

Symbaroum

ABILITIES

ABILITY	COMMON FOR	DESCRIPTION
Acrobatics	Warrior, Rogue	Avoid Free Attacks, jump back up again faster, use opponents as shields
Alchemy	Mystic, Rogue	Identify drugs and poisons, gather ingredients to create an elixir once per adventure
Backstab	Rogue	Use <i>Discreet</i> instead of <i>Accurate</i> while at an advantage, cause bleeding wounds and extra damage
Beast Lore	Mystic, Rogue	Know the Strengths/Weaknesses of monsters, extra damage against a specific monster category
Berserker	Warrior	Extra damage when fighting in melee combat, ignore damage, but worse <i>Defense</i> on novice/adept
Bodyguard	Warrior	Protect another person and defend against attacks aimed at that person
Dominate	Warrior, Mystic, Rogue	Use <i>Persuasive</i> instead of <i>Accurate</i> in melee combat, intimidate/subdue enemies
Equestrian	Warrior, Mystic, Rogue	Calm animals, fight wile mounted with extra damage in melee combat
Exceptional Attribute	Warrior, Mystic, Rogue	Increase one attribute value up to +3, may be chosen multiple times
Feint	Rogue	Use <i>Discreet</i> instead of <i>Accurate</i> with a short/precise melee weapon, defend with <i>Discreet</i> , surprise Enemies
Iron Fist	Warrior	Use <i>Strong</i> instead of <i>Accurate</i> in melee combat, melee attacks make extra damage
Leader	Warrior, Mystic, Rogue	Use <i>Persuasive</i> instead of <i>Resolute</i> , extra damage for allies against focused target
Loremaster	Mystic, Rogue	Examine and activate artifacts, read and understand other languages
Marksman	Warrior, Rogue	More damage with bows and crossbows, can cripple an enemy, piercing projectiles that ignore armor
Man-at-arms	Warrior	Armor protects one tier better, no negative effect on <i>Quick</i> anymore, protect against projectiles
Medicus	Mystic, Rogue	Use <i>Cunning</i> to heal someone's <i>Toughness</i> , enhanced use of herbal cure
Mystical Power	Mystic	Learn a Mystical Power, may be chosen multiple times
Natural Warrior	Warrior	Extra damage with unarmed attacks, attack two times against a single target
Poisoner	Mystic, Rogue	Identify poisons, apply poison or other elixirs to a weapon
Polearm Mastery	Warrior, Rogue	Extra damage with Long weapons, Free Attacks against enemies entering melee combat
Quick Draw	Warrior, Rogue	Use <i>Quick</i> to unsheathe, draw and switch weapons as a Free Action, quickly use elixirs and reload crossbows
Recovery	Warrior, Mystic, Rogue	Use <i>Resolute</i> to regain more <i>Toughness</i> per day
Ritualist	Warrior, Mystic, Rogue	Learn to perform rituals (up to 6), recognize other rituals
Shield Fighter	Warrior	Better damage with weapons while using a shield, extra damage with shield, knock someone down
Sixth Sense	Warrior, Rogue	Use <i>Vigilant</i> instead of <i>Accurate</i> while using ranged weapons, use <i>Vigilant</i> for <i>Defense</i> , fight in Darkness

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Sorcery	Mystic	Use <i>Resolute</i> to reduce Corruption, use Corruption value to reroll Power tests
Steadfast	Warrior, Mystic, Rogue	Two attempts to break physical effects and shake off ongoing powers, retaliate mental attacks
Steel Throw	Warrior, Rogue	Better damage with throwing weapons, can throw multiple times against different targets
Strangler	Warrior	Strangle and hold opponents (attack ignores armor), use Choking Spores and Spore Bombs
Tactician	Mystic, Rogue	Use <i>Cunning</i> for Initiative, Defense and Attack
Theurgy	Mystic	No or less Corruption while learning and using Theurgy Mystical Powers and rituals
Twin Attack	Warrior, Rogue	Wield two weapons, one in each hand, make two attacks on the same target
Two-handed Force	Warrior	More damage with Heavy weapons, ignore armor with an attack by a Heavy weapon
Witchcraft	Mystic	No or less Corruption while learning and using Witchcraft Mystical Powers and rituals
Witchsight	Mystic, Rogue	See the Shadow of a creature, object or location
Wizardry	Mystic	No or less Corruption while learning and using Wizardry Mystical Powers and rituals

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ABILITY	COMMON FOR	DESCRIPTION
Arrow Jab	Hunter	React to a melee attack with an arrow stab against that enemy, later free bow attack if jab is successful
Axe Artist	Warrior	Stun an enemy with an axe, make two attacks with the same axe, more damage with axes
Blacksmith	All	Use <i>Cunning</i> to make an item, patch damaged armor or adapt armor for other sizes
Channeling	Mystic, Rogue	Receive Corruption intended for someone else, roll twice for Corruption value, pass Corruption on to others
Cheap Shot	Rogue	Get Free Attacks after a Cheap Shot, knock down enemies, deal damage after attacks from enemies
Ensnare	Warrior, Rogue	More chances to ensnare enemies, strangle an enemy with <i>Ensnare</i>
Feat of Strength	Warrior only	<i>Toughness</i> +5, more damage if <i>Toughness</i> is halved
Flailer	Warrior	Jointed weapons get the quality Ensnaring, the secondary damage of jointed weapons makes more damage
Hammer Rhythm	Warrior	Shatter shields, drive opponents backwards and make a free attack, later double attack
Hunter's Instinct	Hunter only	Appoint a target, more damage and re-rolls against that target (only ranged attacks)
Knife Play	Rogue	Use <i>Quick</i> instead of <i>Accurate</i> with a short knife-like weapon, make two knife-attacks
Opportunist	Warrior, Rogue	Use active abilities on free Attacks or get a second chance to succeed on free Attacks
Rapid Fire	Hunter, Rogue	Sacrifice movement action to shoot more arrows
Rapid Reflexes	Rogue only	Switch places with an enemy on passed <i>Defense</i> test, always be first in initiative order
Rune Tattoo	Warrior	Needs <i>Carve Rune Tattoo</i> Ritual, receive Corruption for more armor, healing or damage
Siege Expert	All	Can use and construct siege weapons, can handle alchemical grenades
Staff Fighting	Hunter, Warrior	Gain more <i>Defense</i> while using a staff, make a free attack after enemy has defended himself, quick riposte
Strong Gift	Mystic only	Reduce temp. Corruption for one power, use whole <i>Resolute</i> value for corruption threshold
Sword Saint	Warrior	More damage when fighting with sword and dagger, free attack after successful defense
Symbolism	Mystic	Create mystical symbols and activate them
Trapper	Hunter, Rogue	Use <i>Cunning</i> to deploy or disarm a trap, build improvised traps
Trick Archery	Hunter	Use a full turn to aim at a specific body part or location, projectiles can ricochet
Troll Singing	Mystic	No or less Corruption while learning and using troll songs, re-roll tests that influence minds of others
Wrestling	Warrior	Get a grip on an enemy and throw or hold him

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ABILITY	ONLY FOR	DESCRIPTION
Agile Combat	Iron Sworn	Split movement action, switch freely between weapons, second chance to defend against free attacks
Armored Mystic	Templar	Mystical powers are not affected by armor, more protection from armor
Artifact Crafting	Artifact Crafter	Use <i>Cunning</i> to craft lower artifacts
Blood Combat	Wrath Guard	More damage and re-rolls if <i>Toughness</i> is halved, gain <i>Toughness</i> back through attacks
Mantle Dance	Gentleman Thief	Use a mantle to defend; blind and ensnare enemies with it
Pyrotechnics	Queen's Spy	Use Flash Powder, Smoke Bomb and Thunder Ball
Staff Magic	Staff Mage	Staff Mage can activate runes on the staff, no or less Corruption while learning and using staff magic powers

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MYSTICAL POWERS

POWER	TRADITION	DESCRIPTION
Anathema	Wizardry, Staff Magic, Theurgy	Use <i>Resolute</i> to disperse ongoing effects of mystical powers and creatures
Bend Will	Wizardry, Sorcery, Witchcraft	Seize control of a creature's will to let the creature perform specific actions, until your <i>Resolute</i> is broken
Blessed Shield	Theurgy	Additional armor (can include allies), abominations and undead suffer from melee attacks against the shield
Brimstone Cascade	Wizardry	A cascade of fire dealing heavy damage against a possible chain of enemies
Confusion	Wizardry, Troll Singing	Confuse enemies so that they can't attack or will even attack own allies
Curse	Sorcery, Witchcraft	Enemy needs two successes for a test, later an enemy suffers damage for all actions he tries to perform
Entangling Vines	Witchcraft	Vines ensnare one or more enemies, ensnared victims suffer damage on higher level
Flame Wall	Wizardry	Make a wall or dome out of flames, everyone trying to pass through suffers damage
Holy Aura	Theurgy	Aura that causes damage to abominations and undead, heals living creatures on higher level
Illusory Correction	Wizardry	Re-roll tests affecting you or others
Inherit Wound	Theurgy, Witchcraft	Heal another one and suffer the same amount of damage, later only half damage or pass onto enemies
Larvae Boils	Sorcery, Witchcraft	Larvae eat through the body of the target, causing ongoing damage
Lay on Hands	Theurgy, Witchcraft	Heal others or yourself, stop ongoing effects like poison or bleeding
Levitate	Wizardry, Theurgy	You can levitate or let others levitate
Maltransformation	Witchcraft	Turn a target into a harmless beast, it can't attack
Mind-Throw	Wizardry	Move and throw loose objects, to attack or defend with them, lift and throw enemies on adept
Nature's Embrace	Witchcraft	Sink into the earth in order to be invulnerable, move through the earth
Prios' Burning Glass	Theurgy	Burn enemies with holy light, extra damage against abominations and undead
Revenant Strike	Sorcery	Ignite a malicious flame around a weapon for more damage, slain enemies rise again as undead
Shapeshift	Witchcraft	Take the form of a beast, bigger beasts with more levels in <i>Shapeshift</i>
Storm Arrow	Witchcraft	Enchant multiple arrows, they float and can be fired against targets
True Form	Wizardry, Theurgy	See through illusions/transformations, force creatures to return to their true form
Unholy Aura	Sorcery	Harm cultural beings and beasts around you, can choose to exclude allies on adept
Unnoticeable	Wizardry, Theurgy	Get invisible until an attack or taking any kind of damage
Witch Hammer	Theurgy	Your melee weapon deals more damage, extra damage against abominations and undead

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POWER	TRADITION	DESCRIPTION
Banishing Seal	Symbolism	Banish a creature type from an area, unaffected creatures (test fails) suffer damage
Black Bolt	Sorcery	Damage and trap an enemy with a black bolt, affect a chain of enemies on higher level
Black Breath	Sorcery	Heal corrupted creatures, but others will suffer temp. corruption
Blinding Symbol	Symbolism	Blind multiple enemies
Combat Hymn	Troll Singing	You and all allies get a +1 bonus on specific attributes, regain <i>Toughness</i> on higher level
Dancing Weapon	Staff Magic, Troll Singing	Let a weapon dance, that uses <i>Resolute</i> for attack/defense
Draining Glyph	Symbolism	Every enemy in vicinity suffers damage, ignoring armor, the stolen life-force heals you or an ally
Heroic Hymn	Troll Singing	You and all allies get a +1 bonus on specific attributes, temp. corruption is reduced on higher level
Protective Runes	Staff Magic, Symbolism	More armor, and enemies harming you suffer retaliating damage
Retribution	Sorcery, Troll Singing	Establish a death link to an enemy, damage you suffer is also inflicted upon the bound enemy
Sphere	Staff Magic	Create a sphere with a spinning melee weapon, defending against attacks
Weakening Hymn	Troll Singing	Wounded enemies need two successes on their tests

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POWER	TRADITION	DESCRIPTION
Exorcize	Demonologist	Open a temporary rift in the world's fabric and send an enemy through it, which suffers damage/corruption
Fire Soul	Pyromancer	Less damage from fire, on higher level healed by fire, retaliating damage against enemies
Lifegiver	Confessor	Heal temp. corruption on you, later also on all allies in sight, excess points heal <i>Toughness</i>
Mirroring	Illusionist	Project multiple copies of yourself, every attack against you has a chance of hitting one of the copies
Psychic Thrust	Mentalist	Combine a melee attack with a psychic thrust, enemy can't defend and suffers extra damage on higher level
Purgatory	Inquisitor	Incapacitate corrupted targets, thoroughly corrupt creatures suffer damage (ignoring armor)
Spirit Walk	Necromancer	Assume spirit form for one movement, use spirit form to defend or attack
Staff Projectile	Staff Mage	Throw the rune staff and use <i>Resolute</i> instead <i>Accurate</i> to hit the target, the staff returns after it
Teleport	Demonologist	Exit the world through a rift and return at another visible location, take someone through the rift
Thorn Cloak	Green Weaver	Vegetation surrounds you (and allies on higher level), it provides more armor
Tormenting Spirits	Spiritualist, Necromancer	Call spirits to attack a target, so it gets harder for it to act, the spirits deal damage to <i>Resolute</i>
Wild Hunt	Blood Wader	Summon beasts to aid in combat, bigger or additional beasts on higher levels

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RITUALS

RITUAL	TRADITION	DESCRIPTION
Blood Bond	Witchcraft	Share corruption with a familiar, transfer permanent corruption to the familiar, costs 1 experience
Borrow Beast	Witchcraft	Get into a trance (up to 24 hours) and possess and control the body of a small beast
Break Link	Wizardry	Break mystical links and bonds to an object or a person
Clairvoyance	Wizardry	Observe and listen in on a faraway location that you have personally visited before
Command Confession	Theurgy	Force a victim to truthfully answer yes/no questions
Desecrating Rite	Sorcery	Desecrate a weapon or a location, punishing anyone trying to affect it with rituals from the outside
Enslave	Sorcery	Carve a rune into a creature, enslaving it; the creature will obey commands
Exchange Shadow	Sorcery	Exchange shadow with that of another creature, will require something from the victim
Exorcism	Theurgy	Banish a spirit possessing a creature or person
False Terrain	Wizardry	Use an illusion to hide a location and make it look different
Familiar	Witchcraft	Be bound to a beast that will be loyal; communicate telepathically, command it, share wounds
Flaming Servant	Wizardry	Bind a fire creature to an armor, it will be acting as a bodyguard and fight for the mystic
Fortune-telling	Witchcraft	Ask a yes/no question about the current adventure
Heretic's Trail	Theurgy	Track an abomination or a tainted creature (must have met before)
Holy Smoke	Theurgy	Use <i>Cunning</i> to reveal with smoke how blight-stricken persons/creatures are
Illusion	Wizardry	Create an illusion that can move, speak and perform simple tasks (one hour duration)
Judging Bonds	Theurgy	Shackle a person to prevent it from using mystical powers
Magic Circle	Wizardry	Establish a permanent magical circle to communicate telepathically with persons in other magical circles
Nature's Lullaby	Witchcraft	You and all allies become invisible to blighted creatures, ends if someone behaves aggressively
Necromancy	Witchcraft	Ask a number of questions to a dead person while being next to the grave or body, answers are yes/no
Oracle	Theurgy	Ask an open question about the future of the current adventure
Patron Saint	Theurgy	Bind the soul of a fallen templar as a guardian spirit, it serves and protects the mystic
Possess	Sorcery	Possess a creature's body and control it for up to 24 hours, the own body remains in a trance
Purging Fire	Theurgy	Climb onto a burning pyre to cleanse the body from perm. corruption, costs 1 experience
Quick Growth	Witchcraft	Grow a seed into a full sized plant and form the plant

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RITUALS

RITUAL	TRADITION	DESCRIPTION
Sanctifying Rite	Theurgy	Sanctify a location, shielding it from outside mystical influence like rituals, or sanctify a weapon
Sanctum	Wizardry	Cover a location in a magical shroud, blocking it from outside mystical influences
Seven-league Stride	Wizardry	Teleport yourself (and allies) to a <i>Magic Circle</i> that is well known by you
Soul Stone	Wizardry	Move perm. corruption to a soul stone, costs 1 experience
Summoning	Witchcraft	Summon a creature, that will make its way to the location, must have something from the creature
Tale of Ashes	Wizardry	Read the ashes of a burned object, discern what it was and what happened when it burned
Telepathic Interrogation	Wizardry	Read thoughts and get yes/no answers from the victim's subconscious, must touch the victim
Turn Weather	Witchcraft	Change the local weather for half a day
Witch Circle	Witchcraft	Turn a location into a witch circle, which is protected from outside mystical influences

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RITUAL	TRADITION	DESCRIPTION
Anoint	Theurgy	Anoint yourself with holy oils before battle, getting more <i>Toughness</i> , armor and extra damage on attacks
Bewitching Landscape	Wizardry	Weave a grand illusion over a location, everyone entering it gets confused and lost
Black Sympathy	Witchcraft, Sorcery, Theurgy	Inflict pain on an enemy from a distance, will require something from the victim
Burdened by Fate	Witchcraft	Bind a creature to a mission or task, it gets a second chance on one test per scene relating to the mission
Carve Rune Tattoo	Symbolism	Carve a rune into the skin of a creature, giving it the ability <i>Rune Tattoo</i> , the ability must be paid for
False Shape	Wizardry	Assume a different physical appearance for up to a week, works also on an ally
Faraway Writing	Symbolism	Write signs and symbols from a distance to a well-known location, the signs appear on a flat surface
Flesh Craft	Sorcery	Transform the flesh of a victim, giving it one or more monstrous traits at level I
Life Extension	Wizardry	Postpone aging for a year, costs 1 experience or perm. corruption
Phylactery	Sorcery	Bind your soul to a vessel to resurrect yourself after having died, costs 1 experience or corruption
Raise Undead	Sorcery	Raise someone from the dead, use <i>Resolute</i> to get the newly Undead under control
Restore	Troll Singing	Restore a damaged item, it recovers all its functions and qualities
Retrieve	Troll Singing	Reveal the path to a lost or displaced object, will require knowledge about the object
Rune Guardian	Symbolism	Create a personal guard from stone or wood, carved with loyalty runes
Sealing/Opening Rite	Troll Singing	Sing words over a door, lock or gate to seal or to open it (with a <i>Resolute</i> test)
Soul Trap	Sorcery	Bind the soul of a newly dead creature to a vessel (like a jewel), blocks any attempt to contact the soul
Spell Trap	Symbolism	Bind a mystical power to a location or an object, will activate upon specific trigger
Torment	Witchcraft, Sorcery	Place a tormenting curse on the target, can have multiple effects like tiredness, reduced <i>Toughness</i> etc.
Traceless	Witchcraft	All physical traces of the mystic and allies disappear (duration is 24 hours)

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PROFESSION RITUALS - ADV. PLAYER'S GUIDE

RITUAL	TRADITION	DESCRIPTION
Atonement	Confessor	Needs <i>Exorcism</i> . A person can do a task for the Confessor, perm. corruption of the person is reduced after it
Beast Companion	Blood Wader	Needs <i>Familiar</i> . If the familiar dies, it is resurrected the next day
Blood Storm	Staff Mage	Bind a storm of blood in the rune staff, everyone caught in the storm is blinded and suffers damage
Death Divination	Spiritualist	Needs <i>Necromancy</i> . Get a second chance to pass all tests to get answers from the dead
Death Lord	Necromancer	Needs <i>Raise Undead</i> . Summon an undead knight, a <i>Death Lord</i> , doing ones bidding
Fata Morgana	Illusionist	Needs <i>False Terrain</i> . Place a type of terrain over another or move a smaller building to another location
Living Fortress	Green Weaver	Needs <i>Quick Growth</i> . Create a fortress of living vegetation, that will defend against anyone trying to enter/exit
Piercing Gaze	Inquisitor	Needs <i>Holy Smoke</i> . Get a second chance to pass tests when using <i>Holy Smoke</i> , see through <i>Exchange Shadow</i>
Quake	Staff Mage	Crush bridges, walls, doors and other physical structures or throw enemies to the ground
Servant Daemon	Demonologist	Needs <i>Summon Daemon</i> . Bind a daemon into service, loyal to you, can be used for <i>Blood Bond</i>
Spell Tunnel	Mentalist	Needs <i>Clairvoyance</i> . Open a mystic tunnel to the observed location to affect it with mystical powers
Summon Daemon	Demonologist	Summon one of three forms of daemons (three separate rituals), needs a <i>Resolute</i> test to make it obey
Twin Servants	Pyromancer	Needs <i>Flaming Servant</i> . Allows to have two flaming servants instead of just one