

Two-handed Force

Heavy two-handed weapons rest comfortably in the character's calloused hands and can have an astounding damaging effect on all sorts of targets. Heavy weapons are extra effective against heavily armored enemies.

Novice Passive. The damage dealt by Heavy weapons is increased to 1D12.

Adept Reaction. The character has mastered the use of its weapon, so when an attack misses a target the character may instead use the returning swing in an attempt to hit the as throwing weapons, but can only throw one such weapon per Action. The damage for this kind of attack is the base damage of the melee weapon, including any passive abilities that the thrower might possess.

Master Active. The character can unleash a devastating triple throw and send three throwing weapons towards his or her enemies, all of them against a single target or distributed among multiple ones.

Bodyguard

The character is trained to place him- or herself in the way of painful strikes and lethal blows aimed at the protected person.

Novice Reaction. With a successful Resolute, the character may take blows directed against an ally. The character may not defend itself against these attacks, they hit automatically

Adept Reaction. The character's capacity as a guardian allows it to defend itself against all attacks aimed at the person he or she is protecting.

Master Reaction. The character is a veritable guardian saint. Not only may the character defend itself against the attacks, it also gets a Free Attack as a Reaction towards any who makes a melee attack against the person under its protection.

Man-at-Arms

No matter whether the armor is made from leather or steel, the Man-at-arms ability gives the character an increased protection against hostile strikes and blows.

Novice Passive. The character know how to use its armor for maximum effect, which increases the armor's Armor tier by one step.

Adept Passive. The character is used to wearing armor and can adapt his or hers actions to its limitations. The armor no longer has a negative effect on *Quick* or abilities based on *Quick* (including *Defense*). The Impeding quality of the armor still has a negative effect when using mystical powers.

Master Reaction. The character may roll against *Quick* to counteract armor piercing arrows or bolts; if the test is successful the Armor protects as usual. Mystical powers that ignore Armor may not be blocked this way; they are not affected by the *Man-at-arms* ability.

Shieldfighter

The character is trained in how to make good use of his or her shield, but also in how to actively fight using the shield as a weapon.

Novice Passive. The damage dealt by weapons held in the character's sword arm is increased by one step. The character wields its shield as an instrument of protection with greater efficiency and therefore receives a +2 Armor bonus instead of the usual +1 when using a shield.

Adept Reaction. The character has learned how to combine weapon and shield so well that every successful attack may be followed up by a shield bash against the same target. The damage of the shield bash is 1D4, and should the character make a successful die roll against [*Strong*<<*Strong*] the target is also knocked to the ground.

Master Reaction. The damage of the shield bash is increased from 1D4 to 1D8 and the target is still knocked to the ground if the character succeeds with a [*Strong*<<*Strong*] test.

Dominate

With nothing but presence, gaze & voice, strong personalities can force weaker minds to bend in the middle of a raging battle. The character is trained in the art of subduing adversaries.

Novice Passive. The character can dominate and outmaneuver an enemy combatant by using its convincing personality. The character may use *Persuasive* instead of *Accurate* in melee combat.

Adept Free. The character can, as a Free Action and with a successful roll against [*Persuasive*<<*Resolute*], force an enemy to hesitate in melee combat. A hesitating enemy will not attack the character this turn. If possible, it attacks one of the character's allies instead.

Master Active. The character can subdue an enemy with a successful roll against [*Persuasive*<<*Resolute*]. A subdued enemy can be forced to stand down and negotiate, to flee from an ongoing battle, or surrender if it is impossible to flee. When already in combat, the enemy must first be wounded by the character or by one of the character's allies before it can be subdued.

Leader

The character is an inspiring, charismatic and eloquent person whom others listen to and whom they follow, sometimes to their death.

Novice Passive. The character's strong personality allows him or her to use *Persuasive* instead of *Resolute* for instance when weaving mystical powers, though not as a basis for the corruption threshold.

Adept Active. The character can nominate a creature or an object to be a focused target for both itself and its allies for the duration of a scene. All allies who attack the target inflict +1D4 additional damage to it. To change target requires a new active Action from the *Leader*.

Master Active. The *Leader* gives a rousing speech to its allies, which allows them to use his or her *Persuasive* instead of their own *Resolute* for the duration of a scene.

Privileged

The character belongs to a race of high social standing within its society, and is therefore given advantages that others simply cannot have or must pay in either silver or hard work to obtain.

The character gets a second chance to succeed when taking on social challenges within its own society, and does not have to roll the dice unless it strives to accomplish something which is questionable or that may be next to impossible to achieve.

Additionally, the character starts with 50 thaler in its purse.

Contacts

The character has served in an organization or traveled far and wide, and has therefore spun a broad web of contacts.

With a successful roll against *Persuasive*, the character can call to mind a contact that should be able to help with a specific question or in a precarious situation.

The contact may not be available directly – that depends on who is included in the web of contacts.

Robust

The character belongs to a race of creatures that are naturally tall and often continue to grow their entire lives.

Novice Special. Seven feet tall and very strong. Such stature makes the character easier to hit, but possesses great natural toughness. Character's Defense is based on [*Quick*-2] and can only use light armor. Character ignores 1D4 dmg from each hit taken, in addition to any armor. Can deal 1D4 extra damage with one melee attack each turn.

Adept Special. Eight feet tall, massive and with skin like bark, the character's Defense is based on [*Quick*-3] and can only use light armor. Character ignores 1D6 dmg from each hit taken, in addition to any armor. Can deal 1D6 extra damage with one melee attack each turn.

Master Special. Half a ton and 10 feet tall with skin like stone. The character's Defense is based on [*Quick*-4] and can only use light armor. Character ignores 1D8 dmg from each hit taken, in addition to any armor. Can deal 1D8 extra damage with one melee attack each turn.

Witch Hammer

The Mystic has learned to shroud a melee weapon with holy and blight-hating fire, like the legendary Lightbringer Ofelya Attio.

Material: A blessed melee weapon.

Novice Free. Holy fire encircles the Novice's melee weapon and deals 1D4 additional damage, or 1D6 additional damage if the target is an abomination or an undead. This effect remains active for the rest of the scene.

Adept Free. As Novice, but the melee weapon now deals 1D4 additional damage or 1D8 additional damage if the target is an abomination or an undead.

Master Free. As Novice, but the melee weapon now deals 1D4 additional damage or 1D10 additional damage if the target is an abomination or an undead.

Theurgy

Theurgy is the mystical teachings found among the chosen priest mages of the Church of Prios; the doctrine of the inner flame, where the ember of the soul is seen.

Novice Special. The theurg no longer suffers permanent Corruption when learning powers at Novice level belonging to the tradition of Theurgy. Despite this, the character has no protection vs. temporary Corruption that comes from powers and rituals of Theurgy.

Adept Special. The character's capacity to resist permanent Corruption now extends to Adept level. The Adept can also rest the powers and rituals of Theurgy on a foundation of faith so now only suffers one (1) temporary Corruption when casting them.

Master Special. The character's capacity to resist permanent Corruption now extends to Master level. The theurg has reached a higher understanding of the essence of its holy powers, and rolls an extra 1D4 when using healing and holy powers, or when inflicting harm on abominations or the undead.

Shapeshifter

The character has the capability to borrow the appearance of others for a period of time.

Novice Free. With a successful die roll against Resolute, the character may adopt a false shape; the form, appearance, voice and clothes, but not that of an individual. The ability persists for the duration of a scene, then fades away. Anyone who interacts with the character can see through the illusion with a [Discreet<-Vigilant] test.

Adept Free. The character may, for a short period and with a successful Resolute test, adopt the form of a specific, known individual, including clothes and attributes. The illusion requires concentration, which means a successful Resolute test each turn, and a successful [Resolute<-Weapon damage] test when suffering damage.

Master Free. With a successful Resolute test the character can adopt and maintain the form of a specific individual for a whole scene. The disguise includes speech, which requires a [Discreet<-Vigilant] test to pass unnoticed. Against those who know the individual, the character must succeed at two tests - one at distance, another in discussion.

Ritualist

The character has learned how mystical powers can be channeled through rituals – powerful but time-consuming magical practices. The character suffers one (1) permanent Corruption from each ritual learned, except if it belongs to a practiced tradition (Wizardry, Theurgy or Witchcraft). When it comes to performing rituals, the character suffers 1D4 temporary Corruption if the ritual does not belong to a mastered tradition. Performing rituals within a character's tradition only gives one (1) point of temporary Corruption.

Novice Special. The character has learned to perform one (1) ritual. The ritual may belong to any mystical tradition, but the character must have access to the ritual in order to learn & memorize it.

Adept Special. The character has learned to perform two additional rituals (three in total), again from any mystical tradition but bound to the same conditions as the Novice level.

Master Special. The character has learned to perform three additional rituals (six rituals in total).

Feint

The character handles weapons with either the Short or the Precise Quality in a both discreet and confusing manner. In mastering the technique, every attack gains the same advantage as if the opponent was surprised.

Novice Passive. The character can choose to attack with Discreet instead of Accurate when the attack is made with a melee weapon with suitable Qualities.

Adept Reaction. The character presents a false weakness in its defense and tricks the opponent to attack that weakness. The character can choose to defend itself with Discreet instead of Quick.

Master Active. With a successful roll against [Discreet<-Vigilant] the character can surprise an enemy in the middle of an ongoing fight. A successful test gives the character a Free Attack against that enemy in addition to its ordinary attack. The character may still perform an ordinary attack even if the attempted Feint fails.

Backstab

The character has learned how to exploit the weakness in an enemy's defense, and will not let an opportunity go by without making a Backstab.

Novice Reaction. One attack per turn made from advantage deals +1D4 extra damage in addition to any damage inflicted thanks to the advantage. The character may use Discreet instead of Accurate when making attacks while with advantage. Backstab may only be performed once per turn.

Adept Reaction. As well as extra damage, the character's Backstab deals a bleeding wound. The attack opens a wound that bleeds heavily, inflicting 1D4 damage each turn following the attack. The enemy continues to bleed until healed by a herbal cure, the Medicus ability or in some other way

Master Reaction. The character's Backstab deals an extra +1D8 damage and causes bleeding (as above). Limits to how many Backstabs a Master can perform each turn no longer applies. All attacks count as Backstabs as long as the conditions for either advantage or surprise are met.

Twin Attack

The character has learned how to fight with two weapons, an advanced but effective technique that gives the warrior an offensive advantage.

Novice Active. The character can safely wield two weapons, one in each hand. The Novice can fight with a single-handed weapon in its primary hand and a Short weapon in the other. The character can make two attacks on the same target, dealing 1D8 and 1D6 damage respectively. The enemy must defend itself separately against the attacks. The Novice also receives a +1 bonus to its Defense as a Passive ability, but only when wielding a weapon in each hand.

Adept Active. The Adept can use two single-handed weapons, each attack dealing 1D8 in damage.

Master Active. With the skill of a Master, the damage dealt by the main-hand weapon is 1D10 while the weapon in the other hand deals 1D8.

Berserker

The character can unleash a fuming rage that, if channeled correctly, might determine which side will emerge victorious from the battle.

Novice Free. The character may as a free action enter into a murderous frenzy to solely focus on hurting the enemy, dealing 1D6 of extra damage when fighting in melee combat. The downside of this frenzy is that the character cannot defend itself properly. The character's Quick is considered to be 5 when calculating Defense.

Adept Reaction. The rage is like armor for the character. He or she ignores 1D4 damage from each hit suffered while in a berserker rage.

Master Free. The character has managed to harness its rage without losing any of its power. The character can utilize the capacity to both deal and ignore extra damage, while still being able to defend itself as normal.

Alchemy

The character is schooled in the mysteries of alchemy. With the right ingredients, the character can prepare various elixirs to help it survive.

Novice Special. With a successful roll vs Cunning the character can gather herbs and minerals to create one dose of a Novice elixir.

Adept Special. The character can roll against Cunning to gather herbs & minerals to create 1 (one) dose of an Adept elixir or 1D4 doses of Novice elixir.

Master Special. The character can roll against Cunning to gather herbs & minerals to create 1 (one) dose of a Master elixir, 1D4 doses of an Adept elixir or 1D8 doses of a Novice elixir.

Elixirs (see page 152-153)

NOVICE: Antidote (weak), Herbal Cure, Waybread, Poison (weak)

ADEPT: Antidote (moderate), Choking Spores, Eye Drops, Elemental Essence, Ghost Light, Poison (moderate), Magic Concentrate, Protective Oil

MASTER: Antidote (strong), Life Elixir, Spore Bomb, Poison (strong), Wraith Dust

Beast Lore

The character is schooled in the lore of beasts and knows the secrets of most monsters.

Novice Free. The character has studied monsters and can make a *Cunning* Test to recognize or re-collect a monster's strengths and weaknesses. The Game Master describes the monster and its statistics to the player.

Adept Free. The character is an acknowledged scholar studied in (*pick one* Abominations, Beasts, Cultural Beings or Undead). The character now deals +1D4 additional damage to monsters from that category. This extra damage applies to the character's allies as well, if they have been instructed in how best to fight the creature.

Master Free. The character now deals +1D6 extra damage to creatures from the subcategory that the player picked at the Adept level. This extra damage applies to the character's allies as well, if they have been instructed in how best to fight the creature.

Brimstone Cascade

The Mystic can unleash the rampaging spirit of fire and burn enemies to cinders, or at least scorch them severely.

Material: A fistful of pure brimstone.

Novice Active. The Mystic lashes out with fire and brimstone. If the Mystic succeeds with a [*Resolute* <-*Quick*] test, the cascade deals 1D12 points of dmg. If the Mystic fails, the cascade only deals 1D6 dmg.

Adept Active. The Mystic unleashes a chain of burning energy. If the Mystic succeeds with a [*Resolute* <-*Quick*] test, the fountain deals 1D12 points of dmg. If the Mystic fails, the fountain deals 1D6 dmg. If the target suffers the full 1D12 dmg, the Mystic may try to steer the cascade toward an extra target, and so on until the Mystic fails a [*Resolute* <-*Quick*] test.

Master Active. The Mystic unleashes a veritable storm of flaming energies. If the Mystic succeeds with a [*Resolute* <-*Quick*] test, the fountain deals 1D12 points of damage. If the Mystic fails the test the fountain only deals 1D6 dmg. The chain continues, even if the Mystic should fail one of the tests, and doesn't stop until there is a 2nd failed attempt.

Medicus

The character is schooled in the art of healing. The art of healing has been developed in parallel with alchemy, and many healers train in both.

Novice Active. As a clever surgeon, the character can make a die roll against *Cunning* to heal 1D4 of a patient's *Toughness*, or 1D6 when using an herbal cure. This ability can only be used once per patient per day.

Adept Active. The character is an acknowledged *Medicus*. A successful *Cunning* test heals 1D6 of a patient's *Toughness*, or 1D8 when using an herbal cure. This ability can only be used once per patient per day.

Master Active. The character has vast medical knowledge. A successful *Cunning* test now heals 1D8 of a patient's *Toughness*, or 1D10 when using a herbal cure. Even a failed test heals 1D4 when only using *Medicus* or 1D6 when also applying an herbal cure. This ability can only be used once per patient per day.

Bushcraft

The character can survive on meager resources and is used to finding food and shelter in harsh terrain.

With a successful *Vigilant* test, the character can find enough food and water to feed itself while being on the move in the wilderness or among Davokar's ruins. If the character is part of a small group (up to five individuals), food and water can be found for them as well, but that will take much more time. The group cannot be on the move during that time.

Witchcraft

From the deep soils and wild spirits of Davokar comes the tradition of witchcraft. For generations, its teachings have been passed on to witches who, alongside the chieftains, have led the people of the forests through mishaps and triumphs alike.

Novice Special. The witch has learned the teachings of witchcraft and how to withstand its darker elements. The witch no longer suffers any permanent *Corruption* from learning powers at Novice level belonging to the Witchcraft tradition, nor when learning any of its rituals. Despite this, the character still suffers temporary *Corruption* when using the powers and rituals of Witchcraft.

Adept Special. The witch suffers no *Corruption* from learning the powers of Witchcraft at Adept level. The Adept witch has also learned to bind the powers and rituals of the craft in earth, blood and spirit so that they only give one (1) temporary *Corruption* when used.

Master Special. The witch suffers no *Corruption* from learning the powers of *Witchcraft* at Master level.

Wizardry

Taught by Ordo Magica Wizardry is a tradition with practitioners well-versed in the mysteries of fire, the will's triumph over matter & the labyrinths of the senses.

Novice Special. The wizard does not suffer permanent *Corruption* when learning powers at Novice level in the tradition of *Wizardry*, nor when learning its rituals. Despite this, the character still has no protection against the temporary *Corruption* that comes from using the powers & rituals of *Wizardry*.

Adept Special. The wizard no longer suffers permanent *Corruption* from Adept level powers of the tradition of *Wizardry*. The Adept has also learned to ground the powers and rituals of *Wizardry* in theories so well that the character now only suffers one (1) temporary *Corruption* when casting them.

Master Special. The wizard's understanding of magic is all but complete. She may therefore re-roll one (1) failed Test each turn when attempting to establish a chain of magic (see pg 130). The mage no longer suffers *Corruption* from learning the Master level of the powers of the *Wizardry* tradition.

Natural Warrior

A sword or a bow is not always needed to fight. Through long and hard training, the character has become a dangerous opponent even when unarmed.

Novice Passive. The character has learned to use The character has learned to use its natural-born warrior capabilities with great efficiency. The character's unarmed attacks now deal 1D6 damage. If the creature has the Natural Weapons trait as well, then the damage is increased according to the level of that monstrous trait.

Adept Active. With the speed of an Adept, the character may now perform a double attack vs a single target. Roll the two attacks separately.

Master Passive. By attacking an opponent's weak points with flawless precision – such as throat and knees – the Master's unarmed strikes are truly devastating. Each attack that hits deals 1D6 of extra damage.

Acrobatics

The character has learned the art of acrobatic maneuvering. The nimbleness of the acrobat provides an advantage in reach or withdrawal.

Novice Active. The character may roll vs *Quick* to avoid Free Attacks from enemies in melee combat, either when trying to slip past an enemy or when attempting to withdraw from melee. Should the Test fail, the player must choose to either remain in its original place or to move anyway and suffer a Free Attack from the opponent

Adept Free. If the character is knocked down she may attempt to jump back up again as a Free Action by making a *Quick* test. If the test fails the character has to spend a Movement Action to get back on its feet, as usual.

Master Active. The character can use enemies as shields in battle. In combat with more than one opponent, the character may once per turn use an enemy as a shield and have that enemy suffer a successful hit instead of the character. That opponent cannot defend against the attack, but the acrobat must make a roll vs *Quick* for the enemy to take the hit.

Marksman

The character can inflict serious damage on its enemies with a bow or crossbow, hoping to either bring them down or at least make sure that they do not reach melee combat range.

Novice Passive. Thanks to the character's skill, damage dealt with bows and crossbows are increased to 1D10 and 1D12 respectively, from the usual 1D8 and 1D10.

Adept Active. The character's precision provides her projectiles with a crippling effect. The attack deals damage as usual and if the target is wounded the character may make an [*Accurate* <-*Strong*] test every time the target attempts to move. A successful die roll means that the target cannot move and its Movement Action is forfeit. As soon as the target manages to move (the character fails the test), the crippling effect is gone.

Master Active. The Master Marksman's projectiles become armor piercing. The shot hits a weak spot and completely ignores the target's *Armor*.

Sixth Sense

With dedicated training it is possible to awaken these other senses and sharpen them to the brink of eeriness.

Novice **Passive.** The character possesses strong intuition, which lets him or her use *Vigilant* instead of *Accurate* then attacking with ranged weapons.

Adept **Passive.** The character's intuition has expanded and the character may now use *Vigilant* instead of *Quick* for Initiative and when calculating his or her *Defense*.

Master **Passive.** The character can move and fight unhindered when blinded or in complete darkness.

Lay On Hands

The secrets of life lay bare for the Mystic and with them follows the coveted force of healing.

Material: A holy symbol.

Novice **Active.** By passing a *Resolute* test, the Mystic's touch heals 1D6 points of a target's Toughness. This power can also work on the Mystic.

Adept **Active.** The Mystic healing hands can now heal 1D8 points of Toughness and stop the ongoing effect of poisons and bleeding.

Master **Active.** The Mystic can heal a creature within sight, healing 1D8 Toughness and halt the ongoing effect of poisons and bleeding. The Mystic now heals 1D12 points of Toughness when touching the target.

Iron Fist

The character is trained to use its strength for maximum effect on a target in melee combat.

Novice **Passive.** The character can fully utilize its strength and therefore uses *Strong* instead of *Accurate* when making a melee attack.

Adept **Passive.** The character's melee attacks now deal +1D4 additional damage.

Master **Active.** The character knows how to truly put its back into an attack. The character can perform a devastating melee attack once per turn that deals +1D8, instead of +1D4, in additional damage.

Pariah

The character belongs to a race of ill-repute among the ruling majority and is more or less openly discriminated against. Lone individuals in society might be less inclined to prejudice, but the character's social interactions are generally hampered. Persecuted groups tend to stand together against the world and provide each other with aid and support.

When taking on a social challenge, the player has to roll twice and pick the worst result to decide the outcome of the test. On the other hand, the character is awarded a second chance to succeed while interacting with members of its own race, in which case it also only has to roll the dice when it strives to accomplish something which is questionable or that may be next to impossible to achieve.

Additionally, the character starts with only five shillings in its purse.

Polearm Mastery

The character's advanced skill with long weapons really shows that a simple shaft of hardened wood can be a fearsome weapon in the hands of a trained warrior.

Novice **Passive.** Damage dealt by Long Weapons is increased one step, to 1D10 for spears and halberds and to 1D8 for staves.

Adept **Reaction.** The character receives a Free Attack against all enemies who come into range of melee combat – whether it is the enemy who engages the character or vice versa is irrelevant. The only exception is when the enemy also wields a long weapon; in such a situation the character receives no Free Attack.

Master **Reaction.** The character has the skill to keep her enemies at bay. The character can use the Free Attack with a polearm to keep an enemy from coming close enough to attack. For as long as the character succeeds in hitting the enemy, the enemy remains unable to attack the character with melee weapons – whether or not the damage penetrates the enemy's armor.

Steel Throw

There are traditions and groups whose representatives have practiced the art of the thrown weapon for generations.

Novice **Active.** The character has begun to understand the riddle of steel-throwing. The damage dealt by throwing weapons is increased to 1D8.

Adept **Active.** The character can perform a double throw with one Action. The attacks are rolled separately and are either aimed at the same target, or at two different ones. The character can also use melee weapons as throwing weapons, but can only throw one such weapon per Action. The damage for this kind of attack is the base damage of the melee weapon, including any passive abilities that the thrower might possess.

Master **Active.** The character can unleash a devastating triple throw and send 3 (three) throwing weapons towards his or her enemies, all of them against a single target or distributed among multiple ones.

Recovery

The character can use its inner power reserves with an almost magical self-discipline to rejuvenate the energy of its body, even in the midst of combat.

Novice **Active.** With a successful roll against *Resolute*, the character regains 1D4 Toughness. Multiple attempts can be made, but only one successful attempt is allowed per day.

Adept **Active.** Just as Novice, but the character recovers 1D6 Toughness.

Master **Active.** Just as Novice, but the character recovers 1D8 Toughness.

Quick Draw

Dealing the first blow can decide the outcome of a battle, and with this ability the character has an advantage when an unexpected ambush happens or switch weapons with unnatural prescience.

Novice **Free.** With a successful die roll vs *Quick* the character may unsheathe and draw a weapon as a Free Action, thereby being able to use the weapon as if it was already drawn. The character can also reload a crossbow as a Free Action with a successful *Quick* Test.

Adept **Free.** With a successful die roll vs *Quick*, the character may switch weapons as a Free Action, meaning that the character can sheathe one weapon and draw another in one fluid motion.

Master **Free.** The character handles elixirs swiftly and may with a successful *Quick* test pour one dose down its own or someone else's throat as a Free Action.

Survival Instinct

The character belongs to a race with a short lifespan, but a surfeit of life-force. For some this energy manifests in acute restlessness; for others it manifests more usefully as a drive for survival.

Novice **Free.** Thanks to its explosive survival instinct, the character may perform one extra Movement action once per scene.

Adept **Reaction.** The character trusts its instincts and has learned that rolling with the punches often saves your life. The character's finely honed survival instinct provides it with a permanent +1D4 to Armor.

Master **Free.** These resides a powerful fighting spirit within each member of the character's race, and that spirit can show itself when the character is backed into a corner. The character has nurtured this hot-tempered aggression and may sacrifice a Movement Action once per scene to perform an extra Combat Action.

Equestrian

It takes training to be able to use a mount in combat, but if they're able to work together as one, they can become a deadly adversary.

Novice Reaction. The character's expertise in riding mean she can handle fighting while mounted. The character can use the weight of the mount in a cavalry charge and deals +1D6 additional damage with one melee attack if the mount moves prior to the attack.

Adept Active. The character and mount can make sweeping attacks, making it possible to Move, in part, before and after an attack. Can perform melee attack without being locked in combat. Enemy can only retaliate using Reactions, or by spending their Move Action trying to catch up with the rider.

Master Reaction. The character can use a cavalry charge even more effectively and deal +1D10 dmg with one melee attack, if the mount moves prior to the attack.

Exceptional...

All attributes, physical and mental, have the capacity to improve, through practice, training and use.

Note: The character can develop different Attributes with each requiring an additional purchase of the *Exceptional... Ability*.

Novice Special. The character has developed one of his Attributes through hard work and practise, which increases the Attribute by +1.

Adept Special. As Novice, but the Attribute value increases by an additional +1, to +2 total.

Master Special. As Novice, but the Attribute value increases by an additional +1, to +3 total.

Loremaster

The character is educated and well-versed in the ways of the world: its cultures, its art, languages, its history and artifacts.

Novice Free. With a successful *Cunning* test, the character can figure out an artifact's properties and how to activate it. A similar Test can translate text, recall facts or research an obscure topic. The character doesn't need a Test to utter a few words or a phrase, but does if she tries to have a proper conversation.

Adept Free. The character can use *Cunning* instead of *Resolve* when trying to activate artifacts. With a successful *Cunning* test, the character can also read languages not intended for the human tongue, like Elvish or Troll. Again, a character need only make a test where engaging in proper conversation.

Master Free. The character can activate mystical powers from scrolls with a *Cunning* test. She can use *Cunning* instead of *Resolute* to resist mystical effects. The character can read texts of Symbaroum with a successful *Cunning* test; equally, a success will allow a proper conversation.

Poisoner

The character is familiar with the effective use of poisoned weapons in combat. The character can identify poisons by inspecting a wound or a corpse. Actual production requires the Alchemy Ability.

Novice Free. The character can apply one dose of a poison or alchemical elixir to a weapon with a successful *Cunning* test. The application is enough for one hit with the weapon. The character struck is poisoned until a [*Cunning* < - *Strong*] test fails, but is always poisoned for at least one turn (ref pg 153).

Adept Free. The character can make a dose of poison last an entire battle. After successful application of a dose, all attacks count as poisonous for the duration of the combat scene.

Master Free. The character has mastered the art. With a successful *Cunning* test, any poison applied to a weapon counts as one level higher than usual. For example, a Weak poison count as Moderate. A Strong poison doesn't inflict additional damage. Instead, the character has a second chance to succeed with the [*Cunning* < - *Strong*] test instead.

Sorcery

You're arrogant or desperate enough to cling to the darkness by using magic without the nonsense of the Traditions. A sorcerer's path always ends in the grasp of corruption.

Novice Special. The sorcerer has taken the first faltering steps down the slippery slope. The sorcerer can reduce the Corruption he or she takes. Making a successful roll against *Resolute* each time the sorcerer suffers Corruption, she suffers only one (1) point instead of 1D4 Corruption.

Adept Reaction. The sorcerer draw from personal Corruption to avert a failed casting. If a sorcerer fails to use a power she may roll a second time against her Total Corruption value. On a success, the power activate as normal, but the sorcerer also suffers an additional 1D4 temporary Corruption.

Master Special. The sorcerer can use the Corruption in others. Whenever the sorcerer attempts to affect the *Resolute* attribute of another creature, he may roll against the creature's Shadow instead (the creature's *Resolute* – Total Corruption). Creature of utter corruption are immune to this.

Witchsight

By way of the shadows surrounding creatures, locations and objects the world's deeper conflicts are observable for a character.

Novice Free. The character can make a roll against [*Vigilant* < - *Discreet*] in an attempt to see the dominant Shadow of a creature, location or object. such attempt forces the character to suffer 1D4 of temporary Corruption.

Adept Free. The character has gained greater insight in auras and mystic phenomenon. *Witchsight* now reveals all Shadows of an inspected target but not their respective strengths. Character suffers 1D6 temporary Corruption each time she attempts to see the Shadows of a creature, location or object.

Master Free. The character has achieved superior insights and can now see all Shadows and their respective strengths clearly. The character suffers 1D8 temporary Corruption each time he or she attempts to see the Shadows of a creature, location or object.

Strangler

The character has been initiated into the dirty, but sometimes necessary, art of strangulation. This fighting technique has a bad reputation, which does not inhibit its widespread use in discreet takedowns.

Novice Active. The character may attack when at an advantage. A successful attack deals 1D6 of dmg each turn and ignores Armor. The target cannot act until the Strangler's hold is removed; the character maintains the stranglehold with a successful [*Cunning* < - *Cunning*] test.

Adept Active. The character can make use of Choking Spores in combat. With a test of [*Cunning* < - *Quick*], the spores deal 1D4 dmg per turn for 1D4 turns to a single enemy, ignoring Armor. Affected victims may act as usual, in contrast to the Novice level of this ability.

Master Active. The character can use Spore Bombs. Striking a target victim requires a *Cunning* test. The Spore Bomb can fill a corridor, a smaller area or an ordinary room. Anyone in that area, friend or foe, suffers 1D4 dmg per turn for 1D4 turns, ignoring Armor.

Tactician

The character has studied the art of warfare, each aspect distilled and governed by calculations and principles of scholarly warrior tradition.

Novice Passive. The character has studied the tactics of warfare and grasped its fundamentals. The character may use *Cunning* instead of *Quick* when calculating Initiative.

Adept Passive. If character has mastered the art of a good defensive posture, which allows him to use *Cunning* instead of *Quick* when calculating *Defense*.

Master Passive. The character is a genius when it comes to offensive warfare. The character may use *Cunning* instead of *Accurate* when attacking with anything but Heavy weapons.

Steadfast

The character has a mind as hard as steel, inspiring them to fight on even in the face of insurmountable odds. The character rarely succumbs to attempts to seize control of their senses.

Novice Reaction. The character can make a second attempt to succeed with a *Strong* or *Resolute* test when trying to break an ongoing physical effect: traps, poisons, alchemical effects. This also includes energies from mystical powers, as long as these are manifested physically in forms like fire, acid or something similar.

Adept Reaction. The character is unshakable, and can make a second attempt to shrug off ongoing powers that effects either their will or their senses.

Master Reaction. The character's psyche strikes back upon those who attack it. When victim of any mental attack (those attacks modified by *Resolute*) that fails, the attacker suffers 1D6 dmg that ignores Armor.