

							<b>Invoke</b> When you encounter a spirit, you may invoke your patron god to have all your rolls count as 1s for that encounter. Add a presence token to the zone with the least presence tokens, and repeat this process for each roll you made during the encounter.	Chosen
							<b>Protect</b> If you are strong when encountering a spirit, you may prevent the encounter from affecting another person in your group. Do not apply the results of the choice that person made in the encounter. You know how to keep others out of harm's way.	Soldier

							<b>Restless</b> You need no rest or sleep. When you rest, you do not gain the two tokens from your core traits. Each round during the keeping phase, you may gain one trait token in a core trait of your choice.	Woken
							<b>Craft</b> When you are active in settling, if you rolled a 1 you may craft a tool—draw a random non-spell artifact from the artifact deck. You know how to make the tools you need for the task.	Farmer

							<b>Nature's Tongue</b> The animals and the trees tell you the news of the land. When an event occurs for the group you are in, you may reroll the event die once; the second result stands.	<b>Whisperer</b>  <b>Forester</b>
							<b>Bounty</b> You can spot where food and resources are most likely to be found. Your lowest gather roll is also used as if it were the lowest gather roll, though you must have been keen for this to occur.	

							<b>Augury</b> You may attempt to gain visions of the future. You may commune while resting. If you communed, you may look at the fronts of the top two cards of a deck of your choice.	<b>Seer</b>  <b>Advisor</b>
							<b>Advise</b> You can give good advice to people about what course of action might be best. You may be wise in place of another person who has chosen to visit an event.	

							<b>Mage</b>
							<b>Priest</b>
<b>Magic</b> When someone in your group uses a trait token, you may try to commune to assist them with magic. If you do, add dice to their roll equal to the number of successes you rolled in communing. Remove dice from their roll for each failure you rolled in communing.							
<b>Prayer</b> You are in good favor with the gods. Remove one communing failure whenever you attempt to commune, as if you never rolled it.							

							<b>Empath</b>
							<b>Spouse</b>
<b>Insight</b> At any time you may try to be caring to understand another person's thoughts. If you rolled two or more successes when doing so, you may look at any one secret belonging to another person in your group without the secret counting as discovered.							
<b>Tending</b> You are a kind soul. If you are caring while resting, then all of your caring rolls count as successes as long as at least one was a success.							