

### TRAVELER

Choose one between Land travel and Water travel. Your travel of the chosen type increases by 2.



### ADVENTURER

Choose two defenses. They each increase by 2.



Choose either your Block Rating or Dodge Rating. The chosen rating increases by 1 die.



### PRACTICE

Choose one or two subtraits. If one is chosen, it increases by 2 given it wouldn't increase past its maximum. If two are chosen, they both increase by 1, given they aren't at their maximum.



### DISCIPLINE

You become gifted in a subtrait of your choice. If you are gifted in each subtrait, instead choose a subtrait. It increases by 3, given it wouldn't increase past its maximum.



### PROSPERITY

Increase either your Constitution, Endurance, or Effervescence by 1.



### NOMAD

When you regain 5 or more SHP, you regain an additional 1d4 SHP.



### WANDERER

When you spend any amount of stamina, you may reduce the cost by an additional 1 stamina, minimum cost of half of the original, rounded up.



### VAGABOND

When you finish a rest, you regain an additional 1d4 DHP.



## PROWESSION

The Prowess tree is unique from any other: **once one completes a branch, they may revisit it from the start.** This tree is small and subtle, but offers infinite talents and usage of levels. Though it is slow, it is extremely powerful in the way of potential.