**Swordsphere Talent Descriptions**

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| **Talent** | **Description** |
| Acrobatic Feats | You jump 2x higher and further than normal. You can use your Athlete skill to flip, tumble and otherwise perform amazing acts of agility. |
| Additional Companions | When you summon your animal companion, you can choose any of them. You can still only have a single companion at a time. |
| Adrenaline | When you are berserk, you cannot fail your 75% toughness check. Instead, when you reach 25% of your hit points, you get +1 accuracy and +2 damage. |
| Aimed Missiles (x) | When you hit an opponent with a missile attack, you may shift the hit location by (x) slots. |
| Ally Move (x) | When you move, you can spend an inspiration to move x adjacent allies with you. |
| Amazon Cleave | Amazons can purchase the cleave talents with any weapon, including bows. |
| Analyst | When you make an Item Lore roll to learn an item’s properties, you learn two instead of one, and you also get a free check. |
| Angel’s Move | * You spend an inspiration and can take an immediate 1/2 move toward one of your allies. * Your Angel Move is a full move, and if one of your allies falls in battle, this move does not cost inspiration. |
| Animal Armor | Your animals get +1 AV. |
| Animal Attacker | Your animals get +1 accuracy and +2 damage. |
| Animal Command | Once per battle, you can give your action to your animal summon, allowing him to take an additional action. |
| Animal Companion | By spending an inspiration, you call a loyal animal to do your bidding. These creatures start at level 1, with poor stats, and level up as you do. You need to choose one animal class as your summon:  ***Clever*** – CV 11, TOU 9, HP 18, AV 0000, DG 2d3   * Sneak * Steal   ***Scout*** – CV 9, TOU 10, HP 20, AV 0000, DG 2d3-1   * Fly 8 * Investigate * Navigate   ***Striker*** – CV 10, TOU 10, HP 20, AV 0000, DG 2d4+1   * Improved Charge * Move 7   ***Tank*** – CV 9, TOU 14, HP 28, AV 1111, DG 2d3   * Move 5 * Taunt |
| Animal Defender | Your animal summons get +1 defense and +1 AV |
| Animal Friends | You are a Disney Princess with a small army of small animals flocking near you. They will bring you nuts and berries, tell you about the surrounding land, and warn you about danger.  You get a +2 to Navigate, Survival and Track checks in the woods. |
| Animal Messenger | You can use your animal friends to send a message to any of your allies without using a scroll. |
| Animal Shield | Your animal friends will protect you by distracting anyone attacking you. You spend an inspiration and get a +1 to your defenses for the rest of the battle. |
| Animal Swarm | Your animal friends will swarm any single target you direct. You spend an inspiration, and your target gets a -2 to all skill checks, attack rolls, and spell casting attempts. |
| Area Cast (x) | Spells with an area have that area increased by x. |
| Area Traps | At your discretion, any trap you lay that has an area has that area increased by 1. |
| Armor Proficiency | You can wear armor that is one weight class above your weight. You can use shields that are one class above your weight. |
| Armored Caster | You ignore spell casting penalties for wearing armor. |
| Armored Stealth | You ignore stealth penalties for wearing armor. |
| Armsman | You can wield, and do full damage with, a weapon with a leverage die 1 step higher than your Muscle/Skill die  (No one has this in SS at the moment. Thinking about it.) |
| Artifact Cloner | You can spend an inspiration to make an Item Lore check to clone an artifact, creating a temporary clone that lasts 6 combat rounds. |
| Artifact Mastery (x) | Any artifacts you use have +2 accuracy, +x effect/die ,proc +x, and any save DLs are +2(x). |
| Assassin | * Attacks from stealth, and against unaware opponents get +2 damage, Pierce (3), and +1 wound die. * Add another +2 damage, and Stun (4). * Add another +2 damage, and automatically inflict Impair and Bleed (2). |
| Aura Immunity | You are immune to all harmful aura effects. |
| Aura Master | * You can instantly drop an aura when an ally drops color around you. * You can instantly drop an aura when anyone drops color arounds you. |
| Aura Thief | When you take this talent, choose an aura power from any other class and learn it. You can take this talent multiple times to learn multiple auras. |
| Auto … (x) | If you roll x or higher when making a … check, you automatically succeed regardless of the opponent’s/GM’s roll. |
| Avoid Death Blow (x) | When you are hit by an attack that could take you out of the fight, you can spend an inspiration and roll a d12. If you roll x or lower, you avoid the blow, escaping all of its effects. |
| Battle Born (x) | You have x inspiration to use to power you Captain powers, including Guidance. |
| Basher | When you hit your opponent in the head, your attack gets Stun(2) and 1 extra wound die. |
| Beard Weaver | Your exquisite beard gives you a +2 to diplomacy checks with humans and dwarves. You can weave charms into your beard. Charms are sold by jewelers and the basic ones give a minor buff:   * Bones – +1 Damage * Iron – +1 Block * Bejeweled – +1 Trade * Wood – +1 Harvest checks * Steel – +1 AV * Ruby – +1 Saves vs. Fire   Alternately, you can weave a magic ring into your beard, which will allow you a third equipment slot to wear a ring. |
| Bearer | You gain an additional 8 inventory slots. Regardless of your weight class, these slots are of the following weight:   * 1 Tremendous slot * 3 Heavy slots * 4 Medium slots |
| Beast Aspect | You choose an animal and gain an aspect of that beast   * Bear – +1 AV and +4 Hit Points * Cat – Acrobatic Feats and +1 Defense * Dog – Mobility (1) and +2 Track * Horse – Bearer and Mobility (1) * Beetle – +1 AV and +2 Climb   Choosing this again allows you to stack a second aspect. |
| Beast Form | Spend an inspiration and you take the form of your beast, giving you the benefits of their aspect, plus additional benefits.   * Bear – +1 AV, +4 Hit Points, Claws (1d8 + Tough Die; Use best combat skill), Taunt * Cat – Become small with +3 Defense and Break Fall * Dog – Mobility (1) and +2 Track and Bite (1d6 + Tough Die; use best combat skill) * Horse – Mobility (2), Overland Traveler, Can be ridden * Beetle – Become super small, +8 Sneak, Fly 5 |
| Berserk Cleave | Berserkers can buy the cleave talents on any melee weapon. |
| Berserk Counter | You may use the talent Counter Attack while berserk, and this use has a 6/12 chance of not costing you an inspiration. |
| Berserk Fury | When you berserk, you can forego the normal benefits, and instead get a +1 accuracy, +1 damage, and +1 move. |
| Berserk Rage | * When berserk, you get -1 defense, but +2 damage to all attacks. * Your damage bonus is +3. * Your damage bonus is +4. |
| Berserk Retribution (x) | If your opponent hits you, and you use your Berserk Counter, your counter attack will do +x damage. |
| Big Circle | Your magic circles are 5” radius. |
| Billowing Cape (x) | If you wear a cape, you may manipulate it with your off-hand to provide a +x bonus to block or dodge. You decide when you are first attacked that combat round. |
| Blade Rush | * You spend an inspiration, you may take a ½ move, attacking any enemy adjacent to your path at a -2 to hit. * You spend an inspiration, you may take a full move, attacking any enemy adjacent to your path at a -2 to hit. |
| Bleeder (x) | Your attacks have a x/12 chance to apply the *Bleeding* status to their victim. |
| Blinding Fire (x) | Your fire spells have a x/12 chance of blinding their target for 1 round. |
| Blink | * When you block an attack with your staff, you can immediately move 1 hex without disengaging. * Your blink becomes a ½ move. |
| Block (x) | You get +x to parry attempts. |
| Blood Enhancement (x) | You can store blood in special vials (100 g) and use this blood to enhance your spells. A vial requires 3 hit points be donated, and these points cannot be healed until the vial is expended. Expending a ready vial takes no time and can add one of the following benefits to your spells:   * +1 damage/die * +2 saving throw DL * +2 spell casting chance * Increase area of effect by 1 unit/hex * Increase duration by 50% * Reduce casting time to free (still an attack action though)   You may carry x vials of blood at once. |
| Blood for Color | Once per camp, you can sacrifice 1d4 hit points and regain a color of your choice. |
| Blood Sacrifice | You can take a round to make a blood sacrifice, giving up 1-3 d4 hit points to regain one spell casting level for each die of hit points sacrificed. The blood does not have to be your own, both you and the sacrificial victim must be stationary for the round. |
| Blood Thirsty | Your animal companions’ attacks get bleeder (3) |
| Bodyguard Stance | You give an adjacent ally +2 defense if you take a -1 penalty to your own defenses. |
| Bone Bleeder | You ignore undead resistances to normal attacks. Skeletons take full damage from blades. Zombies take full damage from clubs. Undead creatures cannot ignore any of your wound effects. |
| Bonus … (x) | You get x additional … defense uses before taking the -3 penalty. |
| Bow Master | You get Weapon Proficiency with bows and crossbows. Feats that boost your melee attacks can also work with bows (with exceptions, see GM). |
| Bramble Aura\* | If you are standing on dirt when you drop Grey, the ground within 3” of where you are standing grows into brambles and vines, causing it to become rough terrain (costs 2x to move through). |
| Break Fall | You take ½ damage from falls. |
| Camp Master | * Your survival checks to make camp are at a +2 and your camps affect one additional person * All camping activities in your camps get a +2 bonus, and your camps affect two additional people * Your camps affect four additional people and there is never a chance for an encounter while camping |
| Casting Parry | You can parry and cast in the same round without penalty. |
| Cauldron Master | * You have +2 to alchemy and cook checks. * Once per camp, you can reroll a failed check. |
| Cautious Fighter (x) | Your defenses all get a bonus of x. Your base defense is increased by 3(x) |
| Chain Lightning (x) | You spend a blue and your bolt spell has an x/12 chance to chain to another target within 3” of the original target. Chaining can happen multiple times, each time the chance decreases by 1. |
| Challenger | Your taunts affect one more target than normal. |
| Charms and Blessings | You gain access to Type VII spells, and learn 2 Tier 1 spells from the Type VII list. |
| Chug | Once per round, you may consume a potion in a ready slot as a free action. |
| Clear-Headed | You are resistant to *Stun* and immune to *Daze*. |
| Cleave (x) | When you fell an opponent, you can spend an inspiration to make an immediate, free 1 hex move, and attack. If your attack roll was x or higher, you can take this bonus action without spending an inspiration. |
| Cleaving Rage | If you are berserk, you can cleave one extra time each round. |
| Close the Gap | You are immune to first attacks, and counter attacks. When you fight an opponent with these powers/weapons, you get a +1 defense. |
| Cold Curse | When your spells inflict *chill* they also inflict *curse.* |
| Color Conjuring | When you use an inspiration to cast a summon spell, activate your animal companion, or activate any of your familiar powers, you may burn a color mote instead. This can be any color, but cannot have already been dropped. |
| Color Control | * When you drop color, you can specify where the center of the zone is, as long as you are in it. * You can shape your color, reducing its radius by up to 3 hexes, or creating a semi-circle. |
| Color Feeder | * When any caster drops color and you are in the radius of that color, you heal 1d4 hit points * Color Feeder now heals you for 1d8 hit points * When Color Feeder activates, you can choose to heal, or take an immediate free ½ action |
| Color Slot | You gain one additional color slot to power your magic. |
| Color Strike (x) | When you hit an opponent, you can burn a color mote to do x additional damage, and proc an effect:   * White – You heal a nearby ally (10 hexes) for the additional damage * Gold – Your attack *dazes* your opponent for 3 rounds * Grey – Your attack inflicts *chill (1)* for 3 rounds * Purple – Your attack gains *stun (4)* * Black – Your target is *cursed* until the curse procs for damage |
| Color Thief | If you are within a full move of another player, you can make a Steal check against their Power or Investigate (whichever is higher). If you are successful, you steal a random color from them. |
| Colorful Inspiration | You can use color in place of inspiration for the purposes of spell casting, and spell combat. |
| Colorist | While camping, you can change any of your stored color motes to any other color you can create. |
| Colorless | Any attempts to use a skill to produce color take a -2 penalty. |
| Command Decision | You can spend an inspiration and give up your action to allow one of your allies to take an additional action. |
| Combat Caster | You ignore all penalties for casting while “in the fray” and you ignore penalties for casting after being damaged in a round. You also do not take any accuracy penalty for shooting spells into melee. |
| Combat Reflexes | +1 Initiative and you can never start a combat surprised. When you surprise an enemy, your attacks get +2 damage and one extra wound die. |
| Come to Me | * You can spend an inspiration to allow all allies within 10 hexes to make a free ½ move toward you. * Your allies can be up to 20 hexes away, and can make a full move to get to you. |
| Come to Your Senses | Your Rallying Cry also removes *daze* and *stun* from affected allies. |
| Concentration | You can take a -1 to your defenses to get a +1 to your spell casting and combat spell checks. |
| Concussion | If you hit your opponent in the head, you have an x/12 chance of *stunning* him. |
| Consume Familiar | * You can consume your familiar to gain 1d6+1 hit points, and 1d3 spell levels. Alternately, you can regain one mote of color. * When you consume your familiar, you regain 1d8+1 hit points and 1d4+1 spell levels. Alternately, you can regain one mote of color OR one inspiration. |
| Consume Flame | You spend an inspiration and everyone who is *burning* immediately takes 1d6 damage. You heal that amount, or regain ½ that many spell levels. All *burn* effects are ended. |
| Conversion | When in a dwelling, you can use your Diplomacy skill to minister to the NPCs and preach the Old Religion. Doing so successfully allows you to roll a d12. On a 1-4, you restore a white color mote. On a 5-8, you restore an inspiration. On a 9-12, you get the joy that comes from saving souls. |
| Copy Powers (x) | If a creature with x category of powers has attacked you this battle, and activates on of these powers, you may spend an inspiration to copy this power, activating it whenever your enemy does so. |
| Counter Attack | By spending inspiration, you can make a free attack on an opponent that approaches you from the front and makes an attack. Your attack happens directly after they complete their attack. |
| Counter Cast (x) | When you are hit by a spell of Type x, you may spend an inspiration to immediately cast a spell of your own. |
| Counter Magic Aura | When you invoke any color, you may create a counter magic aura. Spells cast into or out of this zone that do not match the color of the aura are -2 to hit, -1 effect/die and -2 DL. |
| Counter Spell | If you are standing in the same zone of color as an enemy mage, you may spend an inspiration and force him to make an opposed save using your choice of Power or Wit. If you succeed, his spell fails automatically. |
| Create (x) | You gain the ability to generate X color magic to place in your slots. You can learn the skill Enchanting. |
| Creature Mastery | You get a +2 to Animal Lore checks, or you can make Animal Lore skill checks at level 12, whichever is better. |
| Crippling Traps (x) | Traps that apply *slow* or *snare* also have an x/12 chance to cripple as well. |
| Crippling Wounds (x) | When you wound someone, you can spend an inspiration to also apply *cripple (1)* to them as well. If your to-hit roll was x or higher, you do not need to spend an inspiration. |
| Crusader | You get +2 damage when fighting goblinoids, demons, undead, or anyone with a type V spell, or carries black magic. |
| Curser (x) | Your spells and attacks have an x/12 chance to apply *curse*. The curse lasts until it procs damage. |
| Cutter (x/y) | * When you hit with an x (or lighter) weapon, you can spend inspirationto substitute your y die for your Muscle die to determine melee damage. * This power no longer requires you to spend inspiration.   Note: If no weapon weight is specified, it is your character’s weight class. |
| Dazer | Your lightning spells that fail to stun their target cause *daze* instead. |
| Dazing Shout | Spend an inspiration to shout, causing all enemies within 2 hexes of you to make a Power save or be *dazed* for 1d3 rounds. |
| Dead Eye (x) | * Spend inspiration to substitute x (Reflex if otherwise not listed) for Skill to determine ranged damage. * This power no longer requires you to spend inspiration. |
| Deadly Aim | You can use inspiration to reroll damage. |
| Deadly Cast | You can use inspiration to reroll spell damage. |
| Death Aura (Aura) | When you drop black, you create a field of necromantic energy that does 1d6 penetrating damage to all enemies within 6 hexes. |
| Death Mastery (x) | Any spell that uses black magic gets + |
| Decapitator | If you hit your opponent in the head, you get a +1 damage. You can also spend an inspiration to get a +1 to the wound roll. If you are berserk, you do not have to spend an inspiration to get the +1 to the wound roll. |
| Deep Woods (Aura) | When you invoke Gold, you and your allies get +2 to Sneak and Steal checks. |
| Defensive Caster | You can spend an inspiration to instant cast a self-spell directly before someone attacks you. |
| Defensive Stance | During your turn, you can choose to take a defensive stance, giving you a -1 to accuracy, but a +1 to your defense and AV. |
| Deflect Blow | You can spend inspiration to force your attacker to reroll damage. |
| Demon Tongue | You speak the language of evil spirits. Such creatures will be wary of you, but not immediately hostile, allowing the use of diplomacy to avoid conflict and occasionally gather information/aid. |
| Despair | You spend an inspiration and for the rest of the battle, when anyone fails a spell save, you heal 1 hit point. |
| Dirt in the Eyes | If you are fighting in an appropriate location (somewhere with dirt or dust), and you score a hit, you can spend an inspiration to blind your opponent for 3 rounds instead of doing damage. Opponents with a helmet get to save vs. Reflex (20) to avoid the effect. |
| Disarm | * When you hit an opponent, you can choose to spend an inspiration to make an opposed test using Muscle or Skill (your choice). If you succeed, your opponent’s weapon is knocked from his hand, and flies 1d6 hexes in a random direction. * You get a +2 bonus to the opposed stat check. * You get a +4 bonus to the opposed stat check. |
| Divine Charms | You may use White magic to power any Type VII spell, regardless of the color normally required. |
| Divine Inspiration | Once per game session, while at camp, or a holy site. You can trade any number of your inspiration for White color motes. |
| Divine Presence | Once per camp, when one of your allies fails a save, or a proc, you can allow them to reroll without using inspiration. |
| Divine Reverberation | When you block an attack, you can spend an inspiration and do one of the following:   * Heal 1d4+1 Hit Points * Regain 1d4 spell levels * Restore one mote of white |
| Divine Voice | Your chants cannot be interrupted by taking damage, or being affected by statuses. |
| Dodge (x) | You get +x to Dodge. |
| Doom Aura (Aura) | When you drop color, everyone in the area takes a -2 penalty to all saving throws. |
| Door Finder | You spend an inspiration an automatically find any secret doors, passages, or hidden compartments in the current room. |
| Double Shot | By taking a -2 accuracy, you can attack two targets that are no more than two hexes apart. |
| Dragon’s Breath | * By spending 1 inspiration, any touch spell may be turned into an instant 3” cone attack. * This becomes permanent and requires no inspiration. |
| Dragon Skin | You get +1 AV. You are immune to normal fire and environmental heat effects. If you are standing in a large fire (campfire or more), you get +2 to all spell casting attempts. |
| Dread Emissary | You take a -2 to all Diplomacy tests with men, dwarves and elves and -2 to all Charisma saves. You gain the Diplomacy skill, and the abilities Demon Tongue, Goblin Tongue and Undead Tongue. |
| Duck | You spend an inspiration to get +3 Dodge for the remainder of the combat round. |
| Durable Equipment | At the end of battle, remove 1d3-1 gear checks from your gear. |
| Eagle Eye | Your vision is enhanced so you can see twice as far. All investigate checks to detect distant foes/features are made at +4. |
| Elven Gift | You get the ability to Create Gold and cast Type III spells. |
| Enchanter | When in camp, you get a free camp action to create a color mote using your enchant skill. |
| Energy Eater | * Each time you successfully cast a spell, you can stack one of the following benefits   + +1 Accuracy (max 3)   + +1 Defense (max 3)   + +1 Skill Checks (not spell casting checks) (max 3) * You can choose to stack the one of the following benefits   + +1 Move (max 2)   + +1 Saves (max 4)   + +1 Fast (max 2)   + Heal 1d4 Hits * Instead of stacking buffs on yourself, you may stack them on any ally within 20 hexes   The buffs last until you fail a spell casting check, or until you allow all your color on the map expire. |
| Everyman | You can use disguise or sneak to blend in with groups of NPCs, effectively hiding in plain sight. |
| Exclusion | When casting a spell, you get a penalty to the casting check if you have any of the same color still left in your slots. The penalty is equal to the number of motes of the offending color you have. If this is your last color mote of the needed color, you get +2 to the check. If this is your last mote of any color, you get +4 to the check.  *Ex. As a magician, you collect 3 Grey, 1 Purple, and 1 Black. In your first battle, you drop Grey, and cast a spell requiring Grey. You get a -2 to your cast checks because you have 2 Grey in your slots. If instead, you dropped and cast a Purple spell, you would take no penalty because once you dropped Purple, you would have none left in your slots.* |
| Exploding Familiar | You cause your familiar to detonate, doing 2d8 points of poison damage to everyone within 2 hexes. |
| Extended Block | Spend inspiration to block for an adjacent ally. |
| Faerie Rings | You can see and use the secret rings of mushrooms that are sometimes left in the deepest of woods. These Faerie Rings often lead to secret locations and caches. |
| Faerie Tongue | You speak the language of the fae and can use Diplomacy and Trade with them. You also get +2 to Perform checks. |
| Faerie Wings | By spending an inspiration, you sprout gossamer wings and gain Fly 9 for a short period of time (a few minutes). |
| Familiar | You start the game with a familiar. Your familiar can communicate with you, can scout for you with a move 7 and sneak skill of 16. Your familiar gives you a +1 to one of your stats, and a minor ability.  Examples:   * Athlete Skill and Acrobatic Feats * Cave Sight * Lick Wounds – All your healing checks get a +1 bonus and +1 effect * No Breath – You are immune to gas effects and can spend infinite amount of time underwater   Familiars are generally non-combatants, but in case that they are engaged, they have defense of 16 and 8 hit points. They avoid area damage 50% of the time.  When a familiar is lost, it costs 100G to regenerate, and will do so next session. |
| Familiar Bite | * Your familiar gains an attack skill of 16, and does 2d3 damage when it hits. * Your familiar’s attack damage becomes 2d4+1 * Your familiar’s attack damage becomes 2d6+1 |
| Familiar Channeling | * You may cast spells through your familiar, using its location as yours. * Your familiar may cast spells on its own, using your spell list, spell casting skill and color. Spells cast by your familiar are DL+4. |
| Familiar’s Curse | Your familiar may make an attack action to curse a target. The target must make a Skill or Power save vs. DL 16 or be *cursed* for 3 rounds. |
| Familiar Defense | * Your familiar can interpose itself between you and an attack meant for you, giving you a +1 defense. If you fail to defend against the attack, the familiar has a 2/12 chance of taking the hit for you, which kills the familiar * You get +2 defense and the familiar has a 5/12 chance of absorbing your damage if you fail to defend |
| Familiar Recall | You may instantly recall your familiar to your side (and stow him) as a free action. |
| Familiar Scholar | You can substitute Spell Lore for Item Lore and World Lore. |
| Familiar Swap | By spending an inspiration, you can swap places with your familiar, up to a distance of 10”, as a full action. |
| Fast (x) | You have x/12 chance each round of getting an additional ½ action immediately after you take your turn. |
| Fast Draw | As a free action, you can do one of the following:   * Ready your weapons and/or shield * Ready a single item from a belt or bandolier slot |
| Fast Healer | Once per camp, when you heal, you gain an additional 1d4 hit points. |
| Favored Enemy: (x) (y) | When fighting x, you get +y accuracy, +y damage, +y defense, and +1 wound dice. |
| Fearless | You are resistant to fear. |
| Fearsome | All of your spells that inflict *curse* or *fear* have +2 save DL and +1 proc. Your fear spells do not honor immunity or resistance. |
| Feeds on Fear | Enemies that are affected by your fear effects take 1d4 penetrating damage each round. |
| Feint | When you miss your target, you can spend an inspiration to immediately take another attack. Your missed attack uses up one of the target’s defenses and this new attack gets whatever benefits that brings. |
| Ferocious Spellcasting | Your spells do +1 damage. If you spend an inspiration you can add an additional +2 damage. |
| Fire Aura | When you drop purple, every enemy within 6 hexes of you takes Ignite (3) |
| Fire Storm | When a bolt attack hits an opponent, you can spend one inspiration to make it into a 1 hex aoe. Enemies in the area must make a Skill or Reflex save against your Power. Those that fail are hit by the original attack. |
| Flanker (x) | When you flank an opponent, you get x damage. |
| Floating Form | Your movement turns to Fly while in Ghost Form. |
| Fools and Wise Men | Any time anyone in a zone of white color fails a Power or Wit save, you choose a boon:   * Heal 1d4 hit points * Get +1 attack and damage for your next attack * Get +1 defense until the end of the next combat round * Get +1 to your next spell casting attempt |
| Fury Strength | When berserk, you get a +4 to all muscle and toughness checks. |
| Fury Weapon | When berserk, your weapon counts as a magical weapon for purposes of ignoring enemy resistances. |
| Forceful Blow | * When you hit an opponent, you can spend an inspiration to knock him back 1 hex. You can follow up if you wish. * Your knockback is 1d3 hexes. |
| Forceful Shout | * You spend an inspiration to shout, causing all enemies within 2 hexes of you to make a Muscle save, or be knocked back 1d3+1 hexes. * Affected enemies are knocked back 1d4+1 hexes, and take 2d4+1 penetrating damage. * Affected enemies take 2d6+1 penetrating damage and are *stunned* for 1 round. |
| Freezer Burn (x) | Any of your spells that inflict *chill* also get *ignite (x).* |
| Frozen Aura (Aura) | When you drop grey, all enemies within 10” get *slow (1)* |
| Furious Cast | You can cast any attack spell with a +4 DL and that spell’s damage dice increase by one step. |
| Gate Crasher | You are invisible for the first 5 minutes after traversing a gate, or until you take an offensive action (attack, steal, etc.). |
| Generous Cast | * When you cast a “Self” spell on others, the DL increase is +2. * You can affect up to 3 others with a single cast. You can even take the DL penalty to cast ally targeted spells on 3 targets at once. |
| Ghost Form | * You spend an inspiration and become immune to non-magical attacks for up to 3 rounds. You cannot affect anyone with your attacks or spells. * You can pass through walls and obstacles while in Ghost Form. You get +2 to saving throws and +2 to all defenses while in Ghost Form. * You can affect enemies with touch spells while in Ghost Form. |
| Glamour Mastery (x) | Your Gold magic charms and illusion spells have a +2(x) DL. |
| Goblin Tongue | You can speak the language of any goblinoid creature (goblins, orcs). You can use Diplomacy and Trade skills with these creatures. Characters with the ability to recruit NPCs can recruit goblins. |
| Golden Picks | When you fail an attempt to pick locks, your pick has a -2 chance to break. |
| Gorgon’s Eye | By burning an inspiration, any Type V or VIII can be cast as a ½ action that is not an attack action. You can move, attack, or even cast another spell.  If the original spell requires a to-hit check, then the gaze attack requires such a check. If the original spell allows a save, the gaze attack allows a save. |
| Grapple | When you hit a target, you can spend an inspiration and your target must make an opposed check vs. MUS or SKI (your choice). If they fail, you grapple them.  A grappled opponent is -2 to attack, defend or cast spells (in addition to being in the fray). At the beginning of their turn, they can make an opposed MUS/SKI check (their choice) to break free before taking their action.  When you have an opponent grappled, you are -2 to defend, and can only take certain actions.  As your action, you may:   * Move a grappled opponent up to 2 hexes in any direction. * Do your MUS damage to your opponent. * Throw your opponent 1d3 hexes in a direction of your choice (does MUS + 1d3 damage, ends grapple). * End the grapple and take your action as normal. |
| Grapple Block | When you have an opponent grappled, and you successfully defend against an attack, you can spend an inspiration to have it hit your victim instead. |
| Greedy | Any time you are given a reward for completing a quest, job or mercenary contract, you gain a 10% bonus to gold and a bonus XP check |
| Greedy Disarm | When you disarm a foe and have a free hand, you can choose to end up holding their weapon instead of it flying into a random hex. |
| Grit Teeth | You can spend an inspiration and remove one status effect. |
| Ground Game | You get +1 accuracy, +1 damage, and +1 wound dice to prone opponents. |
| Guidance | You can use your inspiration to reroll your allies’ checks, or to activate their powers. When you use an inspiration in this way, you get a free check. |
| Happy Camper | * When you successfully complete a camp without an encounter, you gain one inspiration in addition to any other inspiration you gained during camp. * You may give this additional inspiration to any of your allies in camp. |
| Hard Drinker | * Any buffs caused by drinking (cooking recipes) are increased by 50%. * Any penalties caused by drinking are halved. |
| Headbutt | When you hit an opponent, you may spend an inspiration to headbutt them instead of doing your normal damage. A headbutt automatically hits the opponent’s head, doing 1d4 + MUS damage, and has Stun (3). |
| Healing Hands | Your healing effects heal +1/die more. |
| Healing Mastery | * Your healing spells heal 2 more points. * Your healing spells heal 4 more points and you remove Daze, Stun, Choke, Bleed and Pained effects. |
| Healing Shield | * In any round where you are actively healing someone (using Heal, casting a healing spell, using Revive), you get +2 defense, and +2 AV until the beginning of your next turn. |
| Healing Spirits (Aura) | When you drop grey or white, all allies within 10 hexes heal 1d6 hit points. |
| Healing Strikes | You spend one inspiration, or white mote, and then all of your attacks heal one of your allies 1 hit point when you do damage. |
| Hold Breath | You can hold your breath 5x longer than a normal character and you *Resist* and effect that is a gas or cloud that requires you to breathe in the vapor. |
| Ice Reverberation | Once per battle, you can consume all stacks of *chill* or *entombed* and regain that many spell levels, or hit points. |
| Ice Skin | You get +1 AV. Anyone that hits you in melee has a 4/12 chance to get *chill (1).* You are immune to environmental cold effects. You get +1 to spell casting checks when in an environmental cold effect. |
| Ice Storm | When a bolt attack hits an opponent, you can spend one inspiration to make it into a 1 hex aoe. Enemies in the area must make a Muscle or Toughness save against your Power. Those that fail are hit by the original attack. |
| Ice Tomb | If you inflict *chill* on an opponent that is already *chilled*, you can spend an inspiration. The target must make a power save against the DL+2 of your spell, or become *entombed* for 3 rounds. |
| Igniter (x) | Your fire spells get +x chance to Ignite. |
| Improved Berserk | * You gain +4 temporary hit points when berserk. You gain +1 AV when berserk. * You gain +4 temporary hit points when berserk. You gain +1 AV when berserk. |
| Improved Charge | * When you charge you take no penalty to hit * When you charge you get +2 damage |
| Improved Cleave | * Your free cleave chance is +2 and you can take a ½ move when you cleave. * Your free cleave chance is +3. * You can take a full move when cleaving, and you can cleave twice a round. |
| Improved Concussion (x) | Your weapon’s concussion effect has +1 chance to proc. |
| Improved Disengage | * When your opponent gets a free attack because you disengage from melee, his attacks do not get a +2 bonus to hit * When disengaging, you get +2 defense * You may disengage without provoking free attacks |
| Improved Give Ground | * When you give ground, you may retreat 2 hexes * When you give ground, you get +3 to defense |
| Improved Limb Breaker | When you hit a limb, you get +1 wound die. |
| Improved Skull Smasher | When you hit an opponent’s head, you get +1 wound die. |
| Inspiration (x) | You start the game with additional inspiration. |
| Inspired Save | * If you spend an inspiration to reroll a saving throw, you get a +2 to the reroll. * You may use your inspiration to reroll an ally’s save, and they get a +2 to the reroll. |
| Inspiring Presence | Your allies get +2 to saving throws. |
| Interpose | If you have any furnishings, obstacles, or loose items of sufficient size next to you, you may take your action to bring it crashing between you and your opponent, allowing you to freely disengage and take a full move. |
| Intimidating Shout | * You spend an inspiration and shout, causing all enemies to make a Power save or suffer -1 accuracy and -1 damage for the battle. (This is a fear effect.) * Affected enemies also take -1 move and -1 to any wound dice they do. |
| Inscrutable | * Tactics rolls against you and your group take a -4 penalty. * When anyone makes a tactics roll against your party, you get 1 tactics point. |
| Intimidator | You get +2 to Diplomacy checks to intimidate NPCs. |
| Invisible Form | You are invisible while in Ghost Form. |
| Iron Bow | * You get a block with your bows. Bows have an inherent -2 to parry. Your bow takes a gear check every time you block successfully. * You have no penalty to parry, and your bow no longer takes gear checks for blocking. |
| Iron Grip | You get a +2 to all climb checks, can fight while climbing. You resist being disarmed, or knocked down while climbing. You get a +4 to maintain and escape holds while grappling. |
| Iron Skin | You get +1 AV if wearing armor, and +2 AV if not wearing armor. |
| Iron Skin Attack (x) | You get +x to accuracy and damage when wearing no armor. |
| Iron Skin Defense (x) | You get +x to defense and AV when wearing no armor. |
| Iron Skin Move (x) | You get +x to initiative and move when wearing no armor. |
| Kick | You can make an unarmed attack that does MUS+1d4 damage, and knocks your target back 1d3 hexes. |
| Knife Circle | Your magic circle gives your attacks and spells pierce (4). |
| Knight’s Squire | You have a loyal squire as your follower. Your squire starts as a poor fighter, but can run errands for you, repair your equipment, carry your stuff and take camp actions for you. |
| Knockdown (x) | When you wound an opponent, any wound roll of x or higher also knocks them prone. |
| Knockdown Blow (x) | If you hit your opponent in the chest, your attack has a x/12 chance to knock them prone. A blow to the legs has x+2 chance. |
| Lady (man) killer | You get a +2 to all diplomacy checks when dealing with NPCs of the opposite sex. You also do +1 damage to NPCs of the opposite sex. |
| Leftovers | By storing an extra meal in your beard, you can stack two Cooking buffs when at camp. |
| Lengthy Berserk | * Each use of berserk lasts 6 rounds. * Each use of berserk lasts 8 rounds. |
| Lich Touch | * Your touch spells last 6 rounds instead of 3 rounds. Hitting with a touch spell heals you 1 hit point. * You get +2 accuracy with your touch spells. All of your touch spells get +1 effect/die, +1 proc chance, +2 DL to save. |
| Lightning Aim | You can spend an inspiration to make an unaimed attack at the end of a full action. |
| Lightning Aura (Aura) | When you invoke purple, you may create an electric aura that does 1d4 penetrating damage each round to anyone adjacent to you. |
| Lightning Dance | * When you successfully cast a spell, you can take a free one hex move. * Your free move is now a ½ move. |
| Line Up | * Spend an inspiration and you can attack two enemies in a line with a -2 penalty to accuracy. * You can attack up to three enemies as long as you have reach. |
| Lock Mastery | Once per camp, you can reroll a failed attempt to pick a lock. |
| Lone Wolf | You get +1 to ***all rolls*** when you are acting alone (i.e., not partied and more than 20 hexes away from any allies). |
| Looming Forest (Aura) | When you drop grey, you can choose to create an aura that gives all humans, dwarves, and goblinoids a -1 accuracy and damage, while you, and all elves and natural beasts, get +1 accuracy, damage and roll 1 extra die for wounds. |
| Lore Eater | At the GM’s discretion, when you make a Lore skill test, you get a Lore token. You can save up to 6 Lore tokens. When you cast a spell, you may spend as many Lore tokens as you like, each one giving a +1 bonus to your Spell Casting test. |
| Lucky SOB | * When you spend inspiration to reduce incoming damage, you reduce it by 1d4 for each inspiration spent. * Each inspiration reduces incoming damage by 1d6. |
| Mage Killer | Against any character wearing light armor, or no armor, you get +1 to wound dice. |
| Magic Circle | You take a round and create a 2” radius magic circle. As long as you stay within the circle, you get +1 to all spell casting checks and +1 to combat spell checks. Your spells have +1 effect/die, and +2 DL. |
| Magic Will | You can substitute your Charisma or Power die for one of the damage dice when you cast a spell. |
| Mercy | When you hit your target, you have the option to NOT damage them, but instead put your blade to them. You can do damage at any time. If you delay a round or more, your damage roll is +1 and you get an extra wound die. |
| Mind the Gap | When you attack someone approaching you, you get +1 accuracy and +1 damage. The talent Close the Gap does not work against you. |
| Miner | When you mine, you get 50% more yield. |
| Missile Deflection | You can spend an inspiration to parry missile attacks for the rest of the battle. |
| Mist Sight | Mists, fogs and gasses do not impair your sight. |
| Misty Aura (Aura) | When you drop Gold, you and your allies get +1 Dodge. |
| Mobility (x) | You get +x Initiative and +x Move. |
| Offensive Stance | During your turn, you can choose to take an offensive stance, giving you a +1 to accuracy and damage and a -1 to your defenses. |
| Orderly Retreat | * You can spend an inspiration and until the end of your next round you and all of your allies can disengage without giving your opponents a bonus to hit. * You and all of your allies can disengage without giving your opponents an attack of opportunity. |
| Organized Camper | You may take two camp actions each camp, but they must be different actions (you cannot repeat the same action twice). |
| Overland Traveler | You get +2 to all navigation checks, as well as any survival checks made to avoid hazards. You move 25% faster through the overworld, and any check made to race someone to a location, catch up to someone, or to evade capture is made at a +4. |
| Overwatch | You can designate a 3-hex zone. If any enemy enters that zone, you spend an inspiration to take an immediate attack on them. |
| Padfoot | You can make full moves while sneaking. |
| Penitent Aura (Aura) | When you drop white, all allies suffering a negative effect (for which there is a saving throw) can reroll that save immediately. |
| Phalanx | When you are next to an ally, you both get +1 defense. |
| Piercing Bite | Your familiar’s attack gains Pierce (2). |
| Piercing Shot (x) | You get a -2 accuracy and get pierce (x). |
| Piercing Spark | If your lightning spell does not penetrate, it gets Pierce (3). |
| Piercing Stance | You get Pierce (3) to your attacks, but take -1 accuracy and -1 defense. |
| Pilgrimage | When you visit a holy site, you regenerate an inspiration. The first time you visit the site, you gain 2 free checks. |
| Play Dead | * When you take any damage, you can spend an inspiration to play dead. Your enemies will have to make an investigate check against your Skill stat, or Sneak, whichever is higher. If they fail, they cannot attack you until the round after you get up. * When you play dead, if all enemies that are within ½ move of you fail their save, you may immediately heal 2d4 hit points. |
| Point-Blank | * You get +1 accuracy and +1 damage to ranged attacks if your target is in the first range band * You take no penalties to ranged attacks when you are “in the fray” |
| Poison Aura (Aura) | When you drop black, you create an aura of toxic gas 2 hexes around you. Anyone in the area on the start of their turn is *sickened.* The save DL to resist the sickness is equal to your Power stat. |
| Poisoner | * You can apply poison to your weapons. You may learn the alchemy skill if you do not already have access to it. * Your poisons have +2 DL, and do +1 effect/die. |
| Poppy Fields (Aura) | When you drop Gold, all saves against Gold spells are at a -2. |
| Powerful Shout (x) | The DLs for your shout’s saving throws is increased by x. |
| Protective Circle | Your magic circle also gives you +2 dodge, +1 AV, and +2 to saves. |
| Pyromancer (x) | Your fire spells get +x damage/die and +2(x) DL. |
| Quick Aim | Your aimed attacks become a half-round attack action. |
| Quick Caster | All your spell casting attempts are zero-time attack actions. |
| Quick Climber | You can make full moves while climbing. |
| Quick Color | When you drop color, it is a half-action. When you cast by burning color, it is a zero-time action. |
| Quick Conjuring | When you summon a creature, it can take a full move that round. |
| Quickened Berserk | * Your berserk cooldown is 3 rounds. * Your berserk cooldown is 2 rounds. |
| Quiet Circle | Your magic circle protects you against area effects. You take ½ damage from area effect attacks, and you are immune to the effects of enemy auras. |
| Rage Shield (x) | If you take damage while berserk, you immediately gain x points of absorption. |
| Raven Guide | You animal friends act to guide your missile attacks. You get +1 accuracy and damage with missile weapons. In addition, all range bands are increased by 2. |
| Rallying Cry | * You spend an inspiration, and all allies within 6 hexes are healed 2d4 hit points. * Affected allies heal 2d6 hit points. |
| Reach (x) | Your attacks with the weapon class can hit up to x hexes further than normal. |
| Recruiter | You can recruit NPCs from their dwellings using a successful Diplomacy check. Typical NPCs include:   * Bearer – Carries extra goods with heavy, tremendous slots * Guide – Navigation and Survival * Healer – Cook and Heal * Man-At-Arms – Fighter   Taking this talent more than once allows you to hire more than one NPC at the same time. |
| Recycler (x) | When you use color, you have x/12 chance of getting it back once you are done using it. |
| Reinforced | When wearing non-damaged armor, you get a +1 AV. |
| Repair Master | When you repair items, you can remove 2 more gear checks, or one more damaged condition. |
| Resist … | You resist effects tagged with … and get +4 to save against such effects. Effects that proc have a -2/12 chance to do so. Attacks of that type are -3 to hit and do -1 point/die. |
| Retribution Cast (x) | When you dodge an attack with a roll of x or higher, you can spend an inspiration to immediately cast a self spell. |
| Retribution Touch (x) | When you dodge an attack with a roll of x or higher, you can spend an inspiration and immediately cast a touch spell. |
| Return Guidance (x) | When you use your inspiration for someone else, you get it back on x/12. |
| Revive | * By spending a full round and one inspiration, you can revive a fallen ally who recovers with 1d6 hit points. * When you revive an ally, they start with 2d6+1 hit points. |
| Revive Shield | Anyone you revive cannot be attacked, and is immune from damage until the end of their next turn. |
| Riposte (x) | When you block with a roll of x or higher, you can spend an inspiration to get an immediate, free counter attack. |
| Ritual Knife | You always have access to a magical, obsidian knife that appears instantly in your hand when summoned. This knife has +1 accuracy, does 1d6+1 damage, and is magical. When you hit level 5, the damage increases to 1d8+1. When you hit level 9, the knife damage becomes 1d10+1. |
| Rock Fall | When you are underground, as an attack action, you can spend an inspiration and have rocks fall on all adjacent hexes. Enemies in those hexes must make a Reflex save versus your Wit+2. Those that fail take 2d6 penetrating damage, and are knocked *prone*. |
| Rough Cuts | When you do wound damage to an opponent, that damage cannot be healed by any means until after the battle ends. |
| Rough Runner | You ignore rough terrain penalties. You get a +2 to avoid ground-based traps such as pits and snares. |
| Save Blocker (x) | You can substitute your block score for your x stat when rolling saving throws. |
| Savior | Once per fight, when you are defeated, you can spend an inspiration to be carried 2d6+6 hexes in a random direction, and revive with 1d6 hit points. |
| Scramble | If there is an important item on the ground, you can spend an inspiration to make an immediate, free full move to get to it. You freely disengage during this move. |
| Scream of the Gargoyle | You spend an inspiration and shout in a zone of invoked color. The wizard who dropped the color must make a Power save or the color is destroyed. |
| Second Wind (x) | You spend an inspiration and heal x. |
| Seismic Shout | You spend an inspiration and shout, causing enemies within 2 hexes to make a Skill save or take 2d4 penetrating damage, and be knocked prone. |
| Septic Wounds | When you wound someone, you can spend an inspiration to add *Bleed (2)* to the effect. |
| Serpent Tongue | You can speak the language of dragons and their kin (dragon, kobolds, lizard men, serpents). You can use Diplomacy and Trade skills with these creatures. Characters with the ability to recruit NPCs can recruit kobolds and lizard men. |
| Set Spear | Your first attack against anyone charging you from the front is +2 accuracy, +2 damage, and +1 wound die. |
| Shape Spell | You can better manipulate the shape of area spells, moving up to ½ the hexes of the area to better suit the caster’s needs. |
| Sharp Traps | If your trap does damage, or your victim fails their save, you trap also inflicts Bleed (1). |
| Sharp Wit | You can substitute your Wit for Reflex and Skill saves. |
| Shared Song | You can pass your song on to an adjacent ally, allowing them to maintain the chant and determine the center point. You become free to cast other spells, and even maintain a second chant. You must still make cast rolls, and use your spell levels to maintain the chant. |
| Shield Bash | Spend an inspiration and strike with your shield in addition to your normal attack. The shield bash has -2 accuracy and does Mus(-1) + 1d4/1d6 based on your shield. |
| Shield Breaker(x) | If you hit an opponent with an x or higher roll, you may spend an inspiration to break your opponent’s shield. Magical shields allow the victim an opposed roll of Muscle, Power, Skill (each of you chooses your best stat) and the victim gets a +4. |
| Shifty | * Spend 1 inspiration to take a 1” move at any time (may be used once a combat round) * Spend 1 inspiration to take a ½ move at any time (may be used once a combat round) |
| Skillful Evasion | You can use your skill to roll your reflex and toughness saves. |
| Skirmisher | You can take a half-move after attacking with a melee or missile weapon. |
| Sleep It Off | Once per session, when you are incapacitated, you may spend an inspiration and you will get the benefits of your Second Wind power every round until you are brought to positive hit points. Once this happens, all statuses are removed from you and you can re-enter the battle. |
| Sniper (x) | Your missile range bands (except for point-blank) are increased by x. |
| Snowy Aura (Aura) | When you drop grey, you can choose to create a zone with a 10 hex radius that gives all missile and fire attacks a -2 accuracy, -1 damage, and negates all burn and ignite effects. |
| Song of the Old Gods | When you are chanting, you have +1 defense and +1 AV. |
| Spell Absorber | When you successfully block a spell, you absorb the color used to cast it. |
| Spell Battler | Any talents that would otherwise impact your attacks also benefit your attack spells. |
| Spell Blocker | You may spend one inspiration to block a spell with your shield (or staff). If the spell requires a to-hit roll, you block normally. If the spell allows a save, you get +2 to the save. Your item takes a gear check, and normal items break on 1/12. |
| Spell Chain | When you successfully cast a spell, you get a +1 to cast next round. This bonus stacks up to +4 and end when you fail to cast in a given round. |
| Spell Mastery (x/y) | Any spells you cast that meet condition x get +y damage/die, +y effect/die and +2(y) DL to their saves. |
| Spell Phase | You gain a +1 to save vs. spells, and a +2 to dodge bolt spells. |
| Staff Aura (Aura) | When you drop white, all allies get +1 block. |
| Staff Color Attunement (x) | You attune your staff to a color, and can store x motes of that color in your staff. |
| Staff Color Strike | You can burn a stored color mote to do an extra die of damage to your opponent equal to the leverage damage of the staff. |
| Staff Defender | By burning a stored color mote, you animate your staff which hovers near you and blocks attacks for you. The animated staff has your staff skill and your bonus parries. |
| Stand Ground | * You are resistant to any effect that knocks you down, back, or moves you * When you ignore or save against one of these effects, you can take an immediate attack, or half move, or heal 1d4 hit points. |
| Stand Together | * When you move by taking a step, or from cleaving, shifting, or giving ground, adjacent allies can move with you up to 1 hex as a free reaction. * Your allies may take up to a ½ move with you, and may be up to 3 hexes away. |
| Start with (x) | You start the game with a minor item of type x. |
| Steady Aim | For each round you spend aiming, you get a +1 accuracy. |
| Stealthy | You get a +2 to all sneak checks, as well as steal checks, except pertaining to locks. |
| Steel Will | You can use your Power stat to make Muscle and Toughness saves. |
| Stepping Circles (x) | You can create two magic circles within x hexes of each other and both of them give you bonuses. In addition, by spending an inspiration, you can step between the two circles as part of your normal movement. |
| Strike Now (x) | You can spend an inspiration to give you and you allies a +x accuracy and +x damage until the start of your next turn. |
| Stopping Strike | When you take a first strike due to someone moving up to engage you, if you hit them, you can spend an inspiration to stop their movement and end their turn. You can also take your remaining half action as though you had Skirmisher. |
| Store Color | Every magic item you carry can store one mote of color. |
| Store Spell | * You can spend a mote of color, and an inspiration to cast a spell into an artifact, storing the spell for later use. The spell must be successfully cast to store it. When released later, the stored spell requires a ½ action to cast, but does not need color, or a spell roll. * Releasing a stored spell is a zero-time action. |
| Stunning Blow (x) | Any blow to the head or chest that does 3 or more damage, has an x/12 chance to *stun* them. Enemies stunned in such a way can spend an inspiration to avoid this effect. |
| Stunning Spark (x) | Your electrical spells have an additional x/12 chance to apply a stun to their target. |
| Sweep | * Spend an inspiration and you can attack two adjacent characters in front of you, taking a -2 penalty to hit each. * Spend an inspiration and you can attack three adjacent characters in front of you, taking a -2 penalty to hit each. * Spend an inspiration to attack all adjacent enemies at -2 to hit. |
| Swift Stance | You get +2 accuracy and +2 damage versus anyone with a lower initiative score than you. You get a -1 defense against anyone with a higher initiative than you. |
| Swimmer | * You can swim without buying the skill license. You can hold your breath 5x longer than normal. You take no penalty for fighting underwater. You are resistant to gas effects. * You get +1 to all athlete checks. You can remain underwater indefinitely. You are immune to gas attacks. |
| Tactical Genius | When you make a tactics check, you can roll twice and take the better result. |
| Take Initiative | At the start of a round, you can spend inspiration to swap initiative with any other combatant. |
| Taunt | * You may spend an inspiration to give an opponent the *Taunted* status for 6 combat rounds * You may spend an inspiration to give up to 3 nearby opponents the *Taunted* status for 6 rounds |
| Terrain Affinity | You choose a terrain   * Mountains * Plains * Swamp * Urban * Water (at sea and underwater) * Woods   You get +1 to ***all rolls*** while in that terrain. |
| Tithing | Once per camp, when you are at a holy site, you can spend 100G and regain a white color mote, or an inspiration. |
| Tortoise | You get +1 AV, but get -1 initiative and -1 move. |
| Tradesman | You get +2 to all crafting and trading checks. |
| Trap Avoidance | You get +2 to save vs. traps, and -1 effect/die or proc for any trap you do set off. |
| Trap Mastery (x) | Your traps have +2 to their save DL. They also do +1 effect/die, and +1 proc chance. |
| Trap Recycler (x) | When your trap activates, you have an x/12 chance of getting it back. You can choose to leave it on the battlefield, or to return it to your inventory. |
| Trapper | You get the Trapper skill license for free, allowing you to start the game with the ability to create traps. |
| Treacherous Shift | As a free action, you spend an inspiration and choose an enemy within a full move of you. You then make an opposed Skill stat check against that enemy. If you are successful, you switch places with them. |
| Trick Hands | You can cast even when your hands are bound, or otherwise unavailable. You don’t take any penalty to spell casting when you are grappled. |
| Tricky (x) | You get x tricks a session. Each trick is like an inspiration, but can only be used for Dirty Fighting maneuvers. |
| Tri Shot | You can take a -4 accuracy and make three attacks on targets that are no more than 2 hexes from each other. |
| Tripper | When someone disengages from you, and you hit them, you can choose to not do damage, but instead to instantly stop their movement, and knock them prone. |
| Troll’s Blood | Any combat round in which you successfully hit an enemy, or get hit by an enemy, you regenerate 1 hit point. |
| Tunnel Crawler | When underground, you get +1 move and can make full moves while sneaking. |
| Type (x) Spells | You gain access to spells in the X list. You can learn the skills Spell Casting and Combat: Spell. |
| Undead Tongue | You speak the language of the undead. Intelligent undead will be neutral to you, allowing the use of diplomacy to avoid conflict and gather information/aid. |
| Unnerving Wail | You spend an inspiration and shout, causing enemy spell casters within 6 hexes to make a Power save, or be *unnerved*, taking a -2 to spell casting checks. |
| Unseen Passage | Track attempts made against you take a -4 penalty. |
| Unstoppable | You are resistant to *daze*, *entangle*, *immobilize*, *hold* and *slow* |
| Vanguard Aura (Aura) | When you drop white, you and your allies get +1 defense. |
| Vengeful Stance | You take -1 defense, but when you take damage, your next attack does +3 damage. |
| Vigilant | You are resistant to *Blind* and *Sleep* effects. When you keep watch in camp, the chance of an encounter decreases by 1. |
| Voice of the Magus | You can cast spells while silenced or choking. |
| Wade In | Make a 1 hex move after your attack as long as the move keeps/puts you adjacent to an enemy. |
| Walk the Woods | You get +2 Sneak, +2 Move, and +2 Initiative in the woods. Rough terrain in the woods does not affect you. You move 25% faster overland in the woods. |
| Watchful | You get +2 to all Investigate checks. |
| Weapon Aura (Aura) | When you drop any color, you and all your allies have their weapons enchanted so that they can damage magical creatures. |
| Weapon Breaker(x) | If you hit an opponent with an x or higher roll, you may spend an inspiration to break your opponent’s weapon. Magical weapons allow the victim an opposed roll of Muscle, Power, Skill (each of you chooses your best stat) and the victim gets a +4. |
| Weapon Proficiency | You can wield weapons that are one weight class above your weight. |
| Welcome Traveler | You are almost always accepted at NPC establishments. You do not have to pay money to rest at inns. You get a 10% discount on all shop purchases. |
| Wimpy Reroll (x) | You may reroll any damage die that comes up x or less, but must take the second result. |
| Withered Crone | You take a -1 Move, but get +1 to your Spell Cast, Spell Combat, saving throws and your save DLs. |
| Witty Insult | When an opponent misses you, you can spend an inspiration to debuff them. Choose a hit location and roll a single wound die, rerolling 12s. Your opponent is now considered to have that wound effect. Impairs, bleeds, etc. last for the remainder of the battle. Chokes, staggers, prones, stuns etc. last a single round. |
| Wizard Vestments | When you create your character, you choose an item from the following list:   * Wizard Robe – No weight, 1 AV (body), +1 Dodge * Wizard Hat – No weight, +1 Lore Checks, cannot be blinded * Wizard Pipe – No weight, +1 Investigate Checks, immune to gas/choke/silence * Wizard Boots – No weight, 1 AV (feet), +1 Move, Overland Traveler * Wizard Book – Light, +1 Spell Lore to learn new spells |
| Wizened Healer (Grey, White Aura) | When you drop grey, or white, in camp, any heal checks you perform heal an additional 1d4 hit points. |
| Wrest Color | While in town, or once per camp, you can use your Item Lore skill to try to drain color from artifacts. The base DL of the check is 14, but this can be different for different items. The item is rendered inert until the color is used. Minor items break on a 1/12. |
| Zone of Control (x) | You can engage and lock down x adjacent enemies, forcing them to disengage from you to move away. |