

Devastating Critical I*Warrior*

Your greatest of blows are especially deadly. Your Critical Hits do additional Damage equal to your current Stamina. Note: Current Stamina is the number of Stamina the character possesses when the Critical Hit is rolled.

Devastating Critical II*Warrior, Devastating Critical I*

Your greatest of blows are absolutely debilitating. As Devastating Critical I, but rather than your Critical Hits doing additional Damage equal to your current Stamina you now do Damage equal to twice (x2) your current Stamina. Note: Current Stamina is the number of Stamina the character possesses when the Critical Hit is rolled.

Disciple of Erebos*Acolyte, Follower of Erebos*

Erebos offers you even more for being worthy of his Blessings. Your Blessings may also be used to double the result of your recipient's next Damage roll.

Disciple of Ilios*Acolyte, Follower of Ilios*

Ilios offers you even more for being worthy of his Blessings. Your Blessings may also be used to make Opponents roll their next Hit Checks against the recipient at Disadvantage for the Round.

Disciple of Selene*Acolyte, Follower of Selene*

Selene offers you even more for being worthy of her Blessings. Your Blessings may also be used to grant Damage Reduction to the recipient equal to twice your Level for the Round.

Disciple of the Triad*Acolyte, Follower of the Triad*

The Triad offers you even more for being worthy of their Blessings. Your Blessings may be used to grant a Defense bonus to the recipient equal to your Level. This bonus lasts until the next successful Hit Check is made against the recipient.

Disease Resistant*General*

You have a highly developed immune system. You are immune to all forms of disease.

Distill Resonance*Mage*

You are capable of drawing raw power out of the Resonance Crystals you find. You may syphon the Power Points out of a Resonance Crystal as a Free Action to

lower the Difficulty of an Aptitude Check by a value equal to your Level. Thus, a 3rd Level Mage could syphon 3 Power Points (their maximum, by Level) from a Minute Resonance Crystal to lower the Difficulty of their Aptitude Check by 3 (thus leaving 13 Power Points remaining in the Resonance Crystal).

Divination Devotee

Acolyte, Access to the Divine Influence of Divination

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

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

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

Divine Grace

Acolyte

You are a protected servant of the gods when in their good graces. When maintaining at least half of your Favor, you are immune to arcane, mind affecting Effects (Chaos, Charm, Shape Memory, Suggestion, etc.). The GM has final say on what Effects do or do not affect you.

Divine Luck

Rogue

Not only do you possess the Gods’ favor, but they are proactively looking out for you. You may spend one (1) Favor to reroll any one die. You must accept the result of the second roll.

Divine Protection I

Acolyte

Your god protects all those who side with you in battle. As an Action, you can give a number of your allies, equal to your level, a +1 Defense for the duration of the encounter. This ability may be used one time per day.

Divine Protection II

Acolyte, Divine Protection I

As Divine Protection I, but rather than bestowing a +1 Defense to your allies you now bestow a Defense bonus of +2. This ability may be used one time per day.

Dodge I

Rogue

One on one you are difficult to hit. You gain a Defense bonus of one (+1) against any single Target. This Target needs to be selected at the beginning of each turn.

Dodge II

Rogue, Dodge I

As Dodge I, but your Defense bonus now increases to (+2).

Dynamism

Mage

For some Mages, when all goes well, it goes very well. Dynamic Mages gain added benefits from their critically successful castings. When selecting this Ability, choose one of the Dynamic Types from the Dynamism Table. The type chosen should be noted with the Ability. For example, Dynamism: Incendiary. When a Critical result is rolled on an Aptitude Check, the Mage with this Ability may choose to ignore the bonus given by Dynamism.

Dynamism Table

Dynamism Type	Added Bonus on Critical
Far-Reaching	Affect one additional Focus per level of the Mage
Incendiary	Add 1d4 Damage to the result per Level of the Mage
Longstanding	Duration (Rounds) extended by the Level of the Mage
Vitalized	Automatically successful on their next Check

Ear Of The Gods

Acolyte

The simplest of requests are instantly granted by your god. With this Ability you can enact one Divine Intervention as a Free Action, once per Encounter.

Eidetic Memory

General

You have always possessed a powerful memory. You can recall everything you have personally experienced in life. Books you’ve read, conversations you’ve had, or even things you’ve seen can all be summoned forth from your memory.

Eldritch Arcana

Mage

You can tap into the most puissant powers by opening conduits into the Arcane forces of Athia. In selecting this Ability, you may choose to tie one or more Mana points, at will, into the mightiest of Arcane forces. This Mana is invested and cannot be used for any other purpose (for example, casting Spells) unless the Mage takes an Action to reclaim their invested Mana. Choose one of the following capabilities:

- **Adamant:** By dedicating a point (1) of Mana the Mage gains a point of Damage Resistance against all physical attacks equal to one-half their Level (round up). By dedicating four (4) points of Mana the Mage increases that Damage Resistance against all physical attacks (i.e., non-Arcane and non-Divine attacks) equal to their Level.
- **Adroit:** By dedicating two points (2) of Mana the Mage may lower the Difficulty of any Spell they attempt to cast by one (-1 Spell Difficulty). By dedicating five points (5) the mage may lower the Difficulty of any Spell they attempt to cast by two (-2 Spell Difficulty).
- **Ensconced:** By dedicating a point (1) of Mana the Mage gains a point of Damage Resistance against all Arcane attacks equal to one-half their Level (round up). By dedicating three (3) points of Mana the Mage increases that Damage Resistance against all Arcane attacks equal to their Level.
- **Magnitude:** By dedicating three points (3) of Mana the Mage gains +1 to any Attribute they select. By dedicating four points (4) the mage gains +1 to any Attribute they select and may take that Attribute beyond their maximum. It takes an Action for the Mage to apply this bonus to a different Attribute.
- **Portend:** By dedicating a point (1) of Mana the Mage no longer suffers Disadvantage on any Talent Checks. By dedicating three points (3) of Mana, the Mage is considered to have an Apprentice level of Expertise in each Talent.
- **Retaliative:** By dedicating two points (2) of Mana the Mage may add an additional 1d4 Damage to any Spell they cast. By dedicating five points (5) of Mana the Mage may increase their Damage die used in any spell by one (D6's become D8's, D8's become D10's, etc.).

Note: In selecting this Ability, the specific capability of the Eldritch Arcana should be noted with the Ability. For example, Eldritch Arcana: Intrepid, or Intrepid Eldritch Arcana. Despite the number of capabilities of this Ability, Eldritch Arcana may only be taken as an Ability once. Additionally, the effects of the Eldritch Arcana do not stack. For Example, a Mage who spends 4 Mana on their Magnitude Eldritch Arcana power gains a +1 to their Attribute (even beyond its maximum), not a +2.

Embolden I

Rogue

Your words in battle are inspiring. As a Free Action you can inspire a Hit bonus to an ally equal to your Level on their next Hit Check, once per Encounter.

Embolden II

Rogue, Embolden I

As Embolden I, but you can now grant your Hit bonus to all allies within earshot.

Enchanter

Mage

You have a knack for empowering mundane items with your Arcane magic. You can create Enchanted Items as described in the Magic Items section.

Enemy Observance

Rogue

You can discern weakness in your enemies. Their actions and techniques give you precious insight into their capabilities and injuries. As an Action you can know the amount of Health your enemies have remaining and any Special Abilities they possess. Finally, in the case of an enemy with Aspects, you are also aware of each of their Aspects.

Enliven

Acolyte

Your faith is invigorating. You can cause those within your Holy Aura to regain Stamina during an Encounter. This Ability is activated with a single Action, then continues throughout the remainder of the Encounter. Recipients regain Stamina at a rate based upon your level (see the Enliven Table).

Enliven Table

Level	Stamina Regained per Round
1-2	1
3-4	2
5-6	3
7+	4

Evade Arcane

Rogue

Your metaphysical connection to the Arcane world is intermittent. Once per Encounter you can cancel, dodge, or otherwise nullify a single Arcane Spell from affecting you.

Exalt

Acolyte

You can ask the Divine for just a bit more when it comes to Blessing those around you. By expending two (2) Blessings, you may grant an individual an automatic Success on their next Check.

Exact Magic I

Mage

Your ability to strike your foes with your magic comes easier to you. Reduce the cost of your Spell's Each Additional Focuses by one (-1), thus reducing Each Additional Focus' Difficulty Increase from +3 to +2.

Exact Magic II

Mage, Exact Magic I

As Exact Magic I, but you may now freely adjust the Focus of the Spells in your Grimoire (less or more Focuses, or less or more Focus Radius) without it

becoming a Spontaneous Spell. Spell Focuses altered require a corresponding adjustment to the difficulty of the Spell.

Extension I

Mage

Your ability to reach out with your magic is easier. Reduce the cost of your Spell's Range by two (-2).

Extension II

Mage, Extension II

As Extension I, but in addition you may freely adjust the Range of your Spells in your Grimoire (further or closer) without it becoming a Spontaneous Spell. Spell Ranges altered require a corresponding adjustment to the difficulty of the Spell.

Faith Abounding

Acolyte

When brimming with their god's favor, some Acolytes become empowered. An Acolyte with this Ability gains one of the following powers as associated with their faith, so long as their Favor is at or within one-half their Level (round up) of maximum. For example, a 5th level Acolyte with a maximum Favor of 16, must possess 13 or more Favor to gain one of the benefits below:

Faith Abounding Table

Faith	Power
Erebos	Gain Advantage on all Talent Checks
Illios	No Disadvantage as a result of Reactions in combat
Selene	Gain Damage Reduction equal to their Level
Triad	Are Immune to all States

Fast Cast

Mage

Once per Encounter you can cast a Spell in place of your Maneuver at a +2 Difficulty.

Fated

General

Characters with this Ability roll three d20's. These dice are set aside and kept through a session. Each die may be used in place of rolling a Check, and each die must be used through the course of the session. If a die is unused by the end of the session, this Ability may not be used in the next game session (though it may again in the session following).

Favorite Weapon I*Warrior*

Like all warriors you have a favorite weapon. Choose one weapon. You gain a Hit bonus of one (+1) when using that type of weapon.

Favorite Weapon II*Warrior, Favorite Weapon I*

As Favored Weapon I, but you now receive a Hit bonus of two (+2) when using that type of weapon.

Favorite Weapon III*Warrior, Favorite Weapon II*

As Favored Weapon II, but you now receive a Hit bonus of three (+3) when using that type of weapon.

Fend Off*Warrior*

You have a knack for staving off your attackers. You gain a one-point (+1) bonus to your Defense against all enemies when using a weapon with the Lengthy designation.

Fleet*Rogue*

You are exceptionally fast. Increase your Base Move by +10' per turn.

Focused Fighting*Rogue*

The longer you square off with your opponent the more you become aware of how to counter their fighting style. If all your Attacks are made against the same Target, each subsequent Round you find it easier to connect with them. Beginning with the second Round their Defense lowers by one (-1). Each following Round that you remain solely focused on this Target their Defense continues to lower by one. For example, if focused on the same Target for a fourth Round, their Defense would be lowered by three (-3). The Target's Defense is only lowered for you.

Force Strike I*Rogue*

You can focus and release your inner energy as a ranged attack on your enemies. Force Strike does Damage equal to your Base Strength Damage and has a Range of 10' per level. Your Force Strike is considered a weapon for the purposes of applying other Abilities.

Force Strike II

Rogue, Force Strike I

As Force Strike I, but you now do Damage equal to your Base Strength plus your Level.

Fortuitous I

Rogue

You are incredibly lucky. You may reroll any natural one (1) you roll on any die.

Fortuitous II

Rogue, Fortuitous I

Sometimes it is better to be lucky than good. Your natural 1's on any Check are also considered Critical Successes.

Fortunate

General

You live a very charmed life. Rather than roll, one time per Session, you may automatically succeed at any one single Check.

Full Defense

General

You are adept at forgoing any aggressive action to ensure your opponents have an exceedingly difficult time hitting you in combat. As an Action, you may increase your Defense by four (+4). This Action happens in the Round you declare it and does not wait to go into effect following the End of Round Report.

Gallant

General

You have always been able to captivate, motivate, or impress others. You gain a bonus of +1 to your Valor Attribute. This bonus cannot raise your Attribute beyond its maximum.

Gather Energy

Mage

By spending time collecting the Arcane powers for your magic you can cast Spells more effectively. For every 15 minutes your Character gathers their power, your Spell Difficulty decreases by one (-1), to a maximum decrease of four (-4).

Glorious Finish

Acolyte

Unbeknownst to your enemies, the ire of your God becomes evident in your most desperate hour. When Downed, all allies within your Holy Aura receive an immediate Bless (this is a free Bless and does not come from the number of Bless the Acolyte has available to them), and have all negative States removed (as decided by the GM).

Glyphs

Mage

You can set magical traps to kill your enemies. By tracing arcane symbols onto a floor, wall, door, or object you can empower it to go off the moment the Glyph is disturbed. The Mage spends one Round per Mana they wish to invest into their Glyph. Mana can be invested into a Glyph in the following ways:

- **Focus:** The Glyph will only affect the first sentient being that triggers it. By empowering it with additional Mana the Focus can be doubled (as per the Focus Spell Element).
- **Damage:** Each point of Mana invested does 1D8 per Caster Level.

The Glyph remains until either triggered by someone, or the Mage takes an Action to retrieve their invested Mana, thus destroying the Glyph. Note: The Glyph is virtually invisible, only noticeable with a successful Notice Check at Extreme (18) Difficulty. As an Example, a 2nd Level Mage looking to invest 3 Mana can create a Glyph that will do 4D8 Damage with a doubled Focus radius.

Graced

General

You possess your god's divine sanction. Gain two (+2) additional Favor.

Grandmaster

General, a Talent at Mastery Expertise

You have studied, practiced, and honed your talents to legendary levels. This Ability is applied to a Talent you have at Master Expertise. You now have the Grandmaster level of Expertise for that Talent, granting you a bonus of +9 for any Checks with that Talent.

Greater God

Acolyte

Your god sees great things in you. As such they have granted you access to one additional Influence for use in enacting Divine Interventions.

Guardsmanship I

Warrior

You are adept at protecting those around you. You must fight alongside a chosen ally to use this ability. Choose one ally fighting next to you and one enemy Target per Encounter. All Hit Checks and Damage rolls against your ally from the Target are made at Disadvantage.

Guardsmanship II

Warrior, Guardsmanship I

As Guardsmanship I, but all Hit Checks and Damage rolls against your designated ally are at Disadvantage from all enemies.

Hamstring

Rogue

Once per Encounter you can make an attack focused on impeding, slowing, or otherwise forcing your opponent to become less effective in their defense. Your Target's Defense is reduced by half your level following your successful attack (round up). This penalty lasts until the target is healed but does not stack with each successful attack.

Hard Target I

Rogue

You've always been a difficult opponent. As a Free Action you can choose to avoid any one Attack made against you in a Round. This Ability may be used once per Encounter.

Hard Target II

Rogue, Hard Target I

As a Maneuver, you can make the second Attack made against you in a Round miss. Note: Although you may make a second attack against you in a Round miss, third, fourth, or other additional Attacks made against you will still hit.

Hardened

General

You pride yourself on your conditioning and hardiness. Your body has always seen you through the worst the world has to offer. You gain a bonus of +1 to your Constitution Attribute. This bonus cannot raise your Attribute beyond its maximum.

Harm

Mage

You've a knack for adding a bit of damage to your magic. You can choose to add or remove Damage when casting a Spell from your Grimoire without it being a Spontaneous Spell. Damage added or removed requires a corresponding adjustment to the difficulty of the Spell.

Harrier I

Rogue

You are an expert of taking advantage of a surprise attack. You gain Double Advantage for the Surprise round, rather than just Advantage on any Check you make. Additionally, you gain Advantage on your second Round of Checks against your surprised Enemy.

Harrier II

Rogue, Harrier I

As Harrier I, but rather than gaining Advantage on your second Round of Checks you now gain Advantage on your Checks against your surprised enemy for the remainder of the Encounter.

Hasty Recharge*Mage, Runecrafter*

Somehow, you have perfected the art of recharging your Runework as quickly as possible. You now recharge your Runework at a rate of twenty minutes per Effect recharged.

Heavy Armor Training*General, Medium Armor Training*

You have had training in the greatest of armors. You are considered trained in Heavy Armor. Note: All Warriors already possess this level of training.

Heirloom*General*

Something has been gifted to you that has been passed down for generations. You may choose any single (1) piece of equipment, Runework, or Minor/Minute Magic Item without cost for your Character. Your GM has final say as to what is an acceptable item for this Ability.

Here and Gone*Warrior*

Your greatest asset while mounted is your speed. You may Move both before and after a mounted attack, rather than one or the other.

High Tolerance*General*

You can drink anyone under the table. With this Ability your character never suffers any adverse effects from consuming alcohol or other narcotics. You do not suffer Disadvantage on Hit Checks, do not have your Speed reduced by half, and do not suffer Disadvantage on Physical Talent Checks due to the Inebriated State. However, you do retain any positive effects of the Inebriated State (immune to Fear, enemies at Disadvantage for Damage).

Hold The Line I*Warrior*

You are harder to deal with when you've planted yourself. As a maneuver you may increase your Defense by one (+1) so long as you do not move. Should you move your Defense returns to its normal Score.

Hold The Line II*Warrior, Hold The Line I*

As Hold the Line I, but rather than your Defense increasing by one (+1) your Defense now increases by three (+3) until you move.