

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 Priors; 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