

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\*Now available, sold separately