**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. |
| Ambusher | When you attack an opponent who is out of combat, you get a +2 accuracy, +2 damage and 1 extra wound die. |
| 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. |
| Auto … (x) | If you roll x or higher when making a … check, you automatically succeed regardless of the opponent’s/GM’s roll. |
| Basher | When you hit your opponent in the head, your attack gets Stun(2) and 1 extra wound die. |
| Bearer | Regardless of your avatar’s weight, you gain 6 light, 4 medium, 3 heavy and 1 tremendous inventory slots. |
| Bleeder (x) | Your attacks have a x/12 chance to apply the *Bleeding* status to their victim. |
| 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. |
| 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 |
| Clear-Headed | You are resistant to *Stun* and immune to *Daze*. |
| Clever (x) | You get x inspiration that can be spend on   * Add 1 hex to any movement * Defense checks * Spell casting checks * Wit checks/skills |
| Color Slot | You gain one additional color slot to power your magic. |
| 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. |
| Create (x) | You gain the ability to generate X color magic to place in your slots. You can learn the skill Enchanting. |
| Crusader | You get +2 damage when fighting goblinoids, demons, undead, or anyone with a type V spell, or carries black magic. |
| Cutter | * When you hit with a light weapon, you can spend inspiration ***(FR)*** to substitute your Reflex die for your Muscle die to determine melee damage. * This power no longer requires you to spend inspiration. |
| Dead Eye | * Spend inspiration ***(FR)*** to substitute Reflex for Skill to determine ranged damage. * This power no longer requires you to spend inspiration. |
| 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. |
| Dodge (x) | You get +x to Dodge. |
| 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. |
| Empathy (x) | You get x inspiration that can be spent on   * Reduce damage by 1 * Increase healing by 1 * Heal checks * Tactics checks * Charisma/Power checks/skills |
| Extended Block | Spend inspiration ***(CH)*** to block for an adjacent ally. |
| Familiar | You start the game with a familiar. Your familiar can communicate with you, can scout for you with a 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 |
| 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. |
| Fearless | You are resistant to fear. |
| 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. |
| 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 |
| Healing Hands | Your healing effects heal +1/die more. |
| Improved Charge | * When you charge you take no penalty to hit * When you charge you get +2 damage |
| Improved Disengage | * When your opponents get a free attack because you disengage from melee, their 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 |
| Inspiration (x) | You start the game with additional inspiration. |
| 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. |
| 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. |
| Looming Forest (Grey 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. |
| 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. |
| Piercing Stance | You get Pierce (3) to your attacks, but take -1 accuracy and -1 defense. |
| 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” |
| 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. |
| Rage | You get x inspiration that can be spent on   * Increase damage * Muscle/Toughness skills/checks |
| Reinforced | When wearing non-damaged armor, you get a +1 AV. |
| Revive | By spending a full round and one inspiration, you can revive a fallen ally who recovers with 1d6 hit points. |
| 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. |
| Shifty | * Spend 1 inspiration ***(C)***  to take a 1” move at any time (may be used once a combat round) * Spend 1 inspiration ***(C)*** to take a ½ move at any time (may be used once a combat round) |
| Sniper (x) | Your missile range bands (except for point-blank) are increased by x. |
| Stand Ground | * You are resistant to any effect that knocks you down, back, or moves you * When you save against one of these effects, you can |
| 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. |
| 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. |
| 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 4 nearby opponents the ***Taunted***status for 6 rounds |
| Tradesman | You get +2 to all crafting and trading checks. |
| Trapper | You get the Trapper skill license for free, allowing you to start the game with the ability to create traps. |
| Type (x) Spells | You gain access to spells in the X list. You can learn the skills Spell Casting and Combat: Spell. |
| Unstoppable | You are resistant to *daze*, *entangle*, *immobilize*, *hold* and *slow* |
| Vigilant | You are resistant to *Blind* and *Sleep* effects. When you keep watch in camp, the chance of an encounter decreases by 1. |
| Watchful | You get +2 to all Investigate checks. |
| 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. |
| Wizened Healer (Grey, White Aura) | When you drop grey, or white, in camp, any heal checks you perform heal an additional 1d4 hit points. |

**Old Traits**

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| **Trait** | **Description** |
| Accurate Fighter | +1 to all attack rolls |
| Additional Companion | You may choose a second companion to accompany you on your travels |
| Adrenal Rush | If you remain conscious after being knocked to 50% of his hit points or less, you gain a +1 INI, +1 attack, -1 to all defenses and +2 to all damage rolls. Also, any physical skill rolls are made at +2 |
| Ambusher | If you attack from stealth, you may immediately roll again to re-hide yourself |
| Analyst | * When you use item lore to learn the properties of an item, you can learn two properties per successful roll * Successfully learning an item property grants you a free XP check |
| Animal Armor | Your companion gets +1 AV |
| Animal Command | You may give your action to your animal companion, allowing him to take an immediate action |
| Animal Companion | You start the game with a level 1 animal companion. (Generally speaking, you get the choice of a scouting pet, a tanky pet, or a combat pet? They roughly level as you do, upgrading at certain points) |
| Animal Friend | Small animals surround you when in the wilderness. You can talk with these creatures and they will sometimes give you useful information. You get +2 to navigate, track and wilderness lore checks |
| Animal Fury | Your companion gets +2 damage |
| Animal Messenger | Your animal friends can act as messengers, bringing private messages to your friends even when they are not normally able to receive them |
| Animal Power | Your companions can unlock one of their locked abilities |
| Area Traps | By spending a yellow or red, you can lay a trap that has is triggered when an enemy enters the hex or any adjacent hex |
| Armor Proficiency | You can wear armor even if you are one weight class too light to do so normally |
| Artifact Cloner | By spending 3 blue, you can create a temporary clone of an artifact which lasts 4R |
| Artifact Mastery (x) | Artifacts wielded by you have +1 effect/die and save DLs are +2 per level |
| Assassin | * Attacks from stealth that surprise your opponent get +2 damage, bleed(2) and pierce(2) * Your sneak attacks also get +4 damage and stun(2) * Your sneak attacks also get +1 wound roll |
| Aura Thief | You learn one aura power from any class as long as you meet the requirements of the power. You can take this perk multiple times |
| Auto Success (x) | If you roll an x or above on your d12, you may spend an appropriately colored up to automatically succeed in your task |
| Avoid Death Blow (x) | You can spend an up of any color to have an x/12 chance to dodge any attack that would kill you or knock you unconscious |
| Beard Weaver | * Your beard is exquisitely styled. You get +2 to diplomacy checks and allied dwarves get +2 to saves when near you (6”) * By invoking your beard, you may spend ups before rolling a check to get a +2 to the roll |
| Bearer | Regardless of your avatar’s weight, you gain 6 Light, 4 Medium, 3 heavy inventory slots and 1 tremendous inventory slot. |
| Berzerk | Spend red to gain +8 temporary hit points, and a -1 to all wound rolls against you for 4 rounds |
| Berzerk Cleave | * Berzerkers can take the cleave trait with ANY weapon |
| Berzerk Rage | * +2 damage when Berzerk * +3 damage when Berzerk * +4 damage when Berzerk |
| Bleeder (x) | All of your attacks gain the Bleed(x) trait |
| Blood Sacrifice | You can take a round, spend a blue to return levels of your spellcasting skill. Each level costs 1d4 blood sacrifice. The hit points don’t have to be yours, but they have to come from a willing sacrifice who also forfeits his round |
| Blinding Fire (x) | Your fire spells have an x/12 chance of blinding the target for 1 round |
| Blood Thirsty | Your animal companion’s attacks all have Bleed (2) |
| Bodyguard | You give +2 defense to an adjacent ally, but take -1 to your own defenses |
| Bone Bleeder | Your bladed weapons do full damage to skeletal undead. |
| Bow Master | Combat perks that improve your melee attacks also improve your missile attacks |
| Bow Proficiency | You can use a bow one weight class heavier than you |
| Break Fall | You take ½ damage from fall damage |
| Camp Master | * Camping checks are +2, your camps affect one more person than normal * Your camps give allies +2 to any camping activities * Your camps increase effect dice by 1 |
| Casting Disruptor | When you are adjacent to an enemy caster, they take a -2 to casting attempts |
| Cauldron Master | You get +2 to Alchemy and Cooking checks |
| Cautious Fighter (x) | You get +1 to all defense rolls per level |
| Cave Affinity | You get +1 to all rolls when in caves. |
| Cave Sight | You can see in the dark |
| 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 |
| Clear Headed | You are resistant (+4 save, -2 procs) to being stunned |
| Cleave | * When you drop an opponent in combat, you may immediately take a one hex move and attack another enemy. You can do this once per combat round * You can take ½ move when you cleave and you may cleave twice a round * You may cleave up to three times a round |
| Close The Gap | You can close the distance on an opponent with a longer weapon without losing the initiative. Once you do so, you have +1 defense |
| Color Junkie | If all of your color slots are full, you get +2 to ***all*** rolls. If none of your color slots are full, you take a -1 penalty to ***all*** rolls. |
| Colorist | While camping, you can change any of your stored color motes to any other color you can create |
| Colorless | Any attempts to use enchanting to produce color are at a -2 |
| Combat Caster | You ignore spell casting penalties for being in the fray, or having taken damage |
| Combat Reflexes | +1 Initiative and you cannot be surprised to start a combat |
| Command Decision | By spending a red or yellow you can give up your action and allow one of your allies to perform an additional action instead |
| Consume Familiar | * You may consume your familiar to regain 1d6 hit points and 1d3 spell levels * Your familiar restores 1d8+1 hit points and 1d4+1 spell levels |
| Conversion | You may use your diplomacy skills to convert NPCs to the old religion, doing so has a chance (6/12) to restore white magic |
| Counter Attack | By spending red or yellow, you may make a counter attack against an opponent who approaches you from the front and attacks you. This attack is a free attack, but comes after your opponent takes his turn |
| 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 |
| Crippling Wounds | When you wound someone, you can spend a red and apply a Cripple(1) to them as well |
| Crusader | You get a +2 to damage when fighting goblinoids, demons, undead, anyone who knows a type V spell, or carries Black magic |
| Cryomancer | Your cold spells get +1 damage/die and +2 save DL per level |
| Curser (x) | Your attacks have an x/12 chance to apply the curse status to your target for 10R |
| Cutter | * If using a light weapon, you can spend red or yellow and substitute dexterity for strength when determining melee damage * This becomes a permanent switch requiring no ups |
| Dazing Shout | All enemies within 2” must save (TOU 16) or be dazed for 1-3 rounds |
| Dead Eye | * Spend yellow to substitute perception for strength when rolling melee damage. Alternately, you can substitute your perception die for either die in a missile attack * Permanently substitute perception for strength (Melee) or one of the weapon dice (missile) |
| Death Aura | When you invoke black, you create an area in which all living creatures take 1d4 penetrating damage each round and all undead are healed for a like amount |
| Death Mastery (x) | Your type V spells get +1 effect/die and +2 DL |
| Decapitator | If you hit your opponent in the head, you get +1 damage. You may also spend a red and get +1 wound roll |
| Defensive Caster | You spend a blue and can cast a self/defensive spell instantly just before an enemy attacks you |
| Defensive Stance | You get a +2 to your defenses, but take a -1 to all attacks |
| Deep Woods | When you invoke gold magic, all sneak and steal checks are at +2 in the area |
| Demon Tongue | You speak the language of evil spirits. Such creatures will be neutral to you, allowing the use of diplomacy to avoid conflict and gather information/aid |
| Disease Resistant | You are resistant to disease effects and spells |
| Divine Presence | Allies within 10” get a +1 to all saves |
| Divine Voice | * Spending a blue makes your chants last 3 rounds before having to be maintained * This becomes an inherent ability that costs no ups |
| Dodge (x) | +1 Dodge per level |
| Door Finder | You can spend 3 ups to ask the GM if there are any secret doors, passages, or paths in the region you are currently searching. If there are, you find them immediately |
| Double Cast | By spending 1 blue, you may cast two spells as a full round action, but each is +4 DL |
| Dragon’s Breath | * By spending 1 blue, any touch spell may be turned into an instant 3” cone attack, taking only ½ action * This becomes permanent and requires no ups |
| Dragon Skin | 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 |
| Dual Effect Traps | You can create traps that have two effects. Dual effect traps cost as much as creating both traps separately, the creation DL is the DL of the higher trap +4 |
| Duck | By spending a green or grey you increase your dodge score by 2 for the rest of the combat round |
| Electromancer (x) | Your Electrical spells get +1 damage/die and +2 save DL per level |
| Elusive | You get +2 to all sneak or steal checks |
| Enchanter | When in camp, you get an extra chance to create color using your enchant skill |
| Everyman | You can use sneak to blend in with groups of NPCs, effectively hiding in plain sight |
| Exploding Familiar | You cause your familiar to detonate, doing 2d8 points of damage to everyone within 2” |
| Extended Block | Spend yellow or green to block for an adjacent ally at -2 |
| Faerie Rings | You can see and use the mysterious faerie rings that sometime appear in the woodlands |
| Faerie Mastery (x) | Type III spells you cast get +1 effect/die and +2 DL |
| Familiar | You start the game with a familiar. Your familiar can communicate with you, scout for you and gives you +1 to one stat and a minor ability |
| 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 (AGI, SPI 18) 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 |
| Fast Draw | You can draw your weapons or ready a single item from your belt (or other “ready” slots) as a free action. |
| Fast Healer | When you heal during a rest, you get 1d4 more hit points back |
| Favored Enemy | * Choose one category of foes (goblinkind, elfkind, mankind, etc.) and you get a +1 to hit and +1 damage when fighting them * In addition, you get +1 to wound rolls against your enemy |
| Fearless | You are resistant (+4 save) to fear and curses |
| Ferocious Spellcasting | Your spells do +1 damage |
| Fight with Wild Abandon | You get +2 damage, but -1 defense |
| Flanker (x) | When you flank an opponent, you get +2 damage/level |
| Flexible Buffs | When powering your talents in combat, any color up can be used |
| Floating Form | You float a couple feet off the ground, still in melee range. You get a +1 defense and are immune to ground-triggered traps/effects |
| Flunky | You can summon a thug to your side to fight with you and perform menial tasks |
| Forceful Shout | * You spend a red and release a shout that sends enemies within 2” flying away (2-4”) from you if they fail a STR save (DL 16) * The DL is 20 now and enemies also take 2d6 damage |
| Frozen Aura | When you invoke purple, you can choose to create an aura that gives Slow(1) to all your enemies within 10” |
| Gate Crasher | You are invisible for the first 5 minutes after traversing a gate, or until you take an offensive action |
| Ghost Form | * You can spend a blue or grey to become immune to non-magical attacks for up to 2 combat rounds. While you are immune, you cannot attack or affect anyone with your spells * Your ghost form now allows you to pass through obstacles and walls * By spending 2 ups (blue or grey) You may cast touch spells on targets while in Ghost Form |
| Goblin Tongue | You speak the language of goblins (orcs, kobolds, etc.) and those creatures start friendly toward you. You can trade with them, and even hire them |
| Gorgon’s Eye | * If you spend 1 blue, you may cast any ranged, single target, direct spell as a gaze, taking only ½ action * This becomes a permanent trait requiring no blue |
| 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 an opponent, you can choose to end up holding the weapon |
| Ground Game | You get +1 to hit, +1 to damage and +1 to wound rolls when your target is prone |
| Guidance | You may spend your ups to increase your allies rolls, or to activate their powers |
| Hard Drinker | Any buffs caused by drinking are increased by 50% |
| Healing Mastery | * Any heal spells you cast do an additional +2 points * Your heals increase by +4 points |
| Healing Spirits | When you invoke grey (or white) magic, all allies in range heal 1d6 hit points |
| Heedless Rage | When you berzerk, you get +2 to attack rolls, but take -1 to hit |
| His Bark is Worse | You spend a green or grey and your companion can taunt an enemy as though he had the Taunt power |
| Hit and Run | If the first thing you do in a combat round is attack, you make take a half move after attacking |
| Ice Skin | You get +1 AV, you are immune to environmental cold effects. If you are in an environmental cold effect, you get +2 to all spell casting attempts |
| Ice Storm | * You spend a blue and your bolt attack becomes a small (2” radius) AoE. A nuke AoE is an AGI save with the DL being the original casting DL * This becomes a permanent ability requiring no ups |
| Igniter (x) | Your fire spells get ignite (x) |
| Igniting Blow (x) | Your melee attacks get ignite (x) |
| Improved Berzerk | * You get +4 additional temporary hit points and +1 AV when berzerk * You get an additional +1 AV when berzerk |
| Improved Charge | * When you charge you take no penalty to hit * When you charge you get +2 damage |
| Improved Cleave | * Your cleave chance is +2, you can take up to a ½ move when you cleave * Your cleave chance is +3 * You can cleave twice each round |
| Improved Companion (x) | * Your companions level up to a slightly improved version (level x) |
| Improved Disarm | * When you disarm, you are only -3 to hit and a +3 to the attribute test * When you disarm, you are only -2 to hit and get +4 to the attribute test |
| Improved Disengage | * When your opponents get a free attack because you disengage from melee, their attacks do not get a +2 bonus * 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 Press | * When you press, you take a -1 to hit and can push your enemies back 2 hexes * Your press attack does full damage |
| Improved Recruits | * The NPCs you recruit will be better fighters (close to a low-level PC), but will cost more * The NPCs you recruit will be better fighters (close to a soldier), but will cost more |
| Improved Sweep | * You take only a -3 attack penalty and do full damage when you sweep * You may attack everyone in the front three hexes when you sweep * You may attack all adjacent opponents when you sweep |
| Inscrutable | Tactics rolls against you are at a -4 |
| Inspiring Presence | All of your allies get +2 to all saving throws |
| Intimidating Shout | You spend a red and shout causing all enemies within 10” have to save (WIL 16) or take -1 to hit, -1 damage |
| Intimidator | You get a +2 to all diplomacy checks to intimidate NPCs. |
| Iron Grip | You can fight while climbing, you resist being disarmed, you resist being knocked down when climbing, you get +4 to all grapple checks |
| Iron Skin | +1 AV or +2 AV if wearing no armor |
| Iron Skin Attack | +1 attack, +1 damage when wearing no armor per level |
| Iron Skin Defense | +1 defense, +1 AV when wearing no armor per level |
| Iron Skin Move | +2 initiative, +1 move when wearing no armor per level |
| Knight’s Squire | You have a loyal squire as your follower |
| Knockdown (x) | A blow to the chest doing 3 or more damage knocks the target down on x/12. A blow to the legs increases this chance to x+2 |
| 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 |
| Leap Attack | You take a -2 to hit, but you can attack after a full leap |
| Leaper | Your jump distance is +4 hexes |
| Lengthy Berzerk | * Your berzerk lasts 8 rounds * Your berzerk lasts 12 rounds |
| Lich Touch | * Your touch spells last 6R instead of 3R * Your touch spells also do +1 effect/die and have +2 save DL |
| Lightning Aura | When you invoke purple, you may create an electric aura that does 1d4 penetrating damage each round to anyone adjacent to you |
| Lone Wolf | +1 to all rolls when acting alone (does not include NPC companions or familiars) |
| Looming Forest | When you invoke grey magic, you can choose to create an aura that gives all humans, dwarves and goblinoids within a -1 to hit and -1 damage, while you, and all natural beasts, get a +1 to hit and damage |
| Lucky SOB | You can spend 3 green or grey to totally ignore the effects of one attack |
| Magic Circle | * You spend one round and create a 1” magic circle on the ground. While standing in the circle, you get +1 to spell casting checks, and your spells have +1 DL * Your spells also get +1 Effect/Die |
| Magical Will | * You can substitute your WIL or CHA die for any damage die when casting a spell * You can substitute your WIL or CHA die for any two damage dice when casting a spell |
| Master Summoner | By spending a blue and taking a +3 to the cast DL, your summoning spells summon 2 creatures |
| Miner | Any mining attempts yield 25% more ore |
| Misty Aura | When you drop gold magic, you and all of your allies get a +1 dodge |
| Mobile Fighter | You take no penalty when you move before attacking (Normally, you take a -1 to attack if you moved this round) |
| Mobility (x) | +1 Initiative, +1 Move per level |
| Offensive Berzerk | When you berzerk, you can choose to forego the normal benefits, and instead get a +1 to hit and a +1 damage for 4 rounds |
| Offensive Stance | You get +1 to attack rolls, but take -1 to defenses |
| Orderly Retreat | You spend 3 green or grey and until your next turn, all of your allies can retreat without giving their enemies a +2 to hit when they disengage |
| Overland Traveler | You and your group travel 25% faster overland, giving you a +4 bonus in any long-distance chase scenario |
| Pack Casting | You spend a blue and every animal companion, familiar, and summon you have on the battlefield can use their action to aid your next casting attempt. You get +1 for each creature that uses their action in this fashion |
| Pad Foot | You can make full moves while sneaking |
| Piercer (x) | Your attacks get pierce(x) |
| Piercing Spark | If your lightning spell does not penetrate, it gets Pierce (2) |
| Penitent Aura | When you invoke white magic, allies within 20” of you can immediately save against any detrimental magical effect they are currently suffering |
| Play Dead | When you take a hit, you spend one green or grey to go prone and play dead. Opponents must make a save (int, per 20) to attack you when you are down. The round after you get up or attack, anyone can fight you as normal |
| Poison Aura | When you invoke black magic, you create a toxic cloud that poisons enemies. Enemies in this cloud must save every round (SPI 18) or be sickened |
| Poison Resistance | You are resistant to poisons |
| Poisoner | * You may apply poison to your weapons * Poisons you apply have a -2 penalty to save against, and do +1 effect/die |
| Poppy Fields | When you invoke gold magic, all save DLs vs spells that require gold magic are +2 |
| Prayer Mastery | All type I spells you have get +1 effect/die and +2 to the save DL |
| Press Gang | You can recruit up to three NPCs at once |
| Pyromancer (x) | Your fire spells get +1 damage/die and +2 save DL per level |
| Quick Caster | You get a +2 initiative when casting spells. |
| Quick Color | * Dropping color takes only ½ action * At the cost of one blue, you may drop color and cast a spell as a full round action. The spell must be a self spell (though you can cast on others with the penalty). You take a -2 to the cast check * The spell you cast can have any target |
| Quick Conjuring | When you conjure a creature, it immediately gets to take a full action. |
| Quickened Berzerk | * The cooldown for your berzerk is reduced to 3 rounds * The cooldown for your berzerk is reduced to 2 rounds |
| Rallying Cry | * You can spend 1 green or grey to heal all allies within 10” of you 2d4 hit points * Your heal is 2d6+1 hit points |
| Recruiter | Can hire various NPCs in towns and villages to fight for you |
| Recycler (x) | When you invoke color, you have an x/12 chance to recover it once you are finished using it |
| Reinforced | You gain +1 AV when wearing armor |
| Repair Master | When you repair weapons or armor, you can remove one extra damage condition |
| Revive | By spending a full combat round, you can revive a fallen ally. They are revived with 1d6 hit points |
| Ritual Knife | * You always have access to a ritual knife that will instantly appear in your hand with a thought. The knife has +1 accuracy, does 1d6+1 damage, can damage magical creatures, and has Bleed(2) * Your knife does 1d8+1 damage and also gains Fast(2) * Your knife does 1d10+1 damage and bleed is increased to bleed(4) |
| Ritual Mastery (x) | All type II spells you have get +1 effect/die and have +2 to the save DL |
| Rock Fall | If you spend a red you can cause rocks to fall in all adjacent hexes. Creatures in those hexes can save (AGI 16) or take 2d8 damage from falling rocks |
| Rough Runner | You ignore penalties due to moving/Fighting on rough terrain |
| Scream of the Gargoyle | * By spending 3 red while standing in a zone of color magic, the berserker makes an opposed WIL roll against the mage who dropped that color. If he succeeds, the color is destroyed. (Additional red ups may be spent to increase the barbarian’s roll) |
| Second Wind | * You spend 1 grey and self-heal 1d6 hit points * You heal 2d6 |
| Seismic Shout | * Spend a red and enemies within 2” of you have to save (STR, AGI 16) or take 1d6 penetrating and be knocked prone * The save becomes DL 20 and the shout does 2d6 penetrating damage |
| Septic Wounds | When you wound someone, you can spend a red to apply a Bleed to them |
| Shifty | * Spend 1 red to take a 1” move at any time (may be used once a combat round) * Spend 1 red to take a ½ move at any time (may be used once a combat round) |
| Skirmisher | If you have a half action left, you may take it after firing a missile attack. |
| Smite | * You spend a red or blue and substitute your spirit for your strength to determine melee damage * This is a permanent effect that does not require ups |
| Sniper | Your missile attack (except point blank) ranges are increased by 20% (minimum 4) |
| Snowy Aura | When you invoke purple, you create a snow storm that gives all missiles and fire attacks -2 to hit and -2 damage. Also, ignite effects are ignored |
| Spell Blocker | You may spend 2 green or grey 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 +4 to the save. Your shield takes 1-6 damage |
| Spell Chain | Once you drop color, each spell you cast successfully gives you +1 to the next spell casting. This is cumulative up to +4, or until you fail casting a spell |
| Spell Master | Combat perks that improve your melee attacks also improve your spell attacks |
| Stand Ground | You resist fear and are immune to effects that press or knock you back/down |
| Stationary Casting | You can take a -1 to your defenses in order to get a +1 to your spell casting checks |
| Steady Aim | If you can spend a full round aiming, you get +1 to hit with missile weapons. This stacks up to 4 times |
| Store Spell | * You can spend a mote of color and make a casting roll of DL+3 to store a spell in an artifact. A stored spell cannot be cast normally, but if cast using the artifact, the stored spell requires no color, is automatically successful and only a half action * Stored spells take no time to cast |
| Striker (x) | For each level of Striker, you get +1 damage |
| Stunning Blow (x) | A blow to the chest that does 3 or more points of damage has an x/12 chance to stun the target. Blows to the head increase this chance to x+2 |
| Stunning Spark (x) | Your electrical spells have an x/12 chance to apply a stun to their target |
| Swimmer | * +1 Swim, you can stay underwater 5x longer, you fight with no penalty underwater, you are resistant to gas attacks * +1 Swim, you can stay underwater indefinitely |
| Tactical Genius | When rolling tactics at the beginning of a battle, you may reroll the result |
| Take Initiative | You can spend a yellow or green to swap initiative scores with any other combatant |
| Taunt | You may spend a grey or green to force an opponent to attack you instead of an adjacent ally (players may save int, wil 20) |
| Terrain Affinity | You may choose a terrain and get a +1 to all rolls when acting in that terrain |
| Titan Killer | * You get +1 to hit, +1 damage to creatures over 10 feet tall * You get +1 damage and +1 wound rolls as well |
| Tortoise | You get +1 AV, but take -1 move |
| Tough SOB | You can spend 2 green or grey to ignore one wound effect. You still take the damage, but suffer no other effects and do not have to roll to remain conscious. After the battle, the wound takes effect as normal |
| Tradesman | You get +2 to all trade skill checks |
| Trap Avoidance | You get +2 to any saving throws pertaining to traps and -1 effect/die from any traps you activate |
| Trap Master(x) | Your traps do +2 damage and have +2 DL to save against their effects per level |
| Treacherous Shift | You can spend a red and shift places with a single enemy who is within range of a full move. They get a save (SPD 16) |
| Trick Hands | You can cast spells even if your hands are bound or otherwise unavailable |
| Tripper | When you take an opportunity attack against a disengaging opponent and hit, you may choose to stop his flight and knock him prone |
| Tunnel Crawler | You get +1 move and Padfoot while underground |
| 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 | By spending a green or grey you let loose a cry that makes enemy spell casters within 10” take a -2 to any casting attempt if they fail a WIL save (DL 16) |
| Unseen Passage | When you use sneak in an attempt to avoid being tracked, you get a +4 to the check |
| Unstoppable | You are resistant (+4 save, -2 proc) to any slow, daze, or hold effects |
| Vanguard aura | When you invoke white, you and all of your allies get +1 defense |
| Vigilant | You are resistant (+4 save) to sleep and blindness |
| Voice of the Magus | You can cast spells while silenced – though you still cannot speak |
| Watchful | You gain a +2 to all perception/investigate checks |
| Weapon Aura | By invoking any color, you can create a small aura (3” radius) in which your allies weapons are all treated as magical when determining what creatures they can damage |
| Weapon Proficiency | You may use a weapon one class heavier than you are |
| 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 |
| Zone of Control | * As a melee fighter, you count as two combatants for purposes of engaging enemies and locking them in combat * You count as three combatants |