

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. When an attack with a Heavy weapon misses a target the character may instead use the returning swing in an attempt to hit the target again. The character makes a new attack roll, which deals 1D8 damage if it hits.

Master Active. A Heavy weapons in the hands of a Master completely ignore the target's Armor.

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.