

# FURY

Permanently increase your maximum Hit Points by 5.

Gain the ability to equip **martial melee weapons** and **martial armor**.



## ADRENALINE

As long as you are in **Crisis**, you deal **SL × 2** extra damage (be it with attacks, spells, Arcana, items or any other method).



## FRENZY

Your Accuracy Checks with **brawling**, **dagger**, **flail** and **thrown** weapons trigger a **critical success** if both dice show the same number (and the Check is not a **fumble**).



## INDOMITABLE SPIRIT

When you spend one or more Fabula Points, you get an additional benefit — choose one option: you recover **SL × 5** Hit Points; **or** you recover **SL × 5** Mind Points; or you recover from a single status effect of your choice.



## PROVOKE

You may use an action and spend 5 Mind Points to perform an Opposed **MIG + WLP** Check against a creature you can see — describe how you taunt them! If you succeed, the target suffers **enraged** and is compelled to focus their attention on you (their attacks and offensive spells must include you among the targets if possible).

This compulsion ends if you fall unconscious or leave the scene, if the creature is no longer **enraged**, or if they are successfully **provoked** by someone else.

You gain a bonus equal to **SL** to your **MIG + WLP** Checks for this Skill.



## WITHSTAND

When you perform the **Guard** action, if you choose **not** to provide cover to another creature, you recover Hit Points equal to **SL, multiplied by the highest strength among your Bonds** and choose **Might** or **Willpower**: you treat the chosen Attribute as being one die size higher (up to a maximum of **d12**) until the end of your next turn.