

Battle Thrall

Warrior

You thrive in a target rich environment. Whenever you are Outnumbered or Overrun (see States in the Combat Section) you ignore all penalties due to being Outnumbered or Overrun and gain Advantage on all Hit Checks.

Beneficent God

Acolyte

Your god is always there to assist those around you. You begin the game with one additional (+1) Bless (for a total of 2) and gain an additional Bless every level (rather than every other).

Blades Of Death

Warrior

Your ability to hurl the glaive at great speeds allows it to slice completely through your enemies. Any weapon with the Returns Designation returns to you even if it hits a Target.

Bladesman I

Rogue

A blade in your hand brings grievous wounds to your enemies. Any successful Hit you land with a bladed weapon bestows Bleed: 1 to your Target (the Bleed State is furthered described in the Combat section). This effect will stack with each subsequent hit on any Target you have previously hit. For example, a second hit on an already hit Target would have its Bleeding State elevated to Bleed: 2.

Bladesman II

Rogue, Bladesman I

As Bladesman I, but rather than doing 1 point of Bleeding to the Target the degree of the Bleeding State bestowed is based upon the Level of the Character possessing this Ability as shown in the

Bladesman Bleed Table

Level	Bleed Damage
1-4	2
5-7	3
8-10	4

Bladesman Bleed Table. This effect will stack with each subsequent hit on any Target you have previously hit. Therefore, a 5th Level Character would bestow Bleed: 3 on a successful Hit against a Target. If that same Target is hit again, their Bleeding State would increase to Bleed: 6.

Blessed I

General, Non-Acolyte, Non-Rogue

You possess the ability to enact Divine Interventions. You gain two (2) Favor plus any Instincts Modifier you may possess. You may pick any Divine Intervention Effect from any Divine Influence. You are limited in enacting only that one Divine Intervention Effect. Your Holy Aura is 5' radius per level as opposed to the normal 10' radius per level for an Acolyte. Additionally, your Caster Level is considered 1

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level less than your character level (to a minimum of 1). Finally, you recover your Favor through Prayer just as any Character with Favor would (see Prayer for further information).

Blessed II

General, Blessed I

As Blessed I, but you now gain two (+2) additional Divine Intervention Effects from the same Influence as Blessed I (for a total of 3). You also gain an additional two (+2) Favor.

Blessed III

General, Blessed II

As Blessed II, but you now have access to all the Effects from your chosen Divine Influence. You also gain an additional two (+2) Favor.

Blind Fighting

Warrior

You have trained without your sense of sight. You no longer suffer Disadvantage while fighting in darkness, or with your vision impaired.

Block

Rogue

You have the skill to use your weapon against incoming attacks. As a Maneuver you can block an incoming attack, offering you Damage Reduction equal to one-half your Level (Round up).

Blood Magic

Mage

By giving up a portion of your own health and welfare you can make casting Spells easier. For each 5 points of Damage you take you can lower the Difficulty of the Spell you are attempting to Cast by one point (-1), to a maximum of three points (-3).

Bolstered Magic

Mage

By tying up additional Mana during an Encounter, the Caster can create more powerful Effects from their Spells. Only one Bolster can be applied per Encounter, and once chosen, lasts for the duration of the Encounter. By tying up one (1) Mana the Caster may choose one the following benefits to their Spell Effects for the duration of the Encounter:

- Chances of Spells spreading (Acid, Electricity, Flame, Geyser, etc.) are increased by one (+1). For example, a one in four chance would become a two in four chance.
- Increase any Damage Resistance bonus by $\frac{1}{2}$ Caster Level.
- Increase any Defense bonus by one (+1).

- Increase any movement bonus by +25%.
- Increase any size bonus by +25%.
- Reroll any 1's when determining a Spell's Damage.
- Transfer a Concentration Duration Spell to another Focus in range as an Action.

Bonecrusher

Rogue

Your Critical Hits fracture or break the bones of your enemies. A successful Critical Hit results in your Target having more difficulty pushing their attack. Your Target suffers Disadvantage on any further Hit Checks unless healed. When used against an opponent with health tiers, in addition to whatever Damage you bestow upon them with the success of your Critical Hit, you also do a point of Damage directly to their Injured Tier.

Born in Armor

Warrior

You are rarely without your armor. Your Stamina penalties for wearing armor are reduced to zero (0).

Bounce Back

Warrior

If given just a moment, you're able to rebound in combat. Once per encounter, if you have not been targeted in a Round (no attacks attempted upon you), you recover 1d4 plus your Level in Stamina.

Bred For Battle

Acolyte

Selecting this Ability allows you to immediately select an Ability from the Warrior's list of Abilities. For example, selecting the Bred For Battle Ability and choosing the Warrior's Born In Armor Ability would give you the Ability: Bred for Battle: Born in Armor as a single Ability choice.

Brutal I

Warrior

You are a vicious opponent. You add your Level to all Damage rolls made. Note: This bonus is applied in addition to a Warrior's normal Damage bonus for his Class and is not applied to Arcane or Divine Damage.

Brutal II

Warrior, Brutal I

In your hands, weapons are far deadlier. You gain additional abilities depending on the Size of the weapon you are using. See the Brutal II Table for details.

Brutal II Table

Weapon Size	Brutal II Advantage
Light	Gain one additional attack with your Light weapon per Round
Medium	Your weapon does +3d6 Damage instead of the usual +1d6
Heavy	Your Targets must make an Easy (9) Endurance Check or be knocked Prone with each attack.

Calculated Attack

Warrior

You are adept at making your attacks count. Once per Encounter your Stamina costs to improve Damage are halved (round up).

Calculated Exposure I

Rogue

Choosing to forgo cumbersome armor, you remain light on your feet and are better able to avoid incoming attacks. Your Defense is increased by two (+2) when you are out of armor.

Calculated Exposure II

Rogue, Calculated Exposure I

As Calculated Exposure I, but rather than your Defense being increased by two (+2), your Defense is increased by four (+4) when you are out of armor.

Charmed

Rogue

You never roll any Check at a penalty greater than Disadvantage. For example, if your Character finds themselves under a Double or Triple Disadvantage penalty, you simply roll your Check at Disadvantage.

Cheat Death

Rogue

When your character dies this Ability comes into action. You are immediately returned to Down, still vulnerable to death, but avoid the loss of your Character. This Ability may be used once per Encounter.

Child of the Moon

Acolyte

Your connection to the Divine is as much to the Moon as to Selene herself. With proper prayer and veneration, Lady Moon can bestow her boons upon the Acolyte:

- **Admonition:** With but an hour of prayer the Acolyte becomes aware of anyone seeking to do them harm while they rest. This watch lasts

throughout the Acolyte's rest and will stir them from slumber should they be asleep.

- **Inner Peace:** Four hours of meditative prayer bestows a worthwhile Rest upon the Acolyte.
- **Quiet:** For every hour of prayer the Acolyte gains four hours of absolute silence. Nothing the Acolyte does makes a sound unless they choose to make a sound.

Note: Only one "Child of..." Ability may be taken at a time.

Child of the Night

Acolyte

Your connection to the Divine is as much to the Night as to Erebus himself. With proper prayer and veneration, the High Night can bestow his boons upon the Acolyte:

- **Adumbration:** For every hour of prayer the Acolyte gains four hours of shadowed obscurity. The Acolyte appears as if engulfed in wispy shadows and is considered in hiding unless they make noise or otherwise make their presence known. All Stealth Talent Checks to hide are made at Advantage.
- **Spiritglow:** For every hour of prayer the Acolyte gains four hours to see the spirits of Athia. This ability does not allow the Acolyte to see in the dark per se, but rather allows them to see the glow of spirits surrounding them. This allows them to see their surroundings because of the ambient glow of spirits in the area.
- **Omen:** Following an hour of prayer to the High Night, the Acolyte can peer up into the stars above to see omens of events, people, or places as determined by the GM.

Note: Only one "Child of..." Ability may be taken at a time.

Child of the Sun

Acolyte

Your connection to the Divine is as much to the Sun as to Illios himself. With proper prayer and veneration, Lord Sun can bestow his boons upon the Acolyte:

- **Beacon:** While the Acolyte prays, a ray of light can be cast forth as bright as the sun. The intended target of the Beacon is basked in light as grand as the size of the Acolyte's Holy Aura, as far off as the light of the sun may reach.
- **Clement:** With an hour of prayer the Acolyte can cause the immediate area of his Holy Aura to become mild and pleasant. Snow will melt, dampness will evaporate, winds will calm, and heat waves will cool - but only in the area where the prayer was conducted. This Clemency lasts until the Acolyte steps out of the Clement area.

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- **Purify:** With dedicated and uninterrupted eight hours of prayer, the Acolyte can purge impurities from their system. When the Acolyte begins their prayer, the effects of toxins, poisons, and disease immediately cease. Should they complete their prayer undisturbed, any toxins, poisons, or disease within their system is immediately cleansed. Otherwise, if interrupted or disturbed, the effects of the toxins, poisons, or disease continue from that point forward.

Note: Only one “Child of...” Ability may be taken at a time.

Child of the Triad

Acolyte

Your connection to the Divine is a connection to each of the gods. With proper prayer and veneration, the Triad can bestow their boons upon the Acolyte:

- **Beacon:** While the Acolyte prays, a ray of light can be cast forth as bright as the sun. The intended target of the Beacon is basked in light as grand as the size of the Acolyte’s Holy Aura, as far off as the light of the sun may reach.
- **Inner Peace:** Four hours of meditative prayer bestows a worthwhile Rest upon the Acolyte.
- **Spiritglow:** For every hour of prayer the Acolyte gains four hours to see the spirits of Athia. This ability does not allow the Acolyte to see in the dark per se, but rather allows them to see the glow of spirits surrounding them. This allows them to see their surroundings because of the ambient glow of spirits in the area.

Note: Only one “Child of...” Ability may be taken at a time.

Chosen Enemy I

Warrior

You have always had to deal with a great enemy. Choose a creature Family; you gain a Hit bonus of one (+1) against any creature of that Family.

Chosen Enemy II

Warrior, Chosen Enemy I

As Chosen Enemy I, but rather than the +1 Hit bonus you now gain Advantage on any Hit Checks against your chosen enemy Family.

Chosen Vessel I

Acolyte

You can use others as your divine conduit to enact Interventions. Once per Day choose any target in your line of sight to be the center of your Holy Aura.

Chosen Vessel II

Acolyte, Chosen Vessel I

As Chosen Vessel I, but your Chosen Vessel may be any individual you know. Note: It is up to the GM as to whether an individual is considered known to the Acolyte.

Coalesce

Acolyte

You can combine the Influences of your god into greater and greater Divine Interventions. You possess the ability to enact Divine Interventions that combine Effects from all Influences you have access to.

Combat Casting

Mage

Maintaining your concentration in the thralls of battle is your specialty. Concentration Checks provoked due to the Caster being successfully Hit are made at one Difficulty Class easier (to a minimum of Easy). For example, if in the first Round of combat the Caster is hit, the Caster will need to make an Easy Concentration Check (this Check is not reduced below Easy). The second Round the caster is Hit again, they will need to make another Easy Concentration Check (this Check would normally be Average but is now reduced to Easy). If Hit again in the third Round, the caster will need to make a Concentration Check against an Average Difficulty (this Check would normally be Difficult but is now reduced to Average).

Combat Conduit

Mage

Offering up your own personal energy gives you a much-needed edge when attempting to pull off powerful Spells and Effects in battle. You may spend Stamina to increase the total of your Arcane Aptitude Checks while in combat.

Combat Facing

Warrior

You fight in such a way as to minimize being surrounded. A maximum of two opponents may engage you at once in melee. Note: Characters with this Ability may be engaged by any number of Ranged or Hurlled attacks.

Combat Prowess

Warrior

You are quick to recover from your fear. Regardless of your Reaction to a given Encounter, you only suffer a maximum of one (1) Round of Disadvantage.

Common Weapons Training

General

You've managed to get some hands-on time with the most basic of weapons. You are now considered trained in all Common weapons. Note: All Acolytes, Rogues, and Warriors already possess this level of Training.

Communal Casting

Mage

You may Cooperate (as per Cooperation for Talent Checks) with another Arcane Caster on any Spell they are attempting to Cast, provided you have at least one

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point of Aptitude in the Art or Arts contained in their Spell. You are limited to the maximum Spell difficulty of the lower Caster Level between you and whomever you are assisting and use their Spell Difficulty for your Aptitude Check. If the Spell requires more than one Mana to maintain, you may split the Mana cost with them, with an odd amount of Mana going to whomever you're assisting. The maximum Spell difficulty for whomever you are assisting is raised by one (+1) for each character with Communal Casting assisting the initial Caster.

Companion I

General

You have earned the trust of a traveling companion. This companion might be a noble mount, a befriended animal, or another member of your race. Your companion is assumed to be loyal friend and looks out for you in every way possible. This companion is equal to a Challenge Level 1 creature (which you may design yourself). Should your companion be slain or released it would take you another 1d6 weeks to find another worthy companion. Note: Should your chosen companion be an animal, you automatically succeed in all Easy Taming Checks with your companion. Additionally, the Health of the Companion should be broken down into Health Tiers with the following formula: $\frac{1}{2}$ Health becoming their Fatigue Tier, $\frac{1}{4}$ Health becoming their Battered Tier, and $\frac{1}{4}$ Health becoming their Injured Tier.

Companion II

General, Companion I

As Companion I, but your companion is now equal to a creature with a Challenge Level of half your Level (round up). Note: Should your chosen companion be an animal, you automatically succeed in all Average Taming Checks with your companion.

Companion III

General, Companion II

As Companion II, but your companion is now equal to a creature with a Challenge Level equal to your Level. Note: Should your chosen companion be an animal, you automatically succeed in all Difficult Taming Checks with them.

Composed

General

You are always calm, cool, and collected. When you are Surprised attackers do not gain Advantage on their Checks against you, and you can take an Action or a Maneuver in a Surprise Round.

Conditioned

Warrior

You recover in battle faster than most. On a successful Recuperation Check you gain an additional number of Stamina equal to your Level (not to exceed your

maximum Stamina). On a failed Recuperation Check you regain $\frac{1}{2}$ your Level (rounded down).

Connections

General

You've made a great number of friends and acquaintances, and always seem to know just who to ask to get what you need. Finding someone that can sell stolen goods or arrange travel, finding a place to stay, or finding unique equipment always seems well within your capability.

Continuance I

Mage

Your ability to keep your magic going comes easier to you. Reduce the cost of your Spell's Duration by two (-2).

Continuance II

Mage, Continuance I

As Continuance I, but in addition you may freely adjust the Duration of your Spells in your grimoire from Instant to Concentration, or vice versa, without it becoming a Spontaneous Spell. Spell Durations switched require a corresponding adjustment to the difficulty of the Spell.

Controlled Fall I

Rogue

You take half Damage from any fall so long as you are within reach of a wall, tree, or some other means of slowing yourself.

Controlled Fall II

Rogue, Controlled Fall I

As Controlled Fall I, but you take no Damage from the fall.

Conviction

Acolyte

Your faith against fear is an inspiration to others. You may use a Bless as a Free Action to allow anyone in your Holy Aura to use your Daring as their own for the duration of the Encounter.

Counter Strike I

Warrior

You capitalize on your opponent's mistakes. When an opponent misses you on a Hit Check, they take one (1) point of Damage as you make them pay for their error.

Counter Strike II

Warrior, Counter Strike I

As Counter Strike I, but now your opponent takes Damage equal to your Level.

Covert Magic*Mage*

Your Arcane powers have never been overt. Your magic requires no words, no actions, and even your Effects are unseen (if you so choose). Note: Although the Effects of your magic may be unseen, the results of the Effect are apparent to everyone.

Create Relic*Acolyte*

You are one of the few individuals capable of creating powerful magical items. You can create a Sacred Relic as described in the Magic Items section.

Cross-Trained*General*

Selecting this Ability allows you to immediately select an Ability from any other Class's list of Abilities. For example, selecting the Cross-Trained Ability and choosing the Warrior's Born In Armor Ability would give you the Ability: Cross-Trained: Born in Armor as a single Ability choice.

Crowning Blow*Warrior*

The weak and weary are no match for you in battle. Any Target you have struck whose remaining Health is equal to or less than your Level is immediately slain by a powerful display of your physical prowess.

Crusader*Acolyte*

You are the fist of your god, able to turn divine will into victory on the battlefield. Once per Encounter you may spend Favor, up to your Level, to gain temporary Stamina. For every point of Favor spent you gain 3 points of Stamina. Any unspent, temporary Stamina is lost at the end of the Encounter. Use of this Ability is considered a Free Action.

Curse*Acolyte*

Some gods strive only to help others; yours has a more practical outlook on life. Your Blessings may be used to Disadvantage a Target. The Target of your Curse will make their next Check at Disadvantage.

Dangerous*Rogue*

When you are good, you are dangerous. Any time you score a Critical on a Hit Check you automatically do the maximum amount of Damage you possibly can.

Death Devotee

Acolyte, Access to the Divine Influence of Death

As a devoted adherent to the Divine Influence of Death you have found yourself granted with extraordinary powers. The following powers are granted to a Death Devotee:

- Once per day a Death Devotee may automatically succeed on any one Strength-related Check.
- Once per day a Death Devotee may double (x2) the range of their Holy Aura for a Death Influence-related Divine Intervention.
- Once per day a Death Devotee may enact (as a Free Action) a Divine Intervention from the Influence of Death with a cost of 1 Favor for free.

Note: Only one “...Devotee” Ability may be taken at a time.

Deathblow

Warrior

Your strikes are incredibly skilled and calculated, and when best delivered can bring instant death to your enemies. When you roll a Critical success on a Hit Check your enemy must succeed in an Easy (9) Endurance Check or be instantly killed. This Ability is only enacted when the Warrior themselves has rolled the Critical, no other ability or Effect can bestow the Critical upon them.

Defensive Mobility

Warrior

Armor only slows you down. When Unarmored you add both your Dexterity and Constitution Modifier to your Defense.

Deflect Incoming

Warrior

Arrows have rained down upon you before. You can use your weapon or shield to cause any one successful incoming Ranged or Hurlled attack to miss once per Round.

Determined

Mage

You are firmly resolved to succeed at a given spell, and do not let your first failure dissuade you from trying the same spell again. When casting a Spell, if you miss your Aptitude Check by one or two, you may attempt to cast that same Spell again without needing to change your circumstances (refer to the Failure and Additional Attempts section of the Core Mechanics). For example, if you need to roll a 12 or better on your Aptitude Check and roll a 10 or 11, you may try again without changing your circumstances using this Ability.