

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 means 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.

LoveMASTER

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 Sybaroum 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 counts 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 draws 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 activates 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 a creature, location 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 affect 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.