

Symbaroum Player Reference - Experience Spends

Binding: Bind an artifact or focus to use its powers.
Clean Hit: Make a normal attack; a successful hit or hits deal maximum damage.
Fearless: Ignore a horror effect; e.g. seeing inhuman act, violence, or Monstrous Traits Dismay or Terrify.
Ignore Corruption: For rest of turn, accumulated corruption of the hero does not matter; make all tests as if possessing zero corruption. Hero suffers corruption as usual; comes into play following turn.
Perfect Defense: Parry or dodge successful attack, physical or social, that would cause harm or have a negative consequence. Usable once per turn.
Prepared: Possess mundane item or piece of lore; +1 on relevant non-combat tests for rest of Scene.
Quick Strike: Attacks first in the turn. If someone uses Quick Strike, settle order of initiative in the normal way.
Resilience: +1d4 Armor for the rest of the turn.
Re-roll: Make a re-roll; only one per Action. Cannot re-roll failed Death Tests or fumbled Defense rolls.
Steely Gaze: Gaze makes an enemy step back and refrain from attacking the hero. If fight in progress, the enemy may attack another creature; if not, the enemy holds until someone else deals the first blow.
Whirlwind Attack: In one combat action, the hero performs one attack on each melee-engaged foe.

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