**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. |
| 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. |
| 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. |
| 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 summon gets +1 defense and +1 AV |
| 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. |
| 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 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. |
| 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. |
| Bearer | Regardless of your avatar’s weight, you gain 6 light, 4 medium, 3 heavy and 1 tremendous inventory slots. |
| 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. |
| 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. |
| 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). |
| 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 |
| 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. |
| 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 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 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. |
| 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. You have the additional choice of gaining 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. |
| 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 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. |
| 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. |
| 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. |
| 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. |
| Deep Woods (Aura) | When you invoke Gold, you and your allies get +2 to Sneak and Steal checks. |
| Demon Tongue | You speak the language of evil spirits. Such creatures will be unfriendly to you, 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. |
| 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 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. |
| 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. |
| 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. |
| Electromancer (x) | Your electrical spells get +1 damage/die and +2 save DL per level. |
| 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. |
| 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. |
| 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. |
| 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 | * When fighting x, you get +1 accuracy and +1 damage. * When fighting x, you also get +1 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 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 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)* |
| Gate Crasher | You are invisible for the first 5 minutes after traversing a gate, or until you take an offensive action (attack, steal, etc.). |
| 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, a spell of Type V or VIII can be cast with a DL of +4 and become a gaze attack. The gaze attack becomes a ½ action that no longer requires a casting check, or an attack, meaning you can move after using it, 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. |
| 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. |
| Hard Drinker | * Any buffs caused by drinking (cooking recipes) are increased by 50%. * Any penalties caused by drinking are halved. |
| 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. |
| 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 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 |
| Inspiration (x) | You start the game with additional inspiration. |
| Inspiring Presence | Your allies get +2 to saving throws. |
| 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 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. |
| 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. |
| 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. * 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 Aura (Aura) | When you invoke purple, you may create an electric aura that does 1d4 penetrating damage each round to anyone adjacent to you. |
| 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. |
| 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 1 hex 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. |
| Miner | When you mine, you get 50% more yield. |
| 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. |
| 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. |
| Padfoot | You can make full moves while sneaking. |
| Penitent Aura (Aura) | When you drop white, all allies suffering a negative effects (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 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 Caster | All your spell casting attempts are zero-time attack actions. |
| 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. |
| Rage Shield (x) | If you take damage while berserk, you immediately gain x points of absorption. |
| Rallying Cry | * You spend an inspiration, and all allies within 6 hexes are healed 2d4 hit points. * Affected allies heal 2d6 hit points. |
| 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. |
| 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. |
| 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 Runner | You ignore rough terrain penalties. You get a +2 to avoid ground-based traps such as pits and snares. |
| 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. |
| 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. |
| 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. |
| 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 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 +4 to the save. Your item breaks on a 2/12. Magic 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, +1 effect/die and +2(y) DL to their saves. |
| Staff Aura (Aura) | When you drop white, all allies get +1 block. |
| 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. |
| 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. |
| 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. |
| 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. |
| 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. |
| 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 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. |
| Withered Crone | You take a -1 Move, but get +1 to your Spell Cast, Spell Combat, saving throws and your save DLs. |
| 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. |

**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 dice 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 dice 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 dice 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 dice 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 |