



Values in the brackets are the prerequisites.

11 Armour Cruncher

The plates that were meant to protect them... they shall be molded to your liking.

(STR +3)

Add opponent's armour dice to damage when using **blunt** weapons.

13 Axe Warden

The angle of the weapon and the weight of the strike engraved discipline into your muscles.

(AGI +1, STR +1)

Test **DR12 Strength** to disarm someone with your axe, warpick, polearm or scyth.

DR16 to use this instead of a defense test.

Attacking the environment

doesn't damage your weapon.

15 Battle-hardened Deathspeak

You were called to battle, not for your prowess with blade and shield. Not for your speed and might. But because the words you spoke brought death to your enemies.

(WIL +1)

You may cast **Powers** with medium armour and light zweihand weapons.

(WIL +2)

Taking this feat a second time to also include

Heavy armour and **Heavy** zweihand weapons.

21 Blood Pact

It's a cruel world to be all alone in.

But you've found a way to avoid this fate.

(WIL +0)

Form a blood pact with a creature. You can communicate by thought no matter the distance, this never goes away. Whatever one experiences, so does the other. This includes **Injury** and **Death**.

23 Bone Crafter

You don't believe in letting things go to waste.

(PRE +1, WIL -1)

Including the corpses of the fallen You can craft equipment of strangely high quality using a number of humanoid corpses:

d6 weapon, 1 corpse worth of bones.

shield, 4 corpses worth of bones.

Light armour, 8 corpses worth.

25 Calm Killer

The knife or arrow that is most careful is the deadliest. You have a sharp eye for gaps and kinks in armour.

(AGI +2)

Twice per combat when making a **ranged** or **melee** attack, you may reroll the damage dealt and keep the **higher** result.

31 Culveriner

(AGI -0, PRE +1)

Spend an omen to succeed an attack with a gun against an unaware enemy.

Crits give you an omen; Taking damage removes one, reducing the damage taken by d2.

12 Assassin's Deathblow

A firm grip. A sharp knife. That's all it takes for someone to disappear into the alleys of Galgenbeck. You've become adept at it over the years.

(STR +0)

Succeeding a **DR12 Strength** test allows you to grapple an unaware foe and automatically **crit** with a one handed bladed weapon.

14 Banned hunter

May it be a curse through your bloodline? Fate?

There is only one certainty held within your mind...

Impurity is a disease that must be purged from this world.

(-1 STR, +1 WILL)

Your blood when spilled travels towards

the nearest Impure, Unclean,

or Heavily Wounded creature.

Eating the **Fresh Heart** of an Unclean creature

restores your **Power**, up to 4+Will max.

You cannot regain **Power** by resting.

16 Beastly Scholar

You study the beasts of the land. Gutting them and spilling viscera to uncover secrets of the world.

(PRE +1, WIL +1)

You may scry and see the future with an animal's

innards. Gain an **Omen** for every **10 hp** the beast

had, but never more than your maximum omens.

Usable **once** per animal kind. The beasts' innards

may also provide enlightening information.

22 Bloodthirsty Rage

The rush of combat is addictive.

You're always chasing that high.

It's kill or be killed. You can't stop to ask questions.

(STR +1)

When landing an attack that kills a creature you

must move and attack another (this may include

allies), adding **d6 damage** for every creature slain.

Your onslaught stops when you fail to kill and you

fall to the ground exhausted, **losing** your next turn.

24 Bulwark

The grit of war is something that should be relished. Sometimes you need a more direct approach.

(STR +1, TOU +2)

Defence is a **DR8 Toughness** test,

success reduces damage by **d4**.

26 Cats Eyes

You looked up at the birds for a sign. Scattered bones, spilled entrails. For naught. But one day you saw your fate in the eyes of a cat lurking in the shadows.

(PRE +2)

Near perfect vision in darkness,

but the light of the sun burns your eyes.

-2DR Presence when in darkness,

+2DR Presence when in daylight

Staring into the eyes of a creature

let's you feel whatever it is feeling.

