

Holy Emanation I

Acolyte

Your god makes you fearsome in battle. The first Hit Check attempted by an enemy against you in an Encounter is done so at Disadvantage.

Holy Emanation II

Acolyte, Holy Emanation I

Fear of lashing out against a representative of the Divine cowers your opponent's blows. In addition to your enemies having Disadvantage on their first attempts at a Hit Check against you, all their Damage rolls against you are done so at Disadvantage.

Hospitaller

Acolyte

Your powers are always at their best when aiding others. You roll any healing die at Advantage.

Improved Critical I

Warrior

Your skill at precision is legendary. You score a Critical Hit on a 19 and 20.

Improved Critical II

Warrior, Improved Critical I

As Improved Critical I, but you score a Critical Hit on an 18, 19 or 20.

Improved Holy Aura

Acolyte

Your god has made your powers far reaching. The radius of your Holy Aura is increased by 50%. Therefore, a Fifth Level Acolyte would have a Holy Aura of 75' instead of 50'.

Indulgence

Acolyte

Your greatest moments make the heavens proud, earning you great boons in times of need. When you score a Critical Success add a point to this Ability. Spend this point to automatically succeed (though not a Critical success) on any one Check. Only one point may be banked with this Ability at a time. This Ability may be taken multiple times to increase the number of successes one may bank by one.

Inspiration

Acolyte

No one is better at encouraging those around them to fight on than you. By spending an Action, you can remove any negative Combat Reactions due to Fear from those within your Holy Aura for the Round.

Inspire Success

Rogue

Encouraging words are your specialty. As a Free Action you can inspire a nearby ally to grant them Advantage on their next Talent Check, once per Day.

Intuitive Aim

General

Rather than relying on raw motor skills to put arrows or bolts on target, you instead rely on instinct to place your shots. Choose any one Ranged weapon. You may substitute your Instincts Modifier for your Dexterity Modifier when making a Hit Check with that weapon.

Jack of All Trades

Rogue

It is true, you do know a little about everything. You can make any Untrained Talent Check without suffering Disadvantage.

King’s Code

Warrior

You strive to hold yourself to the ideals of your land's Great King. Each of the progenitors of the Great Houses had defining characteristics that have since become a code of Four Great Pillars. Those codes for each of the Great King’s are listed below. Any Warrior that takes the King’s Code endeavors to hold to their Great King’s Four Great Pillars. In doing so, they gain two distinct benefits. First, they gain the benefit of Advantage on all Checks during social interactions with members of their Code’s corresponding House. Additionally, once per Encounter, as a Free Action, the Warrior can negate or otherwise ignore the effects of an Enemy’s Special Ability for that Round. The following is a list of the King’s Code for each of the Great Kings:

King’s Code Table

House (King)	Code
Asos	<ul style="list-style-type: none">• Knowledge is power• Be vigilant• Help those seeking to help themselves• Pass on what you have learned
Cerrak	<ul style="list-style-type: none">• Your word is your worth• Never tolerate failures and cheats• Reveal your assets last• Respect those above you
Blayth	<ul style="list-style-type: none">• Serve the True Gods• Maintain integrity• Exercise compassion

House (King)	Code
	<ul style="list-style-type: none"> • Always preserve your loyalties
Draur	<ul style="list-style-type: none"> • Reason over emotion • Always have a plan • Protect those you serve • Pleasure only when void of responsibility
Lloar	<ul style="list-style-type: none"> • Victory above all • Be underestimated • Own your responsibility • Never give in to apathy
Thercer	<ul style="list-style-type: none"> • Serve • Aid those in need • Do your duty • Speak the truth
Onin	<ul style="list-style-type: none"> • Foremost is family • Don't let words get in the way of action • Survive to fight on • Strength in war, wisdom in peace

Knockout Artist

Rogue

You have become rather skilled at landing blows in just the right places to take your opponents down. You consider yourself two Levels higher than you are when expending Stamina to attempt to bestow the Unconscious State to an opponent. For Example, a Level 4 Rogue attempting to spend Stamina to bestow the Unconscious State to a Fomor (Challenge Level 5) would pay 10 Stamina instead of 11, as they would consider themselves Level 6 with the Knockout Artist Ability.

Learn From Mistakes

Rogue

Sometimes failures can provide a great deal of insight. Once per Day you may make a second attempt immediately following any Failed Check without needing to await changes to the situation, environment, or the passing of adequate time. In addition, you gain a bonus of +2 on your second attempt.

Life Devotee

Acolyte, Access to the Divine Influence of Life

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

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

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

Light Armor Training

General

You have trained in the simplest of armors. You are considered trained in Light Armor. Note: All Acolytes, Rogues, and Warriors already possess this level of training.

Light-Foot

General

You have a very light step. By chance or skill, you do not set off traps simply by stepping or passing over them.

Maniacal

Warrior

You are fueled by the taste of battle; the worse things get the greater your capability. The first time you take Damage in an Encounter you immediately gain two bonus Stamina (+2). When you first enter your Battered Tier, you gain five bonus Stamina (+5). When you first enter the Injured Tier, you gain ten bonus Stamina (+10). If unspent, this bonus Stamina is lost at the end of the Encounter. Additionally, if healed in battle you cannot regain these bonuses as they are only applied the first time you enter a Health Tier.

Marksman

Warrior

You always hit your target. Each round you spend aiming, you gain a bonus of one (+1) to your next Hit Check (up to a three turn/+3 maximum).

Martial Weapons Training

General, Common Weapons Training

You are trained in the weapons of war. You are now considered trained in all Martial weapons. Note: All Warriors already possess this level of training.

Martyr I

Acolyte

Sometimes you must sacrifice yourself for others. When an ally fighting alongside you is wounded, you may choose to take the Damage from that attack yourself. Martyr may be used once per encounter.

Martyr II

Acolyte, Martyr I

As Martyr I, but any time an ally fighting alongside you is wounded, you may choose to take the Damage from that attack yourself. You are no longer limited in the number of times you may use this Ability in an encounter.

Master of Air

Mage

You are adept at the Arcane Art of Air. Any Spell you design that is composed exclusively with Air Effects has its Difficulty to cast reduced by one (-1).

Master of Cosmos

Mage

You are adept at the Arcane Art of Cosmos. Any Spell you design that is composed exclusively with Cosmos Effects has its Difficulty to cast reduced by one (-1).

Master of Earth

Mage

You are adept at the Arcane Art of Earth. Any Spell you design that is composed exclusively with Earth Effects has its Difficulty to cast reduced by one (-1).

Master of Fire

Mage

You are adept at the Arcane Art of Fire. Any Spell you design that is composed exclusively with Fire Effects has its Difficulty to cast reduced by one (-1).

Master of Water

Mage

You are adept at the Arcane Art of Water. Any Spell you design that is composed exclusively with Water Effects has its Difficulty to cast reduced by one (-1).

Medium Armor Training

General, Light Armor Training

You have had training in some of the more capable armors. You are considered trained in Medium Armor. Note: All Acolytes and Warriors already possess this level of training.

Memorized Spell

Mage

You have one Spell per positive Knowledge Modifier etched in your Memory. For example, a Mage with a Knowledge Modifier of +2 would have 2 Spells memorized. Mages with a zero or negative Knowledge Modifier gain no benefit from this Ability. You do not need your Grimoire to cast these memorized spells, and do not consider them as being Spontaneous Spells.

Merciless*General*

When you catch your enemies off guard it is to devastating effect. When you score a Critical Hit, you do an additional 1D20 Damage.

Mercurial*General*

You have a light touch, a light foot, and fine motor skills. You have always been able to keep your legs under you and your hands steady. You gain a bonus of +1 to your Dexterity Attribute. This bonus cannot raise your Attribute beyond its maximum.

Mighty*General*

You are powerful, capable, and have pulled through the toughest of circumstances on raw strength alone. Your might has always made right. You gain a bonus of +1 to your Strength Attribute. This bonus cannot raise your Attribute beyond its maximum.

Miracle*Acolyte*

You can enact a divine miracle. This may be anything conceivable devised by you with the consent of the GM, such as turning an entire land fertile or returning a character to life. This Ability once used is lost, but when called upon the god(s) will attempt to do all the character asks of them. Note: This Ability may be taken multiple times.

Mounted Archer*Warrior*

Firing from the back of a moving beast is something you have trained extensively at. You suffer no penalties for making ranged attacks from the back of a mount.

Mounted Assault*Warrior*

You have the knack of using your mount's momentum to deliver the most devastating of blows. You do double (x2) Damage from your mount.

Mounted Combatant*Warrior*

You can always position your mount out of harm's way. With a successful Difficult (15) Taming Talent Check you can negate any successful attack against your mount. This Check is made as a Free Action.

Multitasker

Mage

You have a flair for maintaining numerous magical spells at once. You have one additional point (+1) of Mana. Note: This Ability may be taken multiple times.

My Weapon

Rogue

When wielding a chosen weapon your character possesses, Stamina costs are reduced by one (-1), to a minimum of 1. Thus, if a Rogue needed a result of 18 to hit a creature and has a score of 15, the Rogue would only need to expend 2 Stamina to succeed in hitting their target (when it would have otherwise cost the Rogue 3 Stamina to increase their Hit check by 3 points). Should your character lose their weapon of choice, they will need two weeks with a replacement to regain the use of this ability for their new weapon.

Mystic Leverage I

Mage

Tapping into Arcane energy grants measurable power, but at a cost. Mystic Leverage allows the mage to invest a portion of their Mana to gain advantage on a given task. By temporarily investing a point of the Mage's available Mana they may gain Advantage on any single roll. This Mana will remain invested until the Mage rolls a Critical Success on any Check. Any number of Mana may be invested in this manner however a Critical Success on any Check only returns a single point at a time.

Mystic Leverage II

Mage, Mystic Leverage I

As Mystic Leverage I, but you may now also regain your invested Mana at a rate of 1 point per Worthwhile Rest.

Mystical I

General, Non-Mage, Non-Rogue

You possess the ability to cast Arcane Spells. You gain one (1) Mana, and one (1) point of Arcane Aptitude. You may pick any Arcane Effect from any Arcane Art. You are limited in casting only that one Arcane Art Effect. The first time this Ability is selected you gain a bonus to your Mana equal to your Strength Modifier. Lastly, your Caster Level is considered 1 level less than your character level (to a minimum of 1).

Mystical II

General, Mystical I

As Mystical I, but you now gain two (+2) additional Arcane Effects from the same Arcane Art as Mystical I (for a total of 3). You also gain an additional one (+1) Arcane Aptitude.

Mystical III*General, Mystical II*

As Mystical II, but you now have access to all the Effects from your chosen Arcane Art. You also gain an additional one (+1) Arcane Aptitude, and one (+1) additional Mana.

Nature Devotee*Acolyte, Access to the Divine Influence of Nature*

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

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

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

Nature’s Blessing*General*

The animals of Athia see you as one of their own. All creatures of the Beast Family consider you non-threatening but if otherwise provoked will still defend themselves, their families, and their territories.

Oathbinder*Acolyte*

You can bind people to sworn oaths. Oaths are agreed upon terms between two or more people and may include the Acolyte themselves. Once the terms have been agreed upon, a punishment must also be agreed upon. The Acolyte can then bind the oath, obligating everyone to their word. Should any party fail in delivering upon the oath’s terms, they then suffer the penalties agreed upon, delivered by the hands of the gods themselves. Note: Oath punishments will be settled by the GM and should be as close to the agreed upon punishments as possible.

Obscure Knowledge*Rogue*

You have an uncanny knack for pulling information out of the blue. You can make a Knowledge Check (Difficulty to be determined by the GM) to recall a worthwhile, and perhaps surprising piece of information that pertains to your character’s current situation.

Opportunist

Warrior

You are skilled at turning anything into a weapon. Your Improvised Weapons do full Damage rather than reduced Damage, and any Ability that applies to an unspecified weapon applies to your Improvised Weapon.

Pelter

Warrior

Your throws are incredible, and always on target. Weapons with the Hurl Designation have a base range of 100' in your hands. Additionally, you gain Advantage on Hit Checks when throwing any Hurl weapon at Targets within 20'.

Performer

Rogue

If you have an opportunity to play or act before others, you gain Advantage on any Charisma, Discipline, or Faith Checks for the duration of the scene/encounter. Additionally, while performing, you have drawn the attention of those around you such that anyone else in the scene/encounter gains Advantage on any Stealth or Thievery Checks.

Personal Immunity

Mage

You have always been able to resist your own magic. At any time, you can choose to be immune to your own Arcane Spells.

Pious

Acolyte

Your heartfelt appeal to the Gods is exceedingly compelling. You gain one (+1) additional Favor with each successful Prayer.

Poison Master

Rogue

Your use of toxins is unmatched. Your poisons do twice (x2) as much Damage per round to your Targets.

Poison Immunity

General

Your system can break down venoms and toxins at an alarming rate. You automatically succeed on any Endurance Checks to overcome poison.

Powerful Magic

Mage

Your magic seems to affect even the hardest of beings with ease. Your magic ignores all Damage Reduction, as well as Arcane Immunities the Target of your Spell may possess.

Precise I*Rogue*

Your most precise attacks are your most deadly. If you are successful with a Hit Check against your target and beat their Defense by five (5) or more (before any Stamina expenditures), you deal maximum Damage for the weapon (no need to roll Damage, for example a medium weapon would do 6 instead of 1d6) against the Target.

Precise II*Rogue, Precise I*

As Precise I, but you also gain Advantage in the next Round on your next Hit Check made against the same target.

Predisposed*General*

You are always aware of the things going on around you and have always trusted your gut. Your inclinations have been honed over many years and experiences. You gain a bonus of +1 to your Instincts Attribute. This bonus cannot raise your Attribute beyond its maximum.

Protection Devotee*Acolyte, Access to the Divine Influence of Protection*

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

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

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

Pugilist I*Rogue*

You can use your body as a weapon. Your limbs are considered light weapons and gain weapon Damage of +1d4.

Pugilist II*Rogue, Pugilist I*

As Pugilist I, but Damage from your limbs is now +1d6 instead of the previous +1d4.

Purebred

General

Selecting this Ability allows you to immediately select an additional Racial Perk from your Character's Race. For example, selecting the Purebred Ability and choosing the Dwarf's Dark-Born Perk would give you the Ability Purebred: Dark-Born as a single Ability choice.

Purposeful

Rogue

You have always stuck to your goals in life, and that focus has granted you wonderful benefits. You gain one additional Rogue Specialty.

Qualified

General

You have had a rather exclusive bit of weapons training. You may pick any one weapon from any weapon category. You are considered trained with that one weapon.

Quick Draw

Warrior

You are fast on the draw. You can draw and ready a weapon as a Free Action, and if armed when Surprised, may act in any Surprise Round.

Quick Healer

General

You have always recovered quickly from your wounds. You heal an additional +1d4 Injuries with each Worthwhile Rest, and you gain twice the healing effect from any magical means of healing.

Rapture Devotee

Acolyte, Access to the Divine Influence of Rapture

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

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

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

Ravage I*Mage*

Your Spells are particularly brutal. You add your Level to any Damage your Spell inflicts.

Ravage II*Mage, Ravage I*

You have an uncanny lethality with your magic. You roll any spell Damage at Advantage. Note: Ravage I and Ravage II's Abilities stack, allowing a Mage to roll their Damage at Advantage and add their Level to their Spell's Damage.

Ready And Waiting*Rogue*

With a little head's up and preparation, you can have a surprise ready. You may perform any single Action as a Free Action once per Day.

Redirection I*Rogue*

By using your enemy's strength, power, and momentum against them you can see that their efforts to harm you come at a cost. Once per Round, when successfully attacked, impart your Level in Damage to your opponent. This Redirection does not reduce the amount of Damage you take.

Redirection II*Rogue, Redirection I*

As Redirection I, but you may either impart your Level in Damage to your Opponent or do half the Damage you take from their attack back to them, whichever is greater. This Redirection does not reduce the amount of Damage you take.

Reduced Sleep*General*

You have always been able to get a good night's sleep faster than average. You only need four (4) hours of sleep for a Worthwhile Rest rather than the usual eight (8) hours sleep.

Relic Antiquarian*Acolyte*

You have always had a metaphysical connection to the Relics of the Divine. You can detect the presence and the faith of a Sacred Relic while it is within your Holy Aura. Having done so, should the Relic be of an Old Faith, you can convert a Sacred Relic to your faith (see Magic Items for more details) and therefore be able to use it yourself. Finally, having successfully converted a Sacred Relic, or found a relic of your faith, you can then use that icon as a font of Favor. Sacred Relics have a pool of Favor to draw from equal to the following breakdown:

- Minute – 5 Favor
- Minor Relic – 10 Favor
- Moderate Relic – 20 Favor
- Major Relic – 30 Favor
- Epic Relic – 50 Favor

Note: Once a Sacred Relic is drained of its Favor it reverts to an otherwise mundane (although possibly valuable) object.

Renowned

General

You are one of station, have descended from a heroic or noble line, or perhaps simply hail from money. By name or position those around you seek to aid you in whatever fashion they can. Food and lodging, supplies, information, aid and assistance, and even finances equal to ten (10) silver septems per Level are unobjectionable. You begin the game with 50 extra silver septems and have a stipend of 1 silver septem per day.

Repeat Spell I

Mage

You are quick to adjust your magic to increase the probabilities of its success. Any time you cast a Spell successfully, if you attempt to cast that same spell again in the following Round the Difficulty to Cast that Spell is lowered by one (-1). Note: The effects of this Ability are cumulative with each successful casting. Once the Mage fails to cast the spell, the Difficulty for that Spell returns to normal. Likewise, should it be more than a Round between castings of the Spell the Difficulty for the Spell also returns to normal.

Repeat Spell II

Mage, Repeat Spell I

As Repeat Spell I, but the Mage no longer must be successful in casting the Spell to gain the benefits of its Difficulty decreasing by one (-1). Note: Should it be more than a Round between castings of the Spell the Difficulty for the Spell still returns to normal.

Reprisal

Acolyte

Not all Acolytes resort to violence, but those who act in the name of their gods bring with them a divine vengeance. This Ability allows an Acolyte to add their Valor Score to their Hit Checks and Damage results.

Ritual Magic

Mage

By drawing out Arcane circles of power, drawing runes on people or objects, burning incense, collecting blood of the sacrificed, or any number of other solemn and ceremonious acts, you can tie the ley lines of Arcane power to your ritual

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rather than yourself. The Mage begins by casting a Spell of their choosing, and for every point of Mana invested in that Spell, the Caster must conduct their rite for four hours. Once complete, the Mana for the Spell no longer needs to be maintained by the Mage. Only one Spell can be cast with a Ritual at a time.

Roar

Warrior

With a harrowing scream you cower or surprise your opponent just long enough for you and your Allies to gain Advantage on their Hit Checks for the round. Roar is considered a Free Action. This Ability may only be used once per Encounter.

Robust

General

You have far more in the tank than most. Gain one (+1) Stamina per Level.

Rouse

Acolyte

Through prayer, motivational cheers, or encouraging words you can spur those around you to fight through their wounds. By spending your Action during your turn to Rouse those around you, all those within your Holy Aura can fight without suffering from their wound penalties for that Round. This Ability may be used again and again so long as the Acolyte spends their Action Rousing their comrades.

Rune Release

Mage, Runecrafter

As a Free Action you can release your allocated Mana in a Runework without activating the Runework itself. The Runework is then considered to be no longer powered by Mana.

Runecrafter

General, Arcane Aptitude

You know the ancient art of runecarving. You may create Runework to imbue your magic into various items. See Runework in the Magic section for further details.

Runemaster I

Mage, Runecrafter

You are adept at empowering your Runework. All efforts to imbue your Runework have their Difficulties reduced by one (-1).

Runemaster II

Mage, Runemaster I

As Runemaster I, but rather than reducing the Difficulties to imbue Runework by one (-1), you now reduce that Difficulty by two (-2). Additionally, when investing

Mana into Runework for additional uses, each point of Mana provides two additional uses.

Ruthless I

Warrior

Your consecutive hits on a Target become more and more lethal. When you successfully Hit a Target for a consecutive time you add half your Level (round up) to your Damage. This Ability stacks upon itself, for example, a 5th level Warrior with this Ability hitting a Target for the second time would do +3 Damage. Hitting the target for a third time would do +6 Damage, etc. Should at any time you miss your Target, you must start the process over.

Ruthless II

Warrior, Ruthless I

As Ruthless I, but rather than doing half your Level in additional Damage, you now do your Level in additional Damage. This Ability stacks upon itself, for example, a 5th level Warrior with this Ability hitting a Target for the second time would do +5 Damage. Hitting the target for a third time would do +10 Damage, etc. Should at any point you miss your Target, you must start the process over.

Sacrifice

Warrior

By spending less effort looking after your own welfare you can better expend that energy on your enemies. You may lower your Defense for an Encounter to gain additional Stamina. Each point of Defense you lower grants you 3 temporary Stamina. Note: This temporary Stamina may increase your overall Stamina beyond its maximum. This Ability may be used multiple times in an Encounter.

Selfish God

Acolyte

Your God looks out for you as well. You may bestow your Blessings upon yourself.

Sense Enemy

Acolyte

You can detect the presence of those who would seek to do you harm if they are within your Holy Aura. Note: Knowing of the presence of these individuals does not mean you know precisely where they are located (should your target be hidden or invisible).

Shared Favor

Acolyte

You can gift your Favor to others. As an Action, you can grant up to your Level in Favor to any single individual within your Holy Aura. This gifted Favor is still counted as yours, and thus cannot be recouped until expended. If gifted to an Acolyte, they can expend it as if it were their own. Additionally, it can take their maximum Favor above its normal limit. If gifted to a non-Acolyte, it can be cast as

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though they were a Rogue (Caster level is considered one less, and their Holy Aura is 5' radius per Level).

Shield Fighter

Warrior

You have always trained that a shield is as much a weapon as it is a means to stop them. Your shield has a base Damage of +1d6 and is considered a Light weapon for your off-hand.

Shield Guard I

General

With effort you can bury the better part of your exposed body behind your shield to withstand nearly any attack. You may cancel your Action to cancel any one successful Attack made against you in a Round.

Shield Guard II

General, Shield Guard I

Your shield use is so skilled your opponents have a difficult time connecting with you in battle. When using a shield your Stamina Defense Modifiers are as follows:

Shield Guard II Defense Modifiers

Stamina Cost	Effect
1	Decrease the amount of Damage received by two (2) points
5	Cancel a single physical Attack made against you in a Round
10	Cancel all physical Attacks made against you in a Round

Shield Mastery

Warrior

No one knows how to better use a shield than you. Rather than a shield offering a Damage Reduction (DR) equal to the level of the wielder, a shield in your hand offers a Damage Reduction score of 2+ your level.

Shield Training

General

You have spent some time behind a shield. You are considered trained with shields. Note: All Acolytes and Warriors already possess this level of training.

Shorthand

Mage

You have a very condensed cypher all your own and can make a record that only you can decipher. Anyone else reading your Shorthand must make a Difficult Scholar Check to read it. Your Spells take up two less pages (each) to a minimum of one page in your Grimoire, and it takes you half the time to write a Spell.

Sharpshooter I

Rogue

Under the right circumstances, you can place your shots preciously where you want them. Your Hit Checks with a Ranged or Hurled weapon against stationary Targets are made at Advantage.

Sharpshooter II

Rogue, Sharpshooter I

Your shots with any Ranged or Hurled weapon automatically hit any object (not living Targets) within Range. For example, you can shoot the rope your friend is hanging from, shoot a lantern on a table to burst it into flame, or shoot the rigging on a boat to drop the sail.

Sincere

Acolyte

Even the Gods themselves cannot deny your genuine appeals. You gain one Favor following any failed Prayer attempt.

Skilled

General

One way or another you have managed to learn a bit more than those around you. Gain four (4) additional Talent Points. Note: This Ability may be taken multiple times.

Slam

Warrior

With a concussive strike on the ceiling, floor, or even one's shield you can stun your opponents. Once per Encounter you may take an Action to slam a weapon with the Crush Designation into the ground, wall, etc. to bestow the Stunned State to all within a 10' radius. Note: This Ability affects all within the 10' radius save for the character enacting this Ability.

Smite I

Acolyte

Your god guides your hand in combat against your enemies. Once per Encounter you may add your current Favor to a Hit Check. If this Hit is successful, you may then add your current Favor to your Damage. Note: This Ability does not cost you your Favor to use.

Smite II

Acolyte, Smite I

As Smite I, but you may now add your maximum Favor to your Hit once per Encounter, regardless of your current Favor. If the Hit is successful, you may then add your maximum Favor to your Damage.

Soul Steal

Acolyte

When passing from one world to the next there is an energy that exists. Although this energy is usually missed, you can tap into it with great effect. Following the Round in which something dies, you may, as a Free Action, select one soul to steal. Regardless of the number of individuals slain in a Round, the Soul Stealer may only choose one soul to steal. Select one power from the list below to define what type of Soul Steal power you possess:

- **Fortify:** You steal the energy from the release of the departed's soul to grant all you select within your Holy Aura an amount of Fatigue equal to one-half the Challenge Level or Level of the deceased (round up). This gained Fatigue cannot take a Character beyond their normal Fatigue maximum.
- **Glorify:** You steal the energy from the release of the departed's soul to grant any one individual within your Holy Aura one point (+1) of Favor. This gained Favor cannot take a Character beyond their normal Favor maximum.
- **Vivify:** You steal the energy from the release of the departed's soul to grant any one individual within your Holy Aura an amount of temporary Stamina equal to the Challenge Level or Level of the deceased. These temporary Stamina dissipate at the end of the Encounter.

In selecting this Ability, the specific capability of the Soul Steal should be noted with the Ability. For example, Soul Steal: Glorify. Despite the number of capabilities within this Ability, Soul Steal may only be taken as an Ability once.

Specialty Weapon Training

General, Martial Weapons Training

You have had some training with more exotic weapons. You are now considered trained in all Specialty weapons.

Stalwart

Acolyte

You have a dedicated sense of will when it comes to enacting Divine Interventions in combat. You may spend your Stamina to improve upon your Faith Checks. This is done in the same manner as spending Stamina to improve a Hit Check, by spending one Stamina point to improve a Faith Check result by one point.

Steady Aim I

Rogue

You aim small and miss small. You no longer suffer Disadvantage with Ranged or Hurling weapons when firing at a Target engaged in melee.

Steady Aim II

Rogue, Steady Aim I

Each Round you spend aiming with a Ranged weapon you increase your Critical range by 2. For example, with a round of aiming you would roll a Critical result on a roll of 18, 19, or 20. With two rounds of aiming, your threshold for a Critical would be 16+ (16, 17, 18, 19, & 20). You can aim for a number of rounds equal to your level.

Steady Runework

Mage, Runecrafter

Your Runework is exceedingly noteworthy, lasting, and capable. Any Runework you create that contains a Spell with a Concentration Duration succeeds on any Easy or Average Concentration Check (rather than just Easy Concentration Checks).

Stunning Strike

Rogue

You can make a melee attack to Stun your opponent. Once per Encounter, if you make a successful attack against an opponent, you give them the Stunned State (see States in the Combat section for further information).

Sure-Footed

General

Once you have rooted yourself to the ground you are unshakable. You cannot be given the Lame or Prone State.

Sustained Arcana

Mage

Instead of sleeping, you can enter a meditative state, allowing you to maintain a Spell requiring one Mana while you gain a Worthwhile Rest.

Swift Reload

Warrior

You have a talent for keeping your crossbow bolts flying. You can expend a Maneuver in place of one of your Actions to reload a crossbow. The following is a breakdown of the Swift Reload Ability as it pertains to each crossbow type:

Swift Reload Table

Crossbow Type	Regular Reload	With Swift Reload
Crossbow	1 Action	1 Maneuver
Heavy Crossbow	2 Actions	1 Action & 1 Maneuver

ATHIA

Switch

Mage

With a bit of effort, you can change the focal point of your Spells. While maintaining a Concentration Duration Spell, as an Action, you can switch the Focus of that maintained Spell. Since this is an Action, this will elicit a Concentration Check at the next appropriate Difficulty (for this and any other maintained Spells the caster is concentrating on).

Taunt

Warrior

You have a knack for getting attention in battle. Once per Encounter, as a Free Action, you force your Target to face off against you for the remainder of the Encounter. This Ability works so long as your Target can engage you.

Thaumaturge

Acolyte

You have a knack for infusing your Divine capabilities into simple tinctures, powders, or balms. With a successful Average (12) Hermetics Check and the expenditure of the appropriate amount of Favor, you can imbue a potion, salve, oil, or the like with a specific Divine Effect. This Effect will only affect the item or individual that applies the oil, drinks the potion, etc. This Favor is considered expended the moment the tincture is created but can be replaced with an appropriate amount of prayer.

Thick Skull

General

You are extremely hard-headed. You are immune to the Stunned State or attempts to knock you Unconscious. Additionally, once per Encounter, as an Action, you can headbutt an enemy to give them the Stunned State.

Thrill Of Victory I

Warrior

You feel a rush every time one of your enemies is slain. You regain expended Stamina equal to one-half your Level (round down) every time you kill an enemy. Note: you cannot gain more than your maximum Stamina with this Ability.

Thrill Of Victory II

Warrior, Thrill Of Victory I

As Thrill Of Victory I, but rather than regaining Stamina equal to one-half your Level, you now regain Stamina equal to your Level every time you kill an enemy. Note: You cannot gain more than your maximum Stamina with this Ability.

Tireless

General

You do not get tired in battle. Gain one (+1) additional Fatigued point per Level.

Tough

General

You are not injured easily. Gain one (+1) additional Battered point per Level.

Trample

Warrior

You use your mount as a weapon. If you make a successful attack against an opponent while mounted you do Damage as normal, but your mount rolls for Damage to the Target as well. The Target is also knocked Prone.

Tumbler

Rogue

You have developed a skill for getting around your enemies. As a Maneuver you may attempt an Athletics Check against a Difficulty equal to the Defense of your Target. This Athletics Check is considered a Free Action, and part of your Maneuver. If successful, you dive, roll, or dash around them. If you use your subsequent Action to perform an Attack against the Target, you make your Hit Check at Advantage.

Unbreakable

General

Despite your enemy's best efforts, you cannot be killed easily. Characters with this Ability gain one (+1) additional Injured point per Level.

Undying

Warrior

You are nearly impossible to put down. Whenever successful on a Fighting On When Down (see the Endurance Talent) Check, you immediately recover one (1) point of Injury. Additionally, for the first Round you are back on your feet, you do not suffer Disadvantage for being Injured. With the Undying Ability it is possible, each time you are knocked into Down, to make this Fighting On When Down Check to keep going and going.

Unremarkable

General

You have a rather non-descript face, are very common looking, or are otherwise unassuming. Using this to your advantage, you are often overlooked and rarely remembered. You are easily lost in a crowd and details of your description are often vague at best.

Untouchable

General

Be it a sixth sense for danger, a knack for dodging out of the way, or perhaps even a very tough hide you are less subject to acts of violence. With this Ability your Defense increases by one (+1).

Utilitarian*Warrior*

Some weapons provide you more to work with than others. Any weapon you use with the lengthy Designation is considered to have the Wieldy Designation as well.

Valiant*Warrior*

Your courage in combat is your greatest shield. As a Free Action, you can reduce the damage you take from a single attack by half. You can do this a number of times per day equal to your Daring.

Venerable Spirit*Acolyte*

Your very essence is nearly otherworldly, leaving you with an almost supernatural spirit. As a result, you will not rise as a member of the Sick when you pass from this world to the next. Likewise, you are impervious to having another spirit Reincarnated into your body. In fact, your spirit is so different from those of the people around you that you can walk among the Sick with a Successful Faith Check at Average (12) Difficulty (treating it much like a successful Stealth Check).

Vesting Faith*Acolyte*

Turning to their faith in times of need, an Acolyte can grant hidden reserves of strength. Vesting Faith allows the Acolyte to spend their Blessings to bestow Stamina. Stamina is granted at a rate of 2 plus the Acolyte's Level points per Blessing. This Stamina remains with the Target until used.

Weapon Master I*Warrior*

Your preference has led you to mastery over a collection of weapons. Choose a type of weapon (blades, axes, bows, etc.). You now reroll any natural 1 result on all Damage with that weapon type.

Weapon Master II*Warrior, Weapon Master I*

As Weapon Master I, but you now reroll any natural 1 or 2 results on all Damage with that weapon type.

Wild Mage*Mage*

You were born to create magic on a whim. Your Spontaneous Magic costs are reduced by two (-2).

Willful Focus

Rogue

When the chips are down you have always been able to come through. Once per day you can spend any Stamina you possess to increase the result of a Talent Check by the number of Stamina spent.

Wizened

General

You have a constant thirst for learning and are one who truly believes that knowledge is power. Your mind is your greatest asset. You gain a bonus of +1 to your Knowledge Attribute. This bonus cannot raise your Attribute beyond its maximum.

Zealot I

Acolyte

Your conviction to the will of the Gods is unwavering. You always succeed on your initial Faith Checks for your Divine Interventions. All subsequent Faith Checks are made normally.

Zealot II

Acolyte

As Zealot I, but now you succeed on your first two Faith Checks for your Divine Interventions. Again, all subsequent Faith Checks are made normally.

