

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 recollect 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 an 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*.