

Awakened Vitality	<p>Your character may now use Might to determine max Energy</p> <p>You may now use Athletics to assist in magical rituals</p>
Toughness	<p>You may now use Might to determine your Physical Defense</p> <p>Your character has +2 max Health</p>
Weapon Master	<p>Choose a weapon class, you now have +2 Skill Power (damage) when using that weapon</p> <p>You may spend 1 Energy to re-roll a failed attack when using that weapon</p>
Outdoorsman	<p>Specialty die when attempting to survive in a wilderness area</p> <p>+2 Skill Power to any extended or cooperative skill challenge to do the same</p>