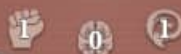


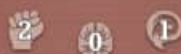
CLEAVE

When a melee weapon or weaponless attack you make reduces a creature's DHP to 0, you may retarget the remaining damage to another creature within the weapon's range.



BRAWLER

You gain a point of favor on tests made to grapple creatures.



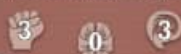
CHARGER

When you take the Attack action weaponless or with a melee weapon directly after taking the Travel action, you may reduce the amount of stamina required for the attack by the highest Travel score used during the action.



BLITZER

When you take the Attack action weaponless or with a melee weapon, you may target each creature within the weapon's range. Attacks made this way deal half damage to each creature, rounded up.



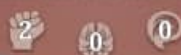
SWIFT STRIKE

When you make an attack with a weapon, you may spend 3 stamina to reduce the number of turn actions required by 1 up to twice, minimum cost of 4 turn actions.



HASTY ATTACKS

When you make an attack with a weapon, you may spend 5 stamina to reduce the number of turn actions required by 1 up to twice, minimum cost of 2 turn actions.



RECOVERY

You may spend 2 turn actions and up to 20 SHP to regain an amount of stamina equal to the amount of SHP spent.



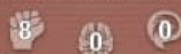
TERMINAL DRIVE

When you make an attack with a weapon, you may spend 7 stamina to reduce the number of turn actions required by 1 any number of times, minimum cost of 1 turn action.



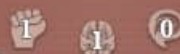
WARMONGER

When a creature you're aware of takes the Attack action, you may spend 8 stamina to take the Attack action using interrupt actions as if they were turn actions.



SNIPER

Ranged weapon attacks you make have double the amount of close range.



TITAN SLAYER

You gain a point of favor on tests made to scale creatures.



QUICK HANDS

When you make an attack with a ranged weapon that must be loaded or charged, you may spend 10 stamina to load or charge the weapon without paying the turn action cost.



VOLLEY

When you take the Attack action with a ranged weapon, you may target three times as many creatures within range and deal half the amount of damage to each creature, rounded up.



WARFARE

The Warfare tree is a path towards combat and finesse in conflict. Talents from this tree are battle oriented, both general and specialized. It is the fine art of not only hitting things really hard, but also hitting things very quickly and in close succession.