

Sixth Sense

With dedicated training it is possible to awaken these other senses and sharpen them to the brink of eeriness.

Novice Passive. The character possesses strong intuition, which lets him or her use *Vigilant* instead of *Accurate* then attacking with ranged weapons.

Adept Passive. The character's intuition has expanded and the character may now use *Vigilant* instead of *Quick* for Initiative and when calculating his or her *Defense*.

Master Passive. The character can move and fight unhindered when blinded or in complete darkness.

Lay On Hands

The secrets of life lay bare for the Mystic and with them follows the coveted force of healing.

Material: A holy symbol.

Novice Active. By passing a *Resolute* test, the Mystic's touch heals 1D6 points of a target's *Toughness*. This power can also work on the Mystic.

Adept Active. The Mystic healing hands can now heal 1D8 points of *Toughness* and stop the ongoing effect of poisons and bleeding.

Master Active. The Mystic can heal a creature within sight, healing 1D8 *Toughness* and halt the ongoing effect of poisons and bleeding. The Mystic now heals 1D12 points of *Toughness* when touching the target.

Iron Fist

The character is trained to use its strength for maximum effect on a target in melee combat.

Novice Passive. The character can fully utilize its strength and therefore uses *Strong* instead of *Accurate* when making a melee attack.

Adept Passive. The character's melee attacks now deal +1D4 additional damage.

Master Active. The character knows how to truly put its back into an attack. The character can perform a devastating melee attack once per turn that deals +1D8, instead of +1D4, in additional damage.

Pariah

The character belongs to a race of ill-repute among the ruling majority and is more or less openly discriminated against. Lone individuals in society might be less inclined to prejudice, but the character's social interactions are generally hampered. Persecuted groups tend to stand together against the world and provide each other with aid and support.

When taking on a social challenge, the player has to roll twice and pick the worst result to decide the outcome of the test. On the other hand, the character is awarded a second chance to succeed while interacting with members of its own race, in which case it also only has to roll the dice when it strives to accomplish something which is questionable or that may be next to impossible to achieve.

Additionally, the character starts with only five shillings in its purse.

Polearm Mastery

The character's advanced skill with long weapons really shows that a simple shaft of hardened wood can be a fearsome weapon in the hands of a trained warrior.

Novice Passive. Damage dealt by Long Weapons is increased one step, to 1D10 for spears and halberds and to 1D8 for staves.

Adept Reaction. The character receives a Free Attack against all enemies who come into range of melee combat – whether it is the enemy who engages the character or vice versa is irrelevant. The only exception is when the enemy also wields a long weapon; in such a situation the character receives no Free Attack.

Master Reaction. The character has the skill to keep her enemies at bay. The character can use the Free Attack with a polearm to keep an enemy from coming close enough to attack. For as long as the character succeeds in hitting the enemy, the enemy remains unable to attack the character with melee weapons – whether or not the damage penetrates the enemy's armor.

Steel Throw

There are traditions and groups whose representatives have practiced the art of the thrown weapon for generations.

Novice Active. The character has begun to understand the riddle of steel-throwing. The damage dealt by throwing weapons is increased to 1D8.

Adept Active. The character can perform a double throw with one Action. The attacks are rolled separately and are either aimed at the same target, or at two different ones. The character can also use melee weapons as throwing weapons, but can only throw one such weapon per Action. The damage for this kind of attack is the base damage of the melee weapon, including any passive abilities that the thrower might possess.

Master Active. The character can unleash a devastating triple throw and send 3 (three) throwing weapons towards his or her enemies, all of them against a single target or distributed among multiple ones.

Recovery

The character can use its inner power reserves with an almost magical self-discipline to rejuvenate the energy of its body, even in the midst of combat.

Novice Active. With a successful roll against *Resolute*, the character regains 1D4 *Toughness*. Multiple attempts can be made, but only one successful attempt is allowed per day.

Adept Active. Just as *Novice*, but the character recovers 1D6 *Toughness*.

Master Active. Just as *Novice*, but the character recovers 1D8 *Toughness*.

Quick Draw

Dealing the first blow can decide the outcome of a battle, and with this ability the character has an advantage when an unexpected ambush happens or switch weapons with unnatural prescience.

Novice Free. With a successful die roll vs *Quick* the character may unsheathe and draw a weapon as a Free Action, thereby being able to use the weapon as if it was already drawn. The character can also reload a crossbow as a Free Action with a successful *Quick* Test.

Adept Free. With a successful die roll vs *Quick*, the character may switch weapons as a Free Action, meaning that the character can sheathe one weapon and draw another in one fluid motion.

Master Free. The character handles elixirs swiftly and may with a successful *Quick* test pour one dose down its own or someone else's throat as a Free Action.

Survival Instinct

The character belongs to a race with a short lifespan, but a surfeit of life-force. For some this energy manifests in acute restlessness; for others it manifests more usefully as a drive for survival.

Novice Free. Thanks to its explosive survival instinct, the character may perform one extra *Movement* action once per scene.

Adept Reaction. The character trusts its instincts and has learned that rolling with the punches often saves your life. The character's finely honed survival instinct provides it with a permanent +1D4 to *Armor*.

Master Free. These resides a powerful fighting spirit within each member of the character's race, and that spirit can show itself when the character is backed into a corner. The character has nurtured this hot-tempered aggression and may sacrifice a *Movement* Action once per scene to perform an extra *Combat* Action.