# DARKBLADE

Permanently increase your maximum Hit Points by 5.

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

## AGONY ○○○○○

After you deal damage to one or more creatures, if you have a **Bond** towards at least one of those creatures, you may recover $SL \times 2$ Hit Points and $SL \times 2$ Mind Points.

## DARK BLOOD ○

As long as you are in **Crisis**, you have Resistance to **dark** damage and poison **damage**.

## HEART OF DARKNESS ○

Once per scene upon entering **Crisis**, you may choose a specific creature you can see that you don't have a **Bond** towards. If you do, create a **Bond** of **hatred** towards that creature.

## PAINFUL LESSON ○○○

After another creature causes you to lose Hit Points (with an attack, a spell or any other method), you may immediately perform the **Study** action on that creature for free. If you do, gain a bonus equal to $SL$ to your Check.

Remember, you can study the same aspect of a creature only once.

## SHADOW STRIKE ○○○○○

You have learned to channel your vital force into your attacks. You may use an action to perform a **Shadow Strike**: roll your current **Might** die and lose an amount of Hit Points equal to the number rolled on your Might die . If this didn't reduce your Hit Points to 0, you may perform a **free attack** with a weapon you have equipped: if this attack hits one or more targets, it deals extra damage equal to $SL +$ the number rolled on your Might die . However, all damage dealt by this attack becomes **dark** and its damage type cannot be changed.