

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>
Master Defense	<p>Your character gains +1 to Physical Defense</p> <p>Your character gains +1 Physical Armor</p>
Exotic Certification	<p>Specialty die when attempting to salvage usable parts or items. Additionally, your character may use exotic or restricted equipment without penalties.</p> <p>You character owns or has ready access to one exotic or restricted piece of equipment</p>