

Ability	Summary
Reduced Sleep	You only need four (4) hours for a Worthwhile Rest
Renowned	Gain recognition and assistance from others as well as additional money
Robust	Gain one (+1) additional Stamina per Level
Runecrafter	You may create Runework to imbue your magic into various items
Shield Training	You are considered trained with shields
Shield Guard I	As an Action cancel one attack made against you in a Round
Shield Guard II	Your Defensive Stamina Modifier costs are lessened
Skilled	Gain four (4) additional Talent Points ♦
Specialty Weapon Training	You are now considered trained in all Specialty weapons
Sure-Footed	You cannot be knocked off your feet
Thick Skull	You are immune to being Stunned and knocked Unconscious, and can headbutt others to Stun them
Tireless	Gain one (+1) additional Fatigued point per Level
Tough	Gain one (+1) additional Battered point per Level
Unbreakable	Gain one (+1) additional Injured point per Level
Unremarkable	You are often overlooked and rarely remembered
Untouchable	Gain +1 Defense
Wizened	You gain a +1 to your Knowledge Attribute

ABILITY DESCRIPTIONS

Each Ability is broken down by the following format:

Name

Prerequisite (Any requirements for the Ability are listed here and must be met by the character to obtain that Ability. They may include a necessary Class and/or requisite Abilities.)

Description of the Ability

The following is a complete list of all Abilities, in alphabetical order:

Accurate I*Rogue*

Each Stamina you spend to increase your Hit Check increases your result by two (+2) instead of the usual one (+1).

Accurate II*Rogue, Accurate I*

The Stamina cost to roll a Hit Check at Advantage, or to reroll a missed Hit Check costs you two (2) Stamina. Additionally, the Stamina cost to automatically score a successful Hit on a Target is only five (5) Stamina.

Active Caster*Mage*

You are accustomed to being very active during your casting of Arcane magic. Any Concentration Checks you need to make due to your own Actions are done so at Advantage. Note: You do not gain that Advantage when the actions of others cause you to make a Concentration Check (such as when you are struck in combat).

Amalgamate I*Mage*

No Art is meant to be static, and you have the skills to combine Arcane powers to great effect. Choose two Arcane Arts. You can cast Spells that combine Spell Effects from these two Arts.

Amalgamate II*Mage, Amalgamate I*

As Amalgamate I, but you now can cast Spells that combine the Spell Effects from any Arts you know.

Ambidextrous*General*

You can use either hand equally. What you can do with one, you can do with the other. Additionally, your Stamina costs to make Off-Hand Attacks with Light or Medium weapons are reduced by one (-1).

Ambusher*Rogue*

As a guerrilla fighter you know the sorts of places your enemies may hide. You may take two Actions in any Round in which you have Surprised your enemies (instead of the usual one Action). Any Checks stemming from these two Actions are made at Advantage, as per the Surprise rules described in the Combat section.

Anoint

Acolyte

Your Blessings are not confined to the living. With this Ability the Acolyte may bestow their Bless upon an object, allowing its wielder to gain Advantage on their next Check with the item. This Ability could be used on a weapon to grant Advantage on its next Hit check, or on a healer's kit to grant Advantage on the user's next Hermetics Check.

Arcane Conduit

General

You have a great knack for tapping into the Arcane aether. You gain one (+1) additional Mana. Note: This Ability does not grant any benefits to one's Arcane Aptitude.

Arcane Mark

Rogue

You've discovered a cunning use for your Mana. By investing one (1) point of your available Mana you can place an Arcane Mark upon a Target. This mark must be created by touching your Target, but once done you always have a sense of the Target's direction and distance from you. You can remove this Arcane Mark at any time, as a Free Action, and return that invested Mana to your pool.

Arcane Prowess

General

Your understanding of Arcane magic is better than most. You gain two (+2) additional Arcane Aptitude. Note: This Ability does not grant any benefit to a Character's Mana.

Arcane Sensitive

Mage

You've always had a knack for sensing Arcane powers. You automatically (no roll necessary) know when you are in the presence of Arcane Magic and what the Focus of another Arcane Caster's Spell is. You also make your Scholar Checks at Advantage to determine how to activate a Runework item (see Runework in the Magic section for further details). Additionally, you automatically know the Art any Caster is using when casting Arcane magic. Finally, you can instantly identify Enchanted Items just by touching them.

Armor Adept

Warrior

You know how to get the most out of your armor. Your armor's Defense Value is increased by one (+1).

Artificer*Mage*

Items of Arcane magic are longer lived in your possession. The number of uses an Enchanted Item or a Runework item has is doubled while in your hands. Note: This Ability does not double the number of uses the Enchanted Item or piece of Runework may have, rather that the Mage effectively only uses half a use per activation of the item.

Assassin I*Rogue*

Your most precise strikes are your most deadly. Your successful Critical Hit does +40 Damage rather than the normal +20 Damage.

Assassin II*Rogue, Assassin I*

When you score a Critical Hit on a surprised or otherwise unsuspecting Target, you kill them instantly. Targets with Health Tiers are reduced to the Downed Tier.

Augment Summoning*Mage*

You summon exceptionally powerful creatures. Any creature summoned by you is effectively one Challenge Level greater (+1).

Auto-Arcana*Mage*

You have made one of your Spells nearly second nature. Choose one Spell in your Grimoire. You may attempt to cast this Spell as a Free Action once per Encounter.

Avatar Of Air*Mage*

As an exemplar of the Arcane powers of Air you have been empowered with the following capabilities:

- You can move at your normal rate of speed hovering just inches over the ground. This does not preclude you from falling, nor taking damage from a fall, but does mean you can traverse uneven ground (water, lava, etc.) simply by gliding over it.
- You gain a bonus to your Defense of +1 versus any ranged missile attack (arrows, bolts, spears, sling stones, etc.).
- You are impervious to the winds or magically created wind attacks.

Note: Only one Avatar Ability (Avatar of Air, Cosmos, Earth, Fire, or Water) may be taken by a Character.

Avatar Of Cosmos

Mage

As an exemplar of the Arcane powers of the Cosmos you have been empowered with the following capabilities:

- With a connection to an incredible Arcane power, you no longer find yourself needing to sleep.
- By meditating you can connect your physical self with the infinity of the universe, allowing you to better recover from wounds faster. Once per day you may heal two points (2) of Injuries with four hours of meditation.
- You can make a cosmic connection to one of your material items, allowing them to slip through space and time. Only one connection may exist at a time, but once it is made you can summon that item to you at any time, instantly, as a Free Action.

Note: Only one Avatar Ability (Avatar of Air, Cosmos, Earth, Fire, or Water) may be taken by a character.

Avatar Of Earth

Mage

As an exemplar of the Arcane powers of Earth you have been empowered with the following capabilities:

- Like the ageless rock of the land, you no longer age yourself. You are not immortal, just no longer able to age.
- You gain a bonus to your Defense of +1 versus any melee attack (weapons, fists, etc.).
- So long as your feet are on land you are impervious to being moved or given the Prone State (see States for further information).

Note: Only one Avatar Ability (Avatar of Air, Cosmos, Earth, Fire, or Water) may be taken by a character.

Avatar Of Fire

Mage

As an exemplar of the Arcane powers of Fire you have been empowered with the following capabilities:

- You can see the heat in all things, and as such gain a sort of thermal vision that can allow you to see heat signatures at any time of day. You therefore no longer suffer Disadvantage in the dark when confronting a creature who generates their own body heat.
- You gain a bonus to any Hit check of +1.
- You are impervious to any extremes of heat or cold.

Note: Only one Avatar Ability (Avatar of Air, Cosmos, Earth, Fire, or Water) may be taken by a character.

Avatar of Water*Mage*

As an exemplar of the Arcane powers of Water you have been empowered with the following capabilities:

- You can move at your normal Speed through water, and are unaffected by currents, pressure, or other aspects of water. Water no longer obstructs your vision, and you can see clearly underwater, penetrate the thickest of fogs, or pierce the driving rain.
- You no longer suffer from hunger or thirst, sated by the endless Arcane powers of water's life.
- You can breathe water and remain indefinitely underwater.

Note: Only one Avatar Ability (Avatar of Air, Cosmos, Earth, Fire, or Water) may be taken by a character.

Back-Strike*Warrior*

You are very opportunistic when fighting with a balanced weapon. When using a weapon with the Wieldy Designation you can make one additional attack as a Free Action once per Encounter. This Attack has a weapon Damage of +1d6.

Backstabber I*Rogue*

You take advantage of your unsuspecting foes. You automatically Hit (no need to roll your Hit Check) and do maximum Damage (no need to roll Damage) against any surprised or unsuspecting Target.

Backstabber II*Rogue, Backstabber I*

As Backstabber I, but your attack is considered a Critical Success (+20 Damage) along with your maximum Damage against any surprised or unsuspecting Target.

Battle Mage*Mage*

Your magic thrives in battle. If you are successful with a Hit Check in combat, you gain Advantage on your next Aptitude Check for the following Round.

Battle Mage II*Mage, Battle Mage I*

As Battle Mage I but you now gain Advantage on all Aptitude Checks for the remainder of the Encounter.

Battle Tested*General*

You have faced death on more occasions than you can count. You gain one (+1) additional Daring.