

ABILITIES

Abilities are the lifeblood of heroes; they allow a hero to accomplish great things, to beat insurmountable odds, and to have options when others would be out of luck. Each Class has a selection of Abilities a Player may choose from when creating their character, but there is also a selection of Generic Abilities to choose from as well.

Characters begin with a total number of Abilities equal to the number listed in the Level Progression Chart for their Class. When Characters advance to each new Level they increase their number of Abilities by the number listed in their Class Level Progression Chart. Players may only choose Abilities for their Characters from the Abilities listed for their Class or from those listed in the General Abilities list.

Unless specifically noted within the Ability itself, Abilities may not be taken multiple times to gain multiple uses of the Ability or to increase any of its benefits.

Each Class has an ability table denoting which Abilities are specific to that Class, as well as a summary description of each of the Abilities. Following that there is a table listing each of the Generic Abilities. At the end of the section is a complete, alphabetical listing of all the Abilities and their full descriptions. Abilities noted with the ♦ symbol may be taken multiple times.

ACOLYTE ABILITIES

Acolyte players may choose their Abilities from either the list below and/or the General Abilities listed in the General Abilities table. The Abilities unique to the Acolyte Class are as follows:

Acolyte Abilities Table

Ability	Summary
Anoint	You can Bless an object, allowing its wielder to gain Advantage on their next Check with the item
Beneficent God	Gain one additional (+1) Bless, and gain a Bless each level
Bred For Battle	Choose an Ability from the Warrior's list of Abilities
Child of the Moon	Your prayers can bring about divine boons from the moon
Child of the Night	Your prayers can bring about divine boons from the night
Child of the Sun	Your prayers can bring about divine boons from the sun
Child of the Triad	Your prayers can bring about divine boons from the Triad

Ability	Summary
Chosen Vessel I	Once per Day choose a target in sight to be the center of your Holy Aura
Chosen Vessel II	Once per Day choose a target anywhere to be the center of your Holy Aura
Coalesce	You may combine Effects from any number of Influences you have access to
Conviction	You may use a Bless to give others your Daring
Create Relic	You can create Sacred Relics
Crusader	Spend Favor, up to your Level, to gain temporary Stamina
Curse	Your Blessings can put a target at Disadvantage on their next Check
Death Devotee	Your access to the Divine Influence of Death grants you special powers
Disciple of Erebos	Your Blessings may be used to double one's damage
Disciple of Ilios	Your Blessings may be used to make an Opponent roll their Hit Checks at Disadvantage
Disciple of Selene	Your Blessings may be used to grant Damage Reduction
Disciple of the Triad	Your Blessings may be used to grant a Defense bonus equal to your Level
Divination Devotee	Your access to the Divine Influence of Divination grants you special powers
Divine Grace	While maintaining half of your Favor you are immune to Arcane Effects on your mind
Divine Protection I	Give a number of your allies a +1 bonus to their Defense
Divine Protection II	Give a number of your allies a +2 bonus to their Defense
Ear Of The Gods	Enact one Intervention as a Free Action per Encounter
Enliven	Those within your Holy Aura regain Stamina in Encounters
Exalt	Expend 2 Blessings to grant an automatic success on an ally's next Check
Faith Abounding	Stay within $\frac{1}{2}$ your level of your maximum Favor to gain special abilities
Glorious Finish	When Downed all within your Holy Aura are Blessed and lose negative States
Greater God	Gain access to one additional Influence

Ability	Summary
Holy Emanation I	All first attacks done against the Acolyte are done at Disadvantage
Holy Emanation II	All Damage rolled against the Acolyte is done so at Disadvantage
Hospitaller	You roll any healing die at Advantage
Improved Holy Aura	Increase your Holy Aura by 50%
Indulgence	Your Critical successes can earn you successes down the road ♦
Inspiration	Spend your Action to remove Disadvantage due to Fear
Life Devotee	Your access to the Divine Influence of Life grants you special powers
Martyr I	Take any single wound an ally fighting next to you suffers as your own
Martyr II	You take all wounds an ally fighting next to you suffers
Miracle	You can see enacted a divine miracle ♦
Nature Devotee	Your access to the Divine Influence of Nature grants you special powers
Oathbinder	You can bind the oaths of others to the gods themselves
Pious	You gain one additional Favor with each successful Prayer
Protection Devotee	Your access to the Divine Influence of Protection grants you special powers
Rapture Devotee	Your access to the Divine Influence of Rapture grants you special powers
Relic Antiquarian	You can sense, convert, and syphon power from Sacred Relics
Reprisal	Add your Valor Score to your Hit and Damage results
Rouse	Spend an Action to negate the wound penalties of those within your Holy Aura
Selfish God	Use your Blessings on yourself
Sense Enemy	You can detect those within your Holy Aura seeking to do you harm
Shared Favor	You can gift your Favor to others
Sincere	You gain one Favor following any failed Prayer attempt
Smite I	Once per Encounter you may add your current Favor to your Hit and Damage

Ability	Summary
Smite II	Once per Encounter you may add your maximum Favor to your Hit and Damage
Soul Steal	Take the power from a departing soul to benefit yourself or others
Stalwart	You may spend your Stamina to improve upon your Faith Checks
Thaumaturge	Create tinctures and potions imbued with Divine Effects
Venerable Spirit	Can't become Sick, have others reincarnated into your body, and may not even be seen by Sick
Vesting Faith	Your Blessings can bestow 2+Level points of Stamina
Zealot I	You succeed on your initial Faith check for your Divine Interventions
Zealot II	You succeed on your first two Faith checks for your Divine Interventions

MAGE ABILITIES

Mage players may choose their Abilities from either the list below and/or the General Abilities listed in the General Abilities table. The Abilities unique to the Mage Class are as follows:

Mage Abilities Table

Ability	Summary
Active Caster	Concentration Checks due to your own Actions are at Advantage
Amalgamate I	You can combine Effects from two Arts you choose
Amalgamate II	You can combine the Spell Effects from any Arts you know
Arcane Sensitive	Know when/what Arcane Magic is around you, and identify both Runework and Enchanted Items
Artificer	Enchanted and Runework items have twice as many uses in your hands
Augment Summoning	The creatures you summon are far more powerful than normal
Auto-Arcana	Choose one Spell to cast as a Free Action once per Encounter
Avatar of Air	You are a devotee to the Arcane powers of Air and have great powers

Ability	Summary
Avatar of Cosmos	You are a devotee to the Arcane powers of the Cosmos and have great powers
Avatar of Earth	You are a devotee to the Arcane powers of Earth and have great powers
Avatar of Fire	You are a devotee to the Arcane powers of Fire and have great powers
Avatar of Water	You are a devotee to the Arcane powers of Water and have great powers
Battle Mage I	A successful Hit Check gives you Advantage on your next Aptitude Check
Battle Mage II	A successful Hit Check gives you Advantage on your Aptitude Checks for the Encounter
Blood Magic	You can take damage to lower the Difficulty of your Spells
Bolstered Magic	Tie up Mana for an Encounter to gain additional bonuses
Combat Casting	Gain a +1 on your Concentration Checks in an encounter
Combat Conduit	You may spend Stamina on Arcane Aptitude Checks while in combat
Communal Casting	You can Cooperate with other Arcane Casters
Continuance I	Your Spell's Duration costs are two less (-2)
Continuance II	You can alter a Spell's Duration in your Grimoire without making it Spontaneous
Covert Magic	Your magic requires no words, no actions; your Effects may be unseen
Determined	If you barely fail casting a Spell you can try again without needing to change your circumstances
Distill Resonance	Use Resonance Crystals to lower the Difficulty of an Aptitude Check
Dynamism	Your Aptitude Criticals have added bonuses
Eldritch Arcana	Gain powerful bonuses by tying up portions of your Mana
Enchanter	You can create Enchanted Items
Exact Magic I	Your Spell's Each Additional Focus costs are one less (-1)
Exact Magic II	You can adjust the Focuses of a Spell in your Grimoire without making it Spontaneous
Extension I	Your Spell's Range costs are two less (-2)
Extension II	You can alter a Spell's Range in your Grimoire without making it Spontaneous
Fast Cast	Cast as a Maneuver, once per Encounter, at +2 Difficulty

Ability	Summary
Gather Energy	Take time to gather power to lower Spell Difficulty
Glyphs	Set Arcane traps for your enemies
Harm	You can add or remove Damage to a Spell in your Grimoire without making it Spontaneous
Hasty Recharge	Recharge Runework at a rate of 20 minutes per Effect
Master of Air	All Air Spells have their casting Difficulty reduced by one (-1)
Master of Cosmos	All Cosmos Spells have their casting Difficulty reduced by one (-1)
Master of Earth	All Earth Spells have their casting Difficulty reduced by one (-1)
Master of Fire	All Fire Spells have their casting Difficulty reduced by one (-1)
Master of Water	All Water Spells have their casting Difficulty reduced by one (-1)
Memorized Spell	You have one Spell per positive Knowledge Modifier etched in your Memory
Multitasker	You have one additional point (+1) of Mana ♦
Mystic Leverage I	Tie-up Mana to gain Advantage on a roll, get Critical Successes on Checks to regain it
Mystic Leverage II	Regain your invested Mana by getting a Worthwhile Rest
Personal Immunity	You can choose to be immune to your own magic
Powerful Magic	Your magic ignores any Damage Reduction and Arcane immunities of its Target
Ravage I	Add your Level to your Spell's Damage
Ravage II	Roll any Spell's Damage at Advantage
Repeat Spell I	A successful Casting of a Spell makes it less Difficult to attempt next Round
Repeat Spell II	Each successive attempt at casting a Spell makes it less Difficult to cast
Rune Release	Recover invested Mana in Runework without activating it
Runemaster I	All efforts to imbue your Runework have their Difficulties reduced by one (-1)
Runemaster II	All efforts to imbue your Runework have their Difficulties reduced by two (-2), and your Mana provides additional uses

Ability	Summary
Shorthand	You write in unique fashion, your Spells take up less pages in your Grimoire, and are written faster
Steady Runework	Your Runework succeeds on any Easy or Average Concentration Check
Sustained Arcana	You can maintain Spells while resting
Switch	Change the focus of an active Concentration Spell
Ritual Magic	You can cast ritualistic Spells that don't tie up Mana
Wild Mage	Your Spontaneous Magic costs are reduced by two (-2)

ROGUE ABILITIES

Rogue players may choose their Abilities from either the list below and/or the General Abilities listed in the General Abilities table. The Abilities unique to the Rogue Class are as follows:

Rogue Abilities Table

Ability	Summary
Accurate I	Each Stamina Point you spend to increase your Hit Check increases your result by +2
Accurate II	Stamina costs for Advantage on Hit Checks, rerolls, and auto-successes is cheaper
Ambusher	Take two Actions when you surprise your enemies
Arcane Mark	You can use your Mana to mark a Target and know where they are
Assassin I	Your successful Critical hits do +40 Damage
Assassin II	Your successful Critical hits kill Targets
Backstabber I	You automatically hit, and do maximum Damage against any surprised or unsuspecting Target
Backstabber II	You do Critical Hits against any surprised or unsuspecting Target
Bladesman I	Hits from your blades cause your Target to Bleed 1 Health per Round, and stacks
Bladesman II	The Bleeding State you bestow increases based upon your Level
Block	As a Maneuver you can gain Damage Reduction equal to one-half your level
Bonecrusher	Your Critical Hits grant Disadvantage to your opponents

Ability	Summary
Calculated Exposure I	Your base Defense is increased by two (+2) when out of armor
Calculated Exposure II	Your base Defense is now increased by four (+4) when out of armor
Charmed	You never roll a Check at a penalty greater than Disadvantage
Cheat Death	Once per Encounter you can rescind your death
Controlled Fall I	You take half Damage from any fall
Controlled Fall II	You take no Damage from a fall if you can slow yourself
Dangerous	Critical Hits automatically do maximum Damage
Divine Luck	Spend one Favor to reroll any one die
Dodge I	Gain a Defense bonus of one (+1) against any Target
Dodge II	As Dodge, but your Defense bonus increases to (+2)
Embolden I	Once per Encounter you grant a Hit bonus to an ally equal to your Level (round up)
Embolden II	Your Embolden bonus is now granted to all allies in earshot
Enemy Observance	Know the Health, Special Abilities, and capabilities of your enemies
Evade Arcane	Once per Encounter you can avoid a single Arcane Effect
Fleet	Increase your Base Move by +10' per turn
Focused Fighting	The longer you battle an opponent the lower their Defense becomes
Force Strike I	You can unleash your inner power as a ranged attack doing your base Strength Damage
Force Strike II	Your inner power strike now does your base Strength Damage + Level
Fortuitous I	You may reroll all natural 1's
Fortuitous II	Your natural 1's on any Check are also considered Critical Successes
Hamstring	You can attempt to weaken your foe to reduce their Defense by half your level
Hard Target I	Once per Encounter, as a Free Action, avoid any one Attack made against you in a Round
Hard Target II	As a Maneuver, you can make the second Attack made against you in a Round miss
Harrier I	You gain Double Advantage in a Surprise Round, and Advantage the Round after

Ability	Summary
Harrier II	You gain Double Advantage in a Surprise Round, and Advantage every Round after
Inspire Success	Once per day, inspire a nearby ally to grant them Advantage on their next Talent Check
Jack of All Trades	You can make any Untrained Talent Check without suffering Disadvantage
Knockout Artist	You are two Levels higher when spending Stamina to knock a target Unconscious
Learn From Mistakes	Once per Day you may make a second, slightly easier attempt immediately following any Failed Check
My Weapon	Stamina costs are reduced by one (-1) when using your chosen weapon
Obscure Knowledge	Make a Knowledge Check to recall a worthwhile piece of information
Performer	Your song, music, or acts give Advantage on your own Charisma, Discipline, or Faith Checks, and give Advantage to others on Stealth or Thievery Checks
Poison Master	Your Poisons do twice their Damage a round to Targets
Purposeful	You can select an additional Rogue Specialty
Precise I	If your Hit Check succeeds by 5 or more, you do maximum Damage
Precise II	If your Hit Check succeeds by 5 or more, you gain Advantage on your next Hit Check against the same Target
Pugilist I	Your body is a weapon doing +1d4 Damage
Pugilist II	Your unarmed strikes now do +1d6 Damage
Ready And Waiting	You may perform any Single Action as a Free Action once per Day
Redirection I	When successfully attacked, do your Level in Damage
Redirection II	When successfully attacked, do either your Level or half the incoming Damage to your opponent
Sharpshooter I	Hit Checks against stationary Targets is at Advantage
Sharpshooter II	You automatically Hit any object
Steady Aim I	You no longer suffer Disadvantage when firing at a Target engaged in melee
Steady Aim II	Each Round you aim increases your Critical range by 2
Stunning Strike	Once per Encounter a successful Hit on a Target bestows the Stunned State

Ability	Summary
Tumbler	Make an Athletics Check to gain Advantage on Hit Check
Willful Focus	You can spend Stamina to increase the results of a Talent Check

WARRIOR ABILITIES

Warrior players may choose their Abilities from either the list below and/or the General Abilities listed in the General Abilities table. The Abilities unique to the Warrior Class are as follows:

Warrior Abilities Table

Ability	Summary
Armor Adept	Your armor's Defense Value is increased by one (+1)
Back-Strike	Use a Wieldy weapon to make an additional attack once per Encounter
Battle Thrall	Gain advantages when Outnumbered or Overrun
Blades Of Death	A weapon with the Returns Designation returns even when you hit
Blind Fighting	You no longer suffer Disadvantage while fighting in darkness
Born In Armor	Your Stamina penalties for wearing armor are eliminated
Bounce Back	You can recover Stamina when not targeted in combat
Brutal I	You add an additional point of Damage to all Damage rolls per Level
Brutal II	Your weapon gains additional abilities based upon Size
Calculated Attack	Once per Encounter your Stamina costs to improve Damage are halved
Chosen Enemy I	Gain a Hit bonus of one (+1) against a creature Family
Chosen Enemy II	Gain Advantage on any Hit Checks against your chosen enemy Family
Combat Facing	A maximum of two opponents may engage you at once
Combat Prowess	Your number of Rounds of Disadvantage from your Reaction are limited to 1
Conditioned	Gain additional Stamina on any Recuperation Talent Check, succeed or fail
Counter Strike I	When an opponent misses you on a Hit Check they take 1 Damage
Counter Strike II	When an opponent misses you on a Hit Check they take Damage equal to your level

Ability	Summary
Crowning Blow	A target you have attacked with Health equal or less than your Level is immediately slain
Deathblow	Hit Check Critical successes may instantly kill your opponents
Defensive Mobility	When Unarmored add both your DEX and CON Modifier to your Defense
Deflect Incoming	Using your weapon or shield you cause one incoming ranged attack to miss
Devastating Critical I	You do additional Damage equal to your current Stamina
Devastating Critical II	You do additional Damage equal to twice your current Stamina
Favorite Weapon I	Gain a bonus of one (+1) on Hit Checks with your chosen weapon
Favorite Weapon II	Gain a bonus of two (+2) on Hit Checks with your chosen weapon
Favorite Weapon III	Gain a bonus of three (+3) on Hit Checks with your chosen weapon
Fend Off	+1 Defense when using a Lengthy weapon
Guardsmanship I	Cause Disadvantage to a foe's incoming attacks against an ally near you
Guardsmanship II	All incoming attacks against your ally are at Disadvantage
Here and Gone	You may move both before and after a mounted attack
Hold the Line I	Increase your Defense by +1 if you don't move
Hold the Line II	Your Defense bonus increases to +3 if you don't move
Improved Critical I	You score a Critical Hit on a 19 and 20
Improved Critical II	You score a Critical Hit on an 18, 19, or 20
King's Code	You gain Advantage on social interactions with House members and can avoid enemy's special abilities
Maniacal	Gain Stamina the further you are injured
Marksman	Each round you aim you gain a bonus of one (+1) to your next Hit Check
Mounted Archer	You suffer no penalties for making ranged attacks from the back of a mount

Ability	Summary
Mounted Assault	You do double (x2) Damage from your mount
Mounted Combatant	A Taming Talent Check negates successful attacks against your mount
Opportunist	Your Improvised weapons do full Damage as well as benefitting from other weapon Abilities
Pelter	Throw Hurled weapons further and at Advantage when close
Quick Draw	You can draw and ready a weapon as a Free Action, as well as act in a Surprise round
Roar	Gain Advantage for a Round by screaming at your foes
Ruthless I	Subsequent Hits on a Target do additional Damage equal to $\frac{1}{2}$ your Level
Ruthless II	Subsequent Hits on a Target do additional Damage equal to your Level
Sacrifice	Trade in points of your Defense for additional Stamina
Shield Fighter	Your shield does +1d6 Damage and is considered a Light weapon in your off-hand
Shield Mastery	Your shield offers your Level +2 Damage Reduction
Slam	Bestow the Stunned State to all within a 10' radius, once per Encounter
Swift Reload	You can substitute a maneuver for an Action when reloading a crossbow
Taunt	Force an enemy to target you exclusively, once per Encounter
Thrill of Victory I	Regain Stamina equal to one-half your Level every time you kill an enemy
Thrill of Victory II	Gain Stamina equal to your Level every time you kill an enemy
Trample	You and your mount do damage to your opponents
Undying	When successful on a Fighting On When Down Check you gain additional bonuses
Utilitarian	Weapons with the Lengthy Designation also have the Wieldy Designation
Valiant	You can reduce the Damage you take by half a number of times per day equal to your Daring
Weapon Master I	Reroll 1's on all Damage with a particular weapon type

Ability	Summary
Weapon Master II	Reroll 1's and 2's on all Damage with a particular weapon type

GENERAL ABILITIES

General Abilities are available to all Character types. The following is a list of the General Abilities:

General Abilities Table

Ability	Summary
Ambidextrous	Your off-hand attacks cost less Stamina
Arcane Conduit	Gain one (+1) additional Mana
Arcane Prowess	Gain two (+2) additional Arcane Aptitude
Battle Tested	Gain one (+1) additional Daring
Blessed I	You can enact Divine Interventions, have 2 Favor, and choose one Effect
Blessed II	You have access to three (3) Effects from a Divine Influence, and have two (+2) additional Favor
Blessed III	You have access to all Effects in your chosen Influence and have two (+2) additional Favor
Companion I	You have a Challenge Level 1 companion
Companion II	You have a companion with a Challenge Level of half your Level
Companion III	You have a companion with a Challenge Level equal to your Level
Composed	When Surprised attackers do not gain Advantage and you can take an Action or Maneuver
Common Weapon Training	You are now considered trained in all Common weapons
Connections	You seem to know just who to ask to get what you need
Cross-Trained	You may choose any Ability from any Classes list of Abilities
Disease Resistant	You are far more likely to overcome disease
Eidetic Memory	You recall everything you have experienced in life
Fated	Bank three Checks to be used anytime you like
Fortunate	Automatically succeed at one Check

Ability	Summary
Full Defense	As an Action, increase your Defense by +4
Gallant	You gain a +1 to your Valor Attribute
Graced	Gain two (+2) additional Favor
Grandmaster	You can obtain a Grandmaster Expertise (+9) for one of your Master Talents
Hardened	You gain a +1 to your Constitution Attribute
Heavy Armor Training	You are considered trained in Heavy Armor
Heirloom	You may choose any single piece of equipment, Runework, or Minor/Minute Magic Item
High Tolerance	Suffer no adverse effects from the Inebriated State
Intuitive Aim	Substitute your Instincts for Dexterity on Hit Checks with a Ranged weapon
Light Armor Training	You are considered trained in Light Armor
Light-Footed	You do not set off Traps when you pass over them.
Martial Weapon Training	You are now considered trained in all Martial weapons
Medium Armor Training	You are considered trained in Medium Armor
Merciless	Do an additional 1D20 with your Critical Hits
Mercurial	You gain a +1 to your Dexterity Attribute
Mighty	You gain a +1 to your Strength Attribute
Mystical I	You can cast Arcane Spells, have 1 Mana, 1 Aptitude, & choose one Effect
Mystical II	You have access to three (3) Effects from your Art, and have one (+1) additional Aptitude
Mystical III	You have access to all Effects in your chosen Art, have one (+1) additional Aptitude, and one (+1) additional Mana
Nature's Blessing	Beast family creatures see you as one of their own
Poison Immunity	You are immune to poisons, toxins, and venoms
Predisposed	You gain a +1 to your Instinct Attribute
Purebred	Take one additional Racial Perk
Qualified	Gain training in any one single weapon
Quick Healer	You recover quicker from your wounds

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: