

ACROBATICS

- N Reaction.** Roll a *Quick* test to avoid Free Attacks from enemies in melee combat, either when trying to slip past them or when withdrawing from melee. Should the test fail, choose to remain in place or to move anyway and suffer a Free Attack.
- A Free.** Roll a *Quick* test after being knocked down to get up again as a Free Action. If the test fails, it takes a Movement Action to get back up.
- M Reaction.** In combat with more than one opponent, use an enemy as a shield once per turn and have that enemy suffer a successful hit instead of the character. This enemy cannot defend against the attack, but the master acrobat has to pass a successful *Quick* test for the enemy to take the hit.

ALCHEMY

- N Once per adventure.** Pass a *Cunning* test to gather herbs and minerals for making one dose of a novice elixir. Alchemical grenades can be used without risk.
- A Once per adventure.** Pass a *Cunning* test to gather herbs and minerals for making one dose of an adept elixir or 1D4 doses of a novice elixir.
- M Once per adventure.** Pass a *Cunning* test to gather herbs and minerals for making one dose of a master elixir, 1D4 doses of an adept elixir, or 1D8 doses of a novice elixir.

AGILE COMBAT

- N Passive.** To make maximum use of terrain and cover, make half a Movement before the Combat Action, and the rest after. The character still suffers a Free Attack if the Movement leads into melee combat.
- A Passive.** As a part of its Combat Action, the character may freely switch between weapons. This only pertains to changing weapons; it does not provide an extra action to be used for anything else.
- M Reaction.** Get a second chance to pass all *Defense* tests against Free Attacks provoked by withdrawing from melee. In addition, every such Free Attack lets the character make its own Free Attack against the enemy. The character may freely switch weapons for these counter-strikes and choose the tool that fits the situation best.

ARMORED MYSTIC

- N **Passive.** The use of mystical powers is not affected by wearing medium armor. The armor affects *Defense* as usual.
- A **Passive.** The use of mystical powers is not affected by wearing heavy armor. The armor affects *Defense* as usual.
- M **Passive.** The armored mystic has transcended the limitations of the armor, and may instead benefit from it. A +1D4 bonus is added to the armor's protection value when the mystic wears it, because mystical energies flow through the steel.

ARROW JAB

- N Reaction.** As a reaction to a melee attack, draw an arrow and stab the enemy with a normal attack roll. A hit deals 1D6 damage (the arrow's qualities counts).
- A Reaction.** The arrow jab deals 1D8 damage.
- M Reaction.** Like the adept level, but the master also gains a Free Attack with the bow if the jab attack hits. Doing so with a crossbow requires that it already be loaded and that the initial stab is made with another bolt (does not apply to repeating crossbows).

ARTIFACT CRAFTING

- N **Once per adventure.** Pass a *Cunning* test to craft a novice level artifact.
- A **Once per adventure.** Pass a *Cunning* test to craft an adept level artifact.
- M **Once per adventure.** Pass a *Cunning* test to craft a master level artifact.

AXE ARTIST

- N **Active.** Make a short-end thrust that deals 1D6 damage. With a successful [*Accurate*←*Resolute*] test, the enemy is stunned and the axe artist may follow up with a Free Attack.
- A **Active.** Make axe two attacks in one Combat Action, both of them at one dice tier lower than normal (1D10=1D8).
- M **Passive.** The axe master returns to the heart of axe fighting, the mighty blow. Every hit with the axe deals +1D4 damage, limited to one hit per combat action.

BACKSTAB

- N Reaction.** One attack per turn made from *Advantage* deals +1D4 damage in addition to any damage already inflicted thanks to the *Advantage*. Use *Discreet* instead of *Accurate* when making attacks while at an *Advantage*. *Backstab* may only be performed once per turn.
- A Reaction.** Like Novice, but the attack also causes a bleeding wound, inflicting 1D4 damage each turn following the attack. The enemy continues to bleed until healed by an herbal cure, the Medicus ability or in some other way.
- M Reaction.** Like Adept, but the stab deals +1D8 damage. There are no longer any limits to how many backstabs a Master can perform each turn; all attacks are backstabs as long as the conditions for *Advantage* are met.

BEAST LORE

- N **Free.** Pass a *Cunning* test to identify a monster's strengths and weaknesses. The Game Master describes the monster and its statistics to the player.
- A **Free.** Deal +1D4 damage to a particular monster category (such as Abominations, Beasts, Cultural Beings or Undead). The bonus also applies to allies who have been instructed in how to fight the creature.
- M **Free.** Like Adept, but the extra damage dealt by the character and its allies is +1D6.

BERSERKER

- N **Free.** Deal +1D6 damage in melee combat at the expense of *Defense* (the attribute on which it is based counts as 5 when calculating *Defense*).
- A **Reaction.** Ignore 1D4 damage from each hit suffered.
- M **Free.** The character may utilize the berserker's capacity to both deal and ignore extra damage, while still being able to defend as normal.

BLACKSMITH

- N Once per Adventure.** Pass a *Cunning* test to craft a novice item, patch damaged armor or adjust its size. All ordinary weapons and armor, including those with the Short and Long qualities (but only those), count as novice items.
- A Once per Adventure.** Pass a *Cunning* test to craft an adept item with one quality besides Short or Long. All weapons and armor in the Core Rulebook/Advanced Player's Guide count as adept items, except those with mystical qualities or more than one quality besides Short or Long.
- M Once per Adventure.** Pass a *Cunning* test to craft a master item, add several qualities (even mystical ones), and remove negative ones. For each added/removed quality, the list price of the item is increased by $\times 5$; $\times 10$ for mystical qualities.

BLOOD COMBAT

- N **Reaction.** When its *Toughness* has been halved, the character gains a second chance to succeed with all attack tests in melee combat.
- A **Reaction.** When its *Toughness* has been more than halved, all attacks made by the character in melee combat deal +1D8 damage.
- M **Reaction.** The warrior is healed by the blood spilt by the enemy; half of the damage that the character deals in melee combat is added to the character's *Toughness*, rounded down.

BODYGUARD

- N Reaction.** With a successful *Resolute* test, the character may take blows directed against an ally. The character may not defend itself against these attacks, they hit automatically.
- A Reaction.** Like Novice, but the character may defend itself against all attacks aimed at the protected person.
- M Reaction.** Like Adept, but the character also gets a Free Attack as a Reaction towards anyone making a melee attack against the person under its protection.

CHANNELING

- N **Reaction.** The character can choose to suffer temporary Corruption that will otherwise affect someone else within sight.
- A **Reaction.** Get a second chance when rolling for Corruption (even when suffering Corruption instead of someone else). Choose between the lower or higher outcome.
- M **Reaction.** Pass a [*Resolute*←*Resolute*] test to transfer Corruption, whatever the source, to another target in sight. If it fails, the character suffers half of the Corruption (rounded up).

CHEAP SHOT

- N **Active.** Cheap shots come naturally to the character in stressful situations. Such attacks deal 1D6 damage, and if the opponent is damaged the character also gets to follow up with a Free Attack.
- A **Reaction.** Perform a normal melee attack. If it deals damage, pass a [*Cunning*←*Quick*] test to knock the enemy off its feet.
- M **Reaction.** Every enemy who engages the character in melee suffers a bloody riposte directly after each attack, dealing 1D6 damage if successful. The riposte always hits a weak spot and consequently ignores any *Armor*.

DOMINATE

- N **Passive.** Use *Persuasive* instead of *Accurate* in melee combat.
- A **Free.** In melee combat, roll a [*Persuasive*←*Resolute*] test to force one enemy to hesitate. A hesitating enemy will not attack the character this turn. If possible, it attacks one of the character's allies instead.
- M **Active.** Pass a [*Persuasive*←*Resolute*] test to subdue a target; force it to negotiate, flee, or surrender (if it cannot flee). In combat situations, the enemy must be wounded by the character or one of its allies before it can be subdued.

ENSNARE

- N **Active.** Get a second chance to ensnare a target (requires a weapon with the quality Ensnaring).
- A **Active.** Like Novice, but the character also gets a second chance to bring an ensnared target to the ground.
- M **Reaction.** All ensnaring attacks are assumed to hit the target's neck and have a strangling effect; besides the ensnaring effect and the chance to bring down the enemy, the target suffers 1D6 damage per turn, ignoring *Armor*. If the target reaches 0 *Toughness*, the character can choose to make it unconscious instead of dying.

EQUESTRIAN

- N **Reaction.** Deal +1D6 damage with one melee attack if the mount moves prior to the attack.
- A **Active.** While riding, part of the Movement is used before an attack, and the rest after. Enemies can only retaliate with Reactions or spend a Movement Action to catch up.
- M **Reaction.** The master rider can use a cavalry charge even more effectively and therefore deals +1D10 damage (instead of +1D6) with one melee attack if the mount moves prior to the attack.

EXCEPTIONAL ATTRIBUTE

- N **Special.** Increase an Attribute value by +1.
- A **Special.** The Attribute value is increased by +2 in total.
- M **Special.** The Attribute value is increased by +3 in total.

FEAT OF STRENGTH

- N **Passive.** *Toughness* counts as [*Strong* +5]. This does not affect the *Pain Threshold*.
- A **Reaction.** When *Toughness* is halved, get a second chance to pass all *Strong* tests, including attacks if rolled against *Strong*.
- M **Reaction.** When *Toughness* is halved, deal +1D4 melee damage, in addition to the Adept level effect.

FEINT

- N Passive.** Use *Discreet* instead of *Accurate* when attacking with a Short or Precise melee weapon.
- A Reaction.** Use *Discreet* instead of *Quick* when defending against attacks.
- M Active.** With a passed [*Discreet*←*Vigilant*] test the character can surprise an enemy in the middle of an ongoing fight. A successful test gives the character a Free Attack against that enemy in addition to its ordinary attack. The character may perform the ordinary attack even if the attempted Feint fails.

FLAILER

- N **Passive.** Jointed weapons gain the Ensnaring quality and may be used to ensnare an enemy, instead of making a normal attack.
- A **Passive.** The secondary hits of jointed weapons deal 1D8 damage.
- M **Active.** Continue attacking with the jointed weapon even after having hit one target. All enemies within melee range can be hit; each attack is rolled separately.

HAMMER RHYTHM

- N **Reaction.** Pass a *[Strong←Quick]* test to crush the shield of a parrying enemy. Wooden shields shatter; metal ones are dropped. The shield carrier also suffers 1D6 damage from the heavy blow.
- A **Reaction.** When an enemy successfully defends against a hammer attack, pass a *[Strong←Strong]* test to ram it one step backwards and gain a Free Attack.
- M **Active.** Make two attacks against the same target, in one action. If the target manages to defend against any of these, a hammer ram like on the Adept level may be performed (once per turn).

HUNTER'S INSTINCT

- N **Special.** The hunter appoints a target in sight and gets a second chance to succeed with all ranged attacks against it. The target is appointed when the character makes an attack against it, and the effect lasts till the target dies or the scene ends (only one target at a time is allowed).
- A **Passive.** Ranged attacks against the appointed target deal +1D4 damage.
- M **Reaction.** Get a ranged Free Attack whenever the appointed target moves; a target using both actions for movement provokes two ranged Free Attacks.

IRON FIST

- N **Passive.** Use *Strong* instead of *Accurate* when making melee attacks.
- A **Passive.** Melee attacks deal +1D4 damage.
- M **Active.** Perform a devastating melee attack once per turn, that deals +1D8 damage (instead of +1D4).

KNIFE PLAY

- N** **Passive.** Roll the success test against *Quick* when attacking with a short, knife-like weapon.
- A** **Passive.** Make two separate knife attacks at the same target with every combat action. Combined with *Twin Attack* a total of three attacks may be made.
- M** **Reaction.** When the character deals damage with a knife-attack, he or she is assumed to be so close that the enemy has a hard time using ordinary weapons effectively (the character has two chances to pass the *Defense* test), and is unable to attack with Long weapons. To reach a better distance, the enemy has to win the initiative next turn, or withdraw from melee and suffer a Free Attack. If this Free Attack deals damage, the enemy once again finds itself at too short of a distance to attack effectively.

LEADER

- N **Passive.** Due to its strong personality, the character can use *Persuasive* in place of *Resolute*, for instance when weaving mystical powers, though not as a basis for the *Corruption Threshold*.
- A **Active.** Make someone or something the main target of all allies for one scene. Allies deal +1D4 damage against the target. Changing target requires a new active Action.
- M **Active.** The character gives a rousing speech to its allies, allowing them to use his or her *Persuasive* in place of their own *Resolute* for one scene.

LOREMASTER

- N Free.** Pass a *Cunning* test to learn the properties of an artifact (not how to activate it) or to read/speak another human language. Simple phrases require no test.
- A Free.** Roll a *Cunning* test to activate a power of an artifact which normally requires a *Resolute* test, or read/speak both Elvish and Troll Tongue. Simple phrases require no test.
- M Free.** Pass a *Cunning* test to activate mystical powers directly from scrolls and parchments. The Loremaster may also use *Cunning* in place of *Resolute* to resist mystical effects. Furthermore, the master is familiar with the secrets of Symbaroum. A successful *Cunning* test is required to be able to read a text written in its ancient and extinct language. Simple phrases require no test.

MANTLE DANCE

- N **Passive.** The mantle, or some similar sheet of cloth, held in the hand, gives +1 in *Defense*.
- A **Active.** Pass an attack test to strike the mantle at the enemy's eyes, temporarily blinding it. The character immediately gains a Free Attack against the target, an attack that the enemy must defend against as if blinded. Everyone attacking the blinded target can make use of the situation for the duration of one turn.
- M **Active.** In the master's hands, the mantle is like a whip with the quality *Ensnaring*.

MARKSMAN

- N **Passive.** Damage dealt with bows and crossbows is increased to 1D10 and 1D12 respectively.
- A **Active.** The character's projectiles have a crippling effect. The attack deals damage as usual and if the target is wounded the character may make an *[Accurate←Strong]* test every time the target attempts to move. A success means that the target cannot move and its Movement Action is forfeit. As soon as the target manages to move (the character fails the test), the crippling effect is gone.
- M **Active.** The master Marksman's projectiles become armor piercing. The shot hits a weak spot and completely ignores the target's *Armor*.

MAN-AT-ARMS

- N **Passive.** The armor's *Armor* tier is increased by one step: normal light armor protects 1D6, normal medium armor protects 1D8, and normal heavy armor protects 1D10.
- A **Passive.** Armor has no negative effect on *Quick* or abilities based on *Quick* (including *Defense*). But the Impeding quality still affects the use of mystical powers.
- M **Reaction.** Pass a *Quick* test to counteract effects from Abilities or equipment that make enemy attacks ignore or reduce the character's *Armor* value; if the test is successful the armor protects as usual. Mystical powers that ignore *Armor* are not affected by the Man-at-arms ability.

MEDICUS

- N **Active.** Pass a *Cunning* test to heal 1D4 of a patient's *Toughness*, or 1D6 when using a herbal cure. Can only be done once per patient and day.
- A **Active.** Pass a *Cunning* test to heal 1D6, or 1D8 when using an herbal cure. Can only be done once per patient and day.
- M **Active.** Pass a *Cunning* test to heal 1D8, or 1D10 when using an herbal cure. A failed test still heals 1D4, or 1D6 when using a herbal cure. Can only be done once per patient and day.

MYSTICAL POWER

- N **Special.** The character has learned the novice level of a mystical power.
- A **Special.** The character has learned the adept level of a mystical power.
- M **Special.** The character has learned the master level of a mystical power.

NATURAL WARRIOR

- N **Passive.** Unarmed attacks deal 1D6 damage. Combined with the *Natural Weapon* trait, the damage is instead increased one tier/step from the level of the natural weapon.
- A **Active.** Perform a double attack against a single target. The two attacks are rolled separately.
- M **Passive.** By attacking an opponent's weak spots with flawless precision – such as throat and knees – the master's unarmed strikes are truly devastating. Each attack that hits deals +1D6 damage.

OPPORTUNIST

- N **Reaction.** Get a second chance to succeed with Free Attacks when an enemy withdraws from melee.
- A **Reaction.** Active abilities may be used on Free Attacks when an enemy withdraws from melee. If so, this cancels out the effect of the novice level.
- M **Reaction.** Gain a second chance to succeed with, and also use active abilities on Free Attacks when an enemy withdraws from melee.

POISONER

- N **Free.** Apply one dose of poison or other elixir to a weapon, enough for a single hit. A [*Cunning*←*Strong*] test is needed for it to take effect. Damage and duration depends on the strength of the poison.
- A **Free.** Like Novice, but the poison coating lasts for an entire battle – after applying a dose, all attacks counts as poisonous for the duration of the combat scene.
- M **Free.** With a successful *Cunning* test, any poison applied to a weapon counts as one level higher than usual. Weak counts as moderate, moderate counts as strong, and a strong poison gives the poisoner a second chance to succeed with the [*Cunning*←*Strong*] test.

POLEARM MASTERY

- N Passive.** The damage of Long weapons is increased by one step, to 1D10 for spears and halberds and 1D8 for staves.
- A Reaction.** Gain a Free Attack against all enemies who come into range of melee combat – whether it is the enemy who engages the character or vice versa. The only exception is when the enemy also wields a Long weapon; in such a situation the character receives no Free Attack.
- M Reaction.** Use the Free Attack with a polearm to keep an enemy from coming close enough to attack. For as long as the character succeeds in hitting the enemy, the enemy remains unable to attack the character with melee weapons – whether or not the damage penetrates the enemy's *Armor*.

PYROTECHNICS

- N **Active.** Use Flash Powder in melee combat: roll [*Accurate*←*Quick*] to deal 1D4 damage (ignoring *Armor*) and blind the target for 1D4 turns. Alchemical grenades and mines can be handled without risk.
- A **Active.** Use a Smoke Bomb. If thrown at a distance, an *Accurate* test is required for it to hit the intended area. If dropped at one's feet, no test is required. Everyone in the area (caster included) is blinded until they make two movement actions in any direction. Those in the smoke must pass a *Strong* test each turn or suffer 1D4 damage (ignoring *Armor*).
- M **Active.** Use a Thunder Ball. All targets within a five meter radius are hit, and an [*Accurate*←*Quick*] test decides whether they take full (1D12, ignoring *Armor*) or half damage. Full damage also causes blindness for 1D4 turns.

QUICK DRAW

- N **Free.** Pass a *Quick* test to draw a weapon, or reload a crossbow, as a Free Action.
- A **Free.** Pass a *Quick* test to switch weapons as a Free Action.
- M **Free.** Pass a *Quick* test to drink one dose of elixir, or pour it down a willing target's throat, as a Free Action.

RAPID FIRE

- N **Active.** Sacrifice a Movement action to fire a second arrow. The shots are rolled separately, and may (but do not have to) be aimed at the same target. This can only be done if the Combat Action is also used for firing the bow.
- A **Active.** Fire two arrows with a single Combat Action, at one or two different targets.
- M **Active.** Fire three arrows with a single Combat Action, at one or different targets.

RAPID REFLEXES

- N Reaction.** When suffering an effect which may result in full or half damage (for instance from alchemical grenades), take half damage instead of full and no damage instead of half.
- A Reaction.** When passing a *Defense* test, choose to switch places with the opponent. This means that the character can get away from being flanked without suffering a Free Attack, and also that the enemy ends up in a flanked position if there was an ally standing next to the character.
- M Passive.** Ignore the usual turn order and always acts first; only others with this ability and a higher value in *Quick* (or *Vigilant*) gets to go before the character.

RECOVERY

- N **Active.** Pass a *Resolute* test to regain 1D4 *Toughness*. Multiple attempts can be made, but only one successful attempt is allowed per day.
- A **Active.** Like Novice, but *Recovery* now heals 1D6 *Toughness*.
- M **Active.** Like Novice, but *Recovery* now heals 1D8 *Toughness*.

RITUALIST

- N **Special.** Learn to perform one ritual from any mystical tradition. Requires access to the ritual, for example via a tutor or a codex found in some ancient ruin.
- A **Special.** Learn to perform up to two additional rituals (three in total) from any mystical tradition. Requires access to the rituals.
- M **Special.** Learn to perform up to three additional rituals (six in total) from any mystical tradition. Requires access to the rituals.

RUNE TATTOO

- N Reaction.** The tattoo provides a +1D4 bonus to *Armor* against attacks, but only if the character chooses to activate it. Activating the effect costs 1 temporary Corruption for each attack that hits and the character decides whether or not to use it before he or she rolls for other kinds of *Armor*.
- A Free.** Regenerate 1 *Toughness* per turn, and gain 1 temporary Corruption for each point healed. The regeneration can be canceled at any time.
- M Reaction.** When an enemy is hit and the character so wishes, the glowing tattoo flows over the weapon dealing +1D4 damage, at the cost of as many points in temporary Corruption for the character.

SHIELD FIGHTER

- N **Passive.** Single-handed weapons deal 1D10 damage, and Short weapons deal 1D8. Also, receive a +2 *Defense* bonus instead of the usual +1 when using a shield.
- A **Reaction.** After each attack that hits, perform a shield bash at the same target. It deals 1D4 damage and, with a successful [*Strong*←*Strong*] test, knocks the target to the ground.
- M **Reaction.** Like Adept, but the shield bash deals 1D8 damage.

SIEGE EXPERT

- N **Special.** Use ballistas and construct siege towers. Alchemical grenades can be handled without risk.
- A **Special.** Lead the work when building and then effectively use catapults and trebuchet. At the site of a siege, the character can plan and lead the work of digging protective trenches and undermining tunnels. Use alchemical smoke bombs, breaching pots, and fire tubes. Portable fire tubes can be handled without risk.
- M **Special.** All alchemical weapons get the Massive quality when used by the character, if they do not have it already.

SIXTH SENSE

- N **Passive.** Use *Vigilant* instead of *Accurate* when attacking with ranged weapons.
- A **Passive.** Use *Vigilant* instead of *Quick* for Initiative and when calculating *Defense*.
- M **Passive.** Move and fight unhindered when blinded or in complete darkness.

SORCERY

- N **Special.** When suffering Corruption, pass a *Resolute* test to receive only one (1) Corruption.
- A **Special.** When failing to use a power, try again, this time rolling against the character's Total Corruption value. Should this test be successful, then the power is activated as normal, but the sorcerer also suffers an additional 1D4 temporary Corruption.
- M **Special.** When trying to affect the *Resolute* attribute of another creature, roll against its Shadow [*Resolute* – *Total Corruption*] instead. Thoroughly corrupted creatures are immune to this.

STAFF FIGHTING

- N **Passive.** Gain +1 to *Defense* when wielding a Long weapon; with the simple wooden staff or a rune staff the bonus is +2 to *Defense*.
- A **Reaction.** When an enemy defends against an attack, gain a Free Attack, which is rolled separately and deals 1D6 damage. If armed with a wooden staff or a rune staff, this may also be done after every successful *Defense* test against melee attacks while holding the weapon – the staff fighter makes a quick riposte after having parried.
- M **Active.** Pass an [*Accurate*←*Quick*] test when attacking to send the target to the ground, and then get a Free Attack with *Advantage* against it.

STAFF MAGIC

- N Special.** The character binds its soul to a rune staff. Permanent Corruption is immediately reduced by 1D6 (can only be done once), and the staff now absorbs all Corruption gained from learning staff magic powers at novice level. As a Free Action, activate the staff's runes (fire, lightning, cold, or acid) to deal +1D4 damage.
- A Special.** The staff absorbs all Corruption gained from learning the powers of staff magic at adept level. Get a second chance to roll for Corruption when using powers of staff magic, and suffer the lower outcome.
- M Special.** The staff absorbs all Corruption gained from learning the powers of staff magic at master level. Use powers of staff magic without suffering any temporary Corruption.

STEADFAST

- N **Reaction.** Get a second attempt to succeed with a *Strong* or *Resolute* test when trying to break an ongoing physical effect from, for instance, traps or alchemical elixirs. This includes energies from mystical powers, as long as these are manifested physically in the form of fire, acid or similar.
- A **Reaction.** Get a second chance to shrug off ongoing powers that influences the target's will or senses.
- M **Reaction.** Whenever the character is the target of a mental attack (e.g. an attack which is modified by *Resolute*) that fails, the attacker suffers 1D6 damage that ignores *Armor*.

STEEL THROW

- N **Passive.** Throwing weapons deal 1D8 damage.
- A **Active.** Make a double throw with one Action. The attacks are rolled separately and may be aimed at the same target or two different ones. The character can also use melee weapons as throwing weapons, but can only throw one such weapon per Action. The damage for this kind of attack is the base damage of the melee weapon, including any passive abilities that the thrower might have.
- M **Active.** Make a triple throw with one Action. The attacks can be aimed at a single target or distributed among multiple ones.

STRANGLER

- N **Active.** Attack from an *Advantage* and maintain the stranglehold with a successful [*Cunning*←*Cunning*], dealing 1D6 damage per turn (ignoring *Armor*). The target cannot act until the stranglehold is aborted.
- A **Active.** Pass a [*Cunning*←*Quick*] test to throw Choking Spores at one enemy, dealing 1D4 damage per turn for 1D4 turns (ignoring *Armor*). Affected victims may act as usual.
- M **Active.** Throw a Spore Bomb. Thrown over a distance, a successful *Cunning* test is required for the bomb to land on the intended spot. Everyone in the area (the size of a corridor or an ordinary room) suffers 1D4 damage per turn (ignoring *Armor*) for 1D4 turns.

STRONG GIFT

- N **Special.** Choose one of the character's mystical powers (or an Ability or Trait which causes Corruption), which then only costs 1 temporary Corruption to use.
- A **Passive.** Use the full *Resolute* value as the *Corruption Threshold*; the character will not be blight born until its total Corruption reaches a value of [*Resolute* ×2]
- M **Special.** The gift of the Master lets the character cast any mystical power, albeit only at the novice level. There is a second chance to fail all success tests and using the power causes 1D8 temporary Corruption. All mystical powers are available, no matter what tradition they belong to.

SWORD SAINT

- N** **Passive.** When fighting with a Precise sword in one hand and a parrying dagger in the other, the damage dealt by the sword is 1D10, instead of 1D8.
- A** **Reaction.** Once per turn, gain a Free Attack after a successful *Defense* test.
- M** **Reaction.** The master can perform a series of ripostes and gains a Free Attack against the opponent with each successful *Defense* test, with no limitation on the number of Free Attacks per turn. As a Passive addition, the damage of the Precise sword increases to 1D12.

SYMBOLISM

- N Special.** The mystical symbol must be physically represented, takes one hour to create, and is activated with a Combat Action. Only one symbol per mystical power can be prepared in this way, and must be within sight or melee range to be activated.
- A Special.** Draw a symbol in a book or on the ground with a combat action. Activating symbols (pre-made or drawn) is a free action, but limited to one per turn. They can also be activated by a physical trigger, decided upon creation. The mystic (but not allies) can be excluded from being able to trigger the symbol. Also, the Adept can erase one of its symbols by touching it (free action).
- M Active.** With a Combat Action, draw flaming runes in the air and activate them as part of the same action.

TACTICIAN

- N **Passive.** Use *Cunning* instead of *Quick* when calculating Initiative.
- A **Passive.** Use *Cunning* instead of *Quick* when calculating *Defense*.
- M **Passive.** Use *Cunning* instead of *Accurate* when attacking with anything but heavy weapons.

THEURGY

- N Special.** Learn the powers of Theurgy at novice level, and also its rituals, without suffering permanent Corruption.
- A Special.** Learn the powers of Theurgy at adept level without suffering permanent Corruption. Using its powers/rituals only costs 1 temporary Corruption.
- M Special.** Learn the powers of Theurgy at master level without suffering permanent Corruption. The character also gains +1D4 in effect when using healing and holy powers, including when these damage Abominations and the Undead.

TRAPPER

- N Active.** Pass a *Cunning* test to deploy/disarm a mechanical trap as a Combat Action (its effect depends on its level), or to build an improvised trap which takes a whole turn to complete and deals 1D6 damage.
- A Active.** Handle alchemical mines as if they are mechanical traps. Improvised traps deal 1D8 damage.
- M Active.** Traps and mines count as one tier higher: weak becomes moderate, moderate becomes strong, and strong ones grant a second chance on all relevant rolls – it becomes harder to detect, disarm, or get free from, and the damage is also rolled twice (the highest outcome stands). For alchemical traps, the damage re-roll only pertains to the initial explosion, not the ongoing damage. Improvised traps deal 1D10 damage.

TRICK ARCHERY

- N Active.** Use a full turn to aim and shoot a weapon from an enemy's hand, nail a body part to a wall/tree, or blind the enemy. The attack is rolled as usual, and if it deals damage, the intended effect occurs. The target must spend a Combat Action to deal with the situation.
- A Active.** Projectiles ricochet off surfaces, shields or creatures with robust skin or armor, and may thus hit targets behind cover. The character must have an idea of where the target is, but a target that has made a double Movement Action cannot be hit. The attack and damage tests are both made as usual.
- M Reaction.** Pass an *[Accurate←Quick]* test to deflect a melee attack that would otherwise hit an ally, or a physical projectile that would hit the character or an ally.

TROLL SINGING

- N Special.** Learn the powers of Troll Singing at novice level, and also its rituals, without suffering permanent Corruption. Once per scene, get a second chance when trying to affect a target's mind, but not when creating or maintain a chain of such effects.
- A Special.** Learn troll songs at adept level without suffering permanent Corruption. Once per scene, get a second chance when trying to affect a target's mind, even if for the purpose of creating or maintain a chain of such effects.
- M Special.** Learn troll songs at master level without suffering permanent Corruption. Get a second chance to pass all success test when trying to affect a target's mind, even if for the purpose of creating or maintaining a chain of such effects.

TWIN ATTACK

- N **Active.** Wield a single-handed weapon in the primary hand and a Short weapon in the other, and make two attacks against the same target, dealing 1D8 and 1D6 damage respectively. The enemy must defend itself separately against the attacks. Also, gain +1 to *Defense* when wielding a weapon in each hand.
- A **Active.** Like Novice, but use two single-handed weapons, each attack dealing 1D8 damage.
- M **Active.** Like Adept, but the main-hand weapon deals 1D10 damage, while the other one deals 1D8.

TWO-HANDED FORCE

- N **Passive.** Heavy weapons deal 1D12 damage.
- A **Reaction.** When an attack with a Heavy Weapon misses a target, use the returning swing in an attempt to hit the target again. Make a new attack roll, dealing 1D8 damage if it hits.
- M **Active.** A heavy weapon in the hands of a master is truly a tool of armor-crushing destruction. When the attacks of a master hit the target, they completely ignore the target's *Armor*.

WITCHCRAFT

- N **Special.** Learn the powers of Witchcraft at novice level, and also its rituals, without suffering permanent Corruption.
- A **Special.** Learn the powers of Witchcraft at adept level without suffering permanent Corruption. The powers and rituals of the craft only give one (1) temporary Corruption when used.
- M **Special.** Learn the powers of Witchcraft at master level without suffering permanent Corruption.

WITCHSIGHT

- N **Free.** Pass a [*Vigilant*←*Discreet*] test to see the dominant Shadow of a creature, location or object. Suffer 1 temporary Corruption from each attempt.
- A **Free.** Pass a [*Vigilant*←*Discreet*] test to reveal both Shadows of the target, but not their respective strengths. Suffer 1D4 temporary Corruption from each attempt.
- M **Free.** Pass a [*Vigilant*←*Discreet*] test to reveal all the target's Shadows, as well as their respective strengths. Suffer 1D6 temporary Corruption from each attempt.

WIZARDRY

- N Special.** Learn the powers of Wizardry at novice level, and also its rituals, without suffering permanent Corruption.
- A Special.** Learn the powers of Wizardry at adept level without suffering permanent Corruption. The adept also knows how to ground the powers and rituals of Wizardry in theories so well that the character now only suffers one (1) temporary Corruption when casting them.
- M Special.** Learn the powers of Wizardry at master level without suffering permanent Corruption. Re-roll one failed test each turn when trying to establish a Chain of mystical effects.

WRESTLING

- N Active.** Roll a normal attack test; if successful pass a *[Strong←Strong]* test to hold or throw the enemy. Throws deal 1D4 damage (ignoring *Armor*). Holds stop the enemy from acting until the *[Strong←Strong]* test fails; all allies have *Advantage* on the enemy, while other enemies have *Advantage* on the wrestler.
- A Reaction.** After passing a Defence test against a melee attack, roll a *[Quick←Strong]* test to throw the attacker to the ground (1D4 damage, ignoring *Armor*). The enemy cannot perform active actions during the following turn.
- M Reaction.** Like Adept, but no *Defense* test, only a *[Quick←Strong]*, is required; the throw deals 1D6 damage and grants a Free Attack against the enemy. If the throw fails, pass a *Defense* test to avoid being hit.

ANATHEMA

- N **Active.** Pass a [*Resolute*←*Resolute*] test to disperse one ongoing effect from a mystical power on a target. The *Resolute* of the mystic who cast the power is used as resistance.
- A **Active.** Like Adept, but the mystic can disperse the ongoing effects on multiple creatures in a Chain; the tests are made for one target at a time until one test fails.
- M **Active.** Pass a *Resolute* test to dispel all currently ongoing mystical effects, including summoned effects and creatures.

BANISHING SEAL

- N Active.** The symbol triggers a Chain of banishing effects. Pass a [*Resolute*←*Resolute*] test to banish the target closest to it, then make an attempt on the next, and so on until the test fails. Banished targets must leave the area and may not return until after the scene.
- A Active.** Like Novice, but failed attempts deal 1D4 damage to the target (ignoring *Armor*). The target can choose to flee to avoid being damaged; if so, it may not return until after the scene.
- M Active.** Like Novice, but failed attempts deal 1D8 damage to the target (ignoring *Armor*). The target can choose to flee and only suffer 1D4 damage; if so, it may not return until after the scene.

BEND WILL

- N **Active.** Pass a *[Resolute←Resolute]* test to take control of a creature. It can only be made to perform one Action each turn and may not use active abilities or powers. The effect lasts until the mystic fails a *[Resolute←Resolute]* test or breaks concentration.
- A **Active.** Like Novice, but no concentration is required; the effect lasts until the mystic fails a *[Resolute←Resolute]* test.
- M **Active.** The creature can be made to perform its two usual Actions each turn (including Active ones). The effect lasts until the mystic fails a *[Resolute←Resolute]* test.

BLACK BOLT

- N **Active.** Pass a [*Resolute*←*Quick*] test to cast a black bolt which deals 1D6 damage (ignoring *Armor*). If hit, the target may not act until it passes a *Resolute* test (one test is made each turn after the first) or the mystic loses concentration.
- A **Active.** Cast a Chain of black bolts. After hitting a target, another one may be attacked, until the success test fails. Like on the Novice level, affected enemies may try to break free from the effect; if one succeeds, all of them are free to act. The same happens if the mystic loses concentration.
- M **Active.** Like Adept, except that affected targets must break free individually. If the mystic loses concentration, all targets are freed.

BLACK BREATH

- N **Active.** One (1) creature is hit by the black breath; roll 1D4 against its Total Corruption. If the roll is equal to or lower than the Corruption value, the creature heals an amount equal to the outcome of the roll; if higher, the creature suffers the outcome in temporary Corruption.
- A **Active.** Like Novice, but roll 1D6 instead.
- M **Active.** Like Adept, but when a target suffers Corruption, another one is hit. The Chain is broken as soon as a target is healed.

BLESSED SHIELD

- N Active.** With a successful roll against *Resolute* the mystic is surrounded by a warm glow. This glow provides an additional 1D4 *Armor*. Also, any Abomination or Undead who attacks the mystic with melee attacks suffers 1D4 damage from the glow, ignoring *Armor*. The blessed shield lasts until the end of the scene.
- A Active.** Like Novice, but the extra *Armor* and damage is rolled with 1D6. Also, an ally within sight can be included in the effect.
- M Active.** Like Novice, but the extra *Armor* and damage is rolled with 1D6, and two allies can be included in the effect.

BLINDING SYMBOL

- N Active.** The runes trigger a Chain of blinding energies. The target closest to the symbol is blinded if the mystic passes a [*Resolute*←*Resolute*] test; if this succeeds, an attempt is made to blind the next enemy and so on, until a test fails. The victims are only blinded for one turn before automatically regaining their sight.
- A Active.** Like Novice, but the effect lasts until the mystic fails a *Resolute* test or loses concentration.
- M Active.** Like Novice, but the effect lasts until the afflicted regains *Toughness* from healing powers or elixirs.

BRIMSTONE CASCADE

- N **Active.** The mystic lashes out with fire and brimstone against one target. If the mystic succeeds with a [*Resolute*←*Quick*] test, the cascade deals 1D12 damage. If the mystic fails the test the cascade deals only 1D6 damage.
- A **Active.** Like Novice, but in a Chain. If the test against [*Resolute*←*Quick*] is successful, another target is hit, and so on until the test fails.
- M **Active.** Like Adept, but even if one test fails, the Chain continues to strike new targets until a second test fails.

COMBAT HYMN

- N **Free.** The character gives himself and all allies a +1 bonus to either *Quick*, *Strong* or *Accurate* (the ally chooses what attribute will be affected) for as long as the singing continues.
- A **Free.** The character gives himself and all allies a +1 bonus to *Quick*, *Strong* and *Accurate* for as long as the singing continues.
- M **Free.** Like Adept, but everyone affected also regains 1D6 *Toughness* when the song begins (though only once per scene).

CONFUSION

- N Active.** Pass a [*Resolute*←*Resolute*] test to confuse one target. Roll 1D6 each turn until the mystic breaks concentration or fails a [*Resolute*←*Resolute*] test: 1–2, the target stands still; 3–4, the target attacks its closest ally; 5–6, the target attacks its closest enemy. In unclear cases, roll a die to decide who is closest.
- A Active.** Like Novice, but no concentration is required; the effect lasts until a [*Resolute*←*Resolute*] test fails.
- M Active.** When a target gets confused, an attempt can be made on another one, and so on until the test fails. Each turn, pass a *Resolute* test for each target to sustain its confusion.

CURSE

- N **Free.** Once per turn, the mystic's dark glare automatically gives an enemy a second chance to fail all success tests meant to affect the mystic (roll twice, the action fails if one of the tests is a failure). This effect is ongoing until the mystic fails a *Resolute* test.
- A **Free.** Like Novice, but the enemy gets a second chance to fail all success tests, regardless of target.
- M **Active.** The mystic puts a curse of death upon an enemy. The enemy suffers 1D6 damage, ignoring *Armor*, for all actions it tries to perform. The target suffers no damage if it remains still and passive. This effect is active until the mystic fails a *Resolute* test.

DANCING WEAPON

- N Active.** The mystic lets a weapon dance and uses *Resolute* instead of both *Accurate* (attack) and *Quick* (defense). Other than that, normal combat rules apply. The novice must focus on the weapon while fighting, which prevents him or her from using other powers or abilities while the weapon dances.
- A Active.** The mystic must take control of the weapon by spending a Combat Action to activate the power, but then the weapon fights on its own while the mystic is free to use other powers and abilities. Both attack and defense rolls are made against *Resolute*.
- M Free.** The weapon dances out of the scabbard when the master needs it, attacks once per turn and defends the character by itself, leaving the mystic free to use other powers and abilities. Both attack and defense rolls are made against *Resolute*.

DRAINING GLYPH

- N **Active.** Pass a [*Resolute*←*Strong*] test to deal 1D4 damage per turn, ignoring *Armor*, against all nearby enemies (one test per target). The effect lasts until the mystic fails a *Resolute* test or loses concentration.
- A **Active.** Like Novice, but no concentration is required; the effect lasts until the mystic fails a *Resolute* test.
- M **Active.** The master can direct part of the drained energy into himself or his allies; the stolen life-force heals the mystic or one of its allies, returning 1D4 points of *Toughness* per turn for as long as the effect is ongoing.

ENTANGLING VINES

- N Active.** Pass a *Resolute* test to ensnare one enemy with entangling vines or roots from out of the ground. The ensnared creature cannot move but can use ranged weapons and powers. The creature is ensnared until the mystic fails a *[Resolute←Strong]* test, starting the following turn.
- A Active.** Ensnare a Chain of targets, one after the other, until an attempt fails. Starting the following turn, a *[Resolute←Strong]* test for each target decides who remains ensnared.
- M Active.** Like Adept, but ensnared enemies also take 1D6 damage per turn (ignoring *Armor*).

EXORCIZE

- N Active.** Pass a [*Resolute*←*Resolute*] test to send an enemy to the Yonderworld. The target returns one turn later, on the character's initiative and in the same location, with 1D4 damage (ignoring *Armor*) and 1D4 temporary Corruption. If failed, a daemon emerges.
- A Active.** The enemy must pass a *Resolute* test to return. Until then, it suffers 1D4 damage (ignoring *Armor*) and 1D4 temporary Corruption per turn. If it dies or becomes blight-born, the rift closes. If the power fails, pass a *Resolute* test to stop a daemon from emerging. If it succeeds, do the same each subsequent turn. Letting the daemon through is always an option.
- M Reaction.** Once per turn, an enemy attacking the mystic in melee may be expelled to the Yonderworld, [*Resolute*←*Resolute*]. If expelled, see the Novice level effect. No daemon can emerge.

FIRE SOUL

- N Reaction.** When hit by a melee attack, deal 1D6 damage against the attacker. Ignore 1D6 damage from attacks dealing fire damage.
- A Reaction.** Like Novice, except the protection from fire and the damage dealt against those attacking in melee combat are rolled with 1D10.
- M Reaction.** The mystic is not damaged by fire but is instead healed, by half of any damage that would have been dealt. When hit by an attack, melee or ranged, deal 1D10 damage against the attacker. Powers that affect the mind do not trigger this retaliation, but potentially damaging powers do.

FLAME WALL

- N Active.** Pass a *Resolute* test to raise a wall of fire within melee range. All who pass through it suffer 1D12 fire damage. Outside and in large halls, one can go around it with two Movement Actions, or fly over it with one. Flammable objects like arrows cannot be shot through the wall. The effect lasts until the mystic fails a *Resolute* test, made each turn after the first.
- A Active.** Like Novice, but the wall forms a circle around the mystic, its allies, and all enemies within melee range. It can still be flown over with a Movement Action.
- M Active.** Like Novice, but the wall forms a dome that covers the mystic, its allies, and all enemies within melee range. The only way to pass it is to go through it, and suffer the damage.

HEROIC HYMN

- N **Free.** The character gives himself and all allies a +1 bonus to either *Cunning*, *Resolute* or *Persuasive* (the ally chooses what attribute will be affected) for as long as the singing continues.
- A **Free.** The character gives himself and all allies a +1 bonus to *Cunning*, *Resolute* and *Persuasive* for as long as the singing continues.
- M **Free.** Like Adept, but everyone affected also loses 1D4 temporary Corruption when the song begins (though only once per scene).

HOLY AURA

- N Active.** Pass a *Resolute* test to project a holy aura that deals 1D6 damage (ignoring *Armor*) to all enemy Abominations and Undead within sight. The effect lasts until the mystic fails a *Resolute* test or loses concentration. The mystic can exclude allied abominations or undead from the effect.
- A Active.** Like Novice, but the aura deals 1D8 damage to Abominations and Undead, while living creatures heal 1D4 *Toughness* each turn.
- M Active.** Like Novice, but the aura deals 1D10 damage to Abominations and Undead, while living creatures heal 1D6 *Toughness* each turn.

ILLUSORY CORRECTION

- N **Reaction.** Once per turn, roll a *Resolute* test to make a correction of reality – if successful the mystic may re-roll a failed *Defense* test.
- A **Reaction.** Once per turn, make a *Resolute* test to re-roll any test that affected the character during the turn.
- M **Reaction.** Once per turn, make a *Resolute* test to let someone else re-roll any test that affected him/her.

INHERIT WOUND

- N **Free.** By passing a *Resolute* test, the mystic can attract the spirits of damage from another creature. The target heals 1D6 points of *Toughness* while the mystic suffers an equal amount of damage.
- A **Free.** Like Novice, but the effect heals 1D8 points of *Toughness* and also draws any ongoing effects of poison and bleeding to the mystic. The mystic suffers half the damage (rounded up), both from wounds and any poison/bleeding.
- M **Active.** Like Adept, but the mystic may also pass the other half of the damage on to another creature in sight. The chosen target's *Armor* is ignored and it cannot defend itself in any way.

LARVAE BOIL

- N **Active.** Plant larvae inside the body of a target, which then start to eat their way out. The target suffers 1D4 damage each turn, ignoring *Armor*. The effect is automatic the first turn and continues until the mystic fails a [*Resolute*←*Strong*] test.
- A **Active.** Like Novice, but the larvae deal 1D6 damage each turn.
- M **Active.** Like Novice, but the larvae deal 1D8 damage each turn.

LAY ON HANDS

- N **Active.** Touch a target and pass a *Resolute* test to heal 1D6 of its *Toughness*; also works on the mystic itself.
- A **Active.** The mystic's healing hands now heal 1D8 points of *Toughness* and stop the ongoing effect of poisons and bleeding.
- M **Active.** The mystic can heal a creature within sight, healing 1D8 *Toughness* and halting the ongoing effect of poisons and bleeding. The mystic now heals 1D12 points of *Toughness* when touching the target.

LEVITATE

- N Active.** With a successful *Resolute* test, the mystic may levitate out of reach for melee attacks, and move one stride per turn, until the scene ends or the mystic loses concentration. In the latter case, the mystic falls and suffers 1D6 damage (ignoring *Armor*).
- A Active.** Like Novice, but with a successful [*Resolute*←*Strong*] test, the mystic may levitate an ally instead.
- M Active.** The mystic can make itself and a Chain of allies [*Resolute*←*Strong*] soar, and may move both itself and any soaring creature one stride per turn. The mystic and its allies stay soaring in the air until the mystic breaks concentration or the scene ends. If concentration is broken, they all float down to the ground without being damaged.

LIFEGIVER

- N **Active.** The mystic washes away 1D4 points of temporary Corruption from a creature in sight. Any excess points heal the creature's *Toughness* instead. The mystic may use this power on him- or herself.
- A **Active.** The mystic washes away 1D4 points of temporary Corruption from himself and all allies in sight. Any excess points heal *Toughness* instead.
- M **Reaction.** Whenever an ally (not the mystic) uses a power or artifact, the amount of Corruption suffered is reduced by 1D4. In this case, excess points have no effect.

MALTRANSFORMATION

- N **Active.** Pass a *Resolute* test to turn a target into a harmless mammal or reptile. The target stays in that form until the mystic breaks concentration or fails a [*Resolute*←*Resolute*] test, made each turn on the mystic's Initiative. The animal keeps the target's original Attributes but none of its abilities or powers and can neither attack nor use items.
- A **Active.** Like Novice, but no concentration is required.
- M **Active.** Like Novice, but the mystic can transform a Chain of targets, one after the other, until an attempt fails. The effect is ongoing until the mystic fails a *Resolute* test, made each turn for each target.

MIND-THROW

- N Active/Reaction.** Actively hurl nearby objects as weapons or use them reactively, to block incoming attacks. Pass a test against *[Resolute←Quick]* to attack and deal 1D8 damage. If used in defence, roll *[Resolute←Accurate]* to block incoming physical attacks or *[Resolute←Resolute]* for mystical projectiles. The object is destroyed after one hit, either dealt or blocked.
- A Active.** Pass a *[Resolute←Strong]* test to hurl an enemy. The target lands one Movement away, suffers 1D8 damage, and must pass a *Quick* test to land on its feet.
- M Active.** Like Adept, but throw a Chain of enemies, one after the other, until an attempt fails.

MIRRORING

- N **Active.** With a successful *Resolute* test, the mystic projects 1D4 mirror copies of himself. If a copy is hit, it ceases to exist. Damage from area effects affects the mystic as usual and dispels all mirror copies.
- A **Active.** Like Novice, but the mystic projects 1D6 mirror copies of himself, and damage from area effects dispels one mirror copy.
- M **Active.** Like Novice, but the mystic projects 1D8 mirror copies of himself, and damage from area effects dispels no mirror copies.

NATURE'S EMBRACE

- N Active.** With a successful *Resolute* test, the mystic sinks into the earth and becomes invulnerable, but also unable to perform Actions. The mystic must pass a *Resolute* test each turn to remain in the earth.
- A Active.** Like Novice, but the mystic can use mystical powers on itself while in the ground, and does not have to pass any *Resolute* tests to remain there.
- M Active.** Like Adept, but the mystic can move by using its Movement Action to appear in a different spot than where it first sank into the ground. The mystic can also use powers on its allies while in the earth, as well as see the allies through the protective layers of soil.

PRIOS' BURNING GLASS

- N **Active.** Pass a *Resolute* test to steer the holy light towards one target, dealing 1D6 damage. The damage increases to 1D8 if the target is an Abomination or Undead.
- A **Active.** With a successful *Resolute* test, the mystic can let the holy light pass over all nearby enemies. The burning energy deals 1D8 damage, 1D12 on Abominations and Undead.
- M **Active.** Like Adept, but with a successful [*Resolute*←*Resolute*] test, all Abominations and Undead are also stunned for one turn.

PROTECTIVE RUNES

- N **Active.** The mystic gains +1D4 *Armor* until it fails a *Resolute* test or loses concentration. The *Armor* bonus is rolled separately with each hit.
- A **Active.** Like Novice, but a retaliating effect also inflicts 1D4 damage on every enemy that harms the protected creature, ignoring *Armor*.
- M **Active.** Like Adept, but the protective and retaliating effects are rolled with 1D6 instead of 1D4. No concentration is required; the effect lasts until the mystic fails a *Resolute* test.

PSYCHIC THRUST

- N **Reaction.** The mystic performs a normal melee attack in combination with a psychic thrust, aimed at the enemy's defensive capability. The character gains a second chance to succeed on the attack test.
- A **Reaction.** The psychic thrust is made in combination with the melee attack, and if the mystic passes a [*Resolute*←*Resolute*] test the enemy is incapable of defending against the attack. Hence, if this test is successful, the mystic automatically hits the enemy.
- M **Reaction.** Like Adept, except the melee attack deals +1D4 damage (ignoring *Armor*).

PURGATORY

- N **Active.** Force a target to roll 1D20 against its Total Corruption. An equal or lower outcome leads to acute pain that incapacitates the target for a whole turn. Thoroughly corrupt creatures suffer 1D6 damage (ignoring *Armor*) instead.
- A **Active.** Like Novice, but affects all enemies in sight.
- M **Reaction.** The mystic automatically punishes all enemies in sight who happen to attract Corruption. Each point in Corruption suffered through the use of powers or artifacts deals the same amount of physical damage, ignoring *Armor*.

RETRIBUTION

- N **Active.** Utter words of doom at a target and pass a *[Resolute←Resolute]* test to give all who attack it a second chance to succeed for the rest of the scene. This can only be done to one target at a time; changing targets counts as a Combat Action.
- A **Reaction.** When hurt by an attack, pass a *[Resolute←Resolute]* test to bind the attacker with a death link: all damage suffered also affects the bound target. This does not affect the *Pain Threshold*, and only one target can be bound at a time. If the mystic dies, the link breaks, and damage from the killing blow does not affect the target.
- M **Reaction.** Like Adept, except that an unlimited number of targets can be bound at the same time.

REVENANT STRIKE

- N **Active.** The sorcerer ignites a malicious flame around a melee weapon tainted by the ritual *Desecrating Rite*, which then deals 1D4 additional damage till the scene ends.
- A **Reaction.** Like Novice, and creatures slain by the *Revenant Strike* rise again the following turn, as dragouls loyal to the sorcerer.
- M **Free.** Like Adept, but the effect is activated as a free action and each hit deals +1D8 damage, instead of +1D4.

SHAPESHIFT

- N Active.** Pass a *Resolute* test to turn into a small mammal or reptile (while retaining all Attributes), and do the same to cancel the effect. Get a second chance to pass all *Discreet* and *Quick* tests, and suffer no Free Attacks when withdrawing from melee or hurrying past an enemy. If hit by powers that affect Beasts, decide whether or not to remain in beast form and suffer the effect.
- A Active.** Pass a *Resolute* test to assume the form of a battle beast (e.g. wolf). The mystic retains all its Attributes and gains the *Armored* (I) and *Natural Weapon* (I) traits.
- M Active.** Pass a *Resolute* test to assume the form of a truly imposing battle beast, gaining the *Regeneration* (I) and *Robust* (I) traits in addition to those gained at the adept level.

SPHERE

- N Active.** The sphere lets the mystic choose to defend using *Resolute* instead of *Quick*. It can protect the mystic from melee and ranged attacks but not from mystical powers. Only movement is allowed while within the sphere.
- A Active.** Like Novice, but the sphere automatically defends against an unlimited number of melee and ranged attacks as long as it is active.
- M Active.** Like Adept, but an ally may fit inside the sphere. Also, the mystic may perform actions that can replace a movement action. The mystic cannot affect the world outside the sphere, but can maintain mystical effects which are already active – the same goes for any ally the mystic protects inside the sphere.

SPIRIT WALK

- N Whole turn.** Pass a *Resolute* test to assume spirit form for one Movement Action, making it possible to move through objects and ignore all attacks, except those made with mystical powers or artifacts, both of which deal half damage. Only movement is allowed.
- A Reaction.** When attacked the mystic may choose to roll [*Resolute* – *Damage*] instead of a *Defense* test; if successful the attack passes through the mystic without dealing damage.
- M Reaction.** Pass a *Resolute* test when performing an attack, mystical or physical, to ignore the target's *Armor*.

STAFF PROJECTILE

- N **Active.** The mystic throws the staff and may roll against *Resolute* instead of *Accurate* to hit the target. The staff deals 1D8 damage; the effect of a possibly activated elemental rune (see *Staff Magic*) is added.
- A **Active.** Like Novice, but the projectile now deals 1D10 damage and may be thrown past blocking terrain or enemies to reach a target further away.
- M **Active.** Throw the staff in a Chain at up to five enemies in sight; the first hit deals 1D12 damage, the second 1D10, the third 1D8, the fourth 1D6, and the fifth 1D4. Missing does not break the chain, but the damage still decreases with every target.

STORM ARROW

- N Active.** The mystic enchants a handful of arrows (up to five) with a successful *Resolute* test. The arrows then float next to the mystic for the rest of the scene and can be fired as a Free Action, once per turn, dealing 1D6 damage. The arrows hit their target automatically. Any quality or special ability that the arrow might have is added to the effect.
- A Active.** As a Combat Action, fire two arrows at either the same or two different targets. Each deals 1D8 damage. No additional arrow can be fired as a Free Action.
- M Active.** As a Combat Action, fire three arrows at one or separate targets. Each deals 1D8 damage. No additional arrow can be fired as a Free Action.

TELEPORT

- N **Active.** Pass a *Resolute* test to teleport to a spot in sight, no more than two Movement Actions away, and take 1D4 damage (ignoring *Armor*). Does not trigger Free Attacks. If the test fails, a daemon emerges.
- A **Active.** Like Novice, but without taking damage. If the test fails, pass a *Resolute* test to stop a daemon from emerging, or choose to let it through.
- M **Active.** Like Adept, but teleport another creature (within melee range) as well. To do so against its will, pass a $[Resolute \leftarrow Resolute]$ test. The creature receives 1D4 damage (ignoring *Armor*) and 1D4 temporary Corruption.

THORN CLOAK

- N **Active.** The mystic allows himself to be entwined by vegetation, which provides a bonus of +1D4 *Armor*, or +1D6 if the mystic does not move during the whole turn.
- A **Active.** Like Novice, but the vegetation also protects nearby allies; they gain +1D4 *Armor* for as long as they remain within melee range.
- M **Active.** Like Adept, but whenever those protected by vegetation are hit in melee combat, the attacker takes 1D10 damage (ignoring *Armor*).

TORMENTING SPIRITS

- N Active.** The mystic calls spirits to his or her aid, and these transparent shapes attack one enemy. The target automatically fails all tests for concentration while using mystical powers; all other tests have a second chance to fail. The mystic must pass a *Resolute* test each turn in order for the spirits to continue their attacks.
- A Active.** Like Novice, but the spirits also deal 1D4 damage to *Resolute* (ignoring *Armor*, heals like other damage). At 0 *Resolute*, the target dies, unless it may roll death tests, during which it cannot act. The effect lasts until a *Resolute* test fails or concentration is lost.
- M Active.** Like Adept, but the spirit attacks deal 1D6 damage to *Resolute*.

TRUE FORM

- N Reaction.** With a [*Resolute*←*Resolute*] test, the mystic's clarity allows him or her to see through every illusion, transformation or any other effect within sight that hides the true form of things. Revealed illusions disappear, while transformations remain intact, although the mystic can see what is behind them.
- A Active.** With a [*Resolute*←*Resolute*] test, the mystic can make a Chain of creatures return to their true form. If the first attempt succeeds the mystic can make another attempt for the next creature, and so on until a test is failed. Nothing stops the creatures from transforming again, though.
- M Active.** Like Adept, but the creature can also be made to maintain its true form by passing a *Resolute* test whenever it tries to transform again.

UNHOLY AURA

- N **Active.** Pass a *Resolute* test to project an unholy aura that deals 1D6 damage (ignoring *Armor*) to all Cultural Beings and Beasts in sight, allies included. The effect lasts until the mystic fails a *Resolute* test or loses concentration.
- A **Active.** Like Novice, but the *Unholy Aura* does not affect allies and the effect lasts until the mystic fails a *Resolute* test.
- M **Active.** Like Adept, but the aura deals 1D8 damage, and nearby allied Abominations and Undead heal 1D8 *Toughness* per turn.

UNNOTICEABLE

- N **Active.** With a successful [*Resolute*←*Resolute*] test, the mystic can fade from one creature's perception. The mystic remains invisible to this creature until the mystic makes an attack or takes any kind of damage.
- A **Active.** Pass a *Resolute* test to become invisible to all nearby enemies, until attacking or taking damage.
- M **Active.** With a successful *Resolute* test, the mystic can make itself and an ally fade from the perception of their enemies. The mystic and the ally remain invisible separately and can be detected or remain hidden separately, until they make an attack or take any kind of damage.

WEAKENING HYMN

- N **Free.** Pass a [*Persuasive*←*Resolute*] test to give all wounded enemies a second chance to fail all success tests during the song; one test is made for each target.
- A **Free.** With a passed [*Persuasive*←*Resolute*] test, the mystic can give each enemy (wounded or not) a second chance to fail all success tests while the singing continues.
- M **Free.** Like Adept, but all enemies that fail a success test because of the Weakening Hymn also suffer 1D4 damage (ignoring *Armor*).

WILD HUNT

- N **Active.** The mystic can summon one weak beast to aid him or her in combat.
- A **Active.** The mystic calls one ordinary or 1D4 weak beasts to aid him or her in combat.
- M **Active.** The mystic calls one challenging, 1D4 ordinary or 1D6 weak beasts to aid him or her in combat.

WITCH HAMMER

- N **Free.** Holy fire encircles the novice's melee weapon (blessed with the ritual *Sanctifying Rite*) and deals 1D4 additional damage, or 1D6 additional damage if the target is an Abomination or an Undead. This effect is active for the remainder of the scene.
- A **Free.** Like Novice, but the melee weapon now deals +1D4 damage, or +1D8 damage to Abominations or Undead targets.
- M **Free.** Like Novice, but the melee weapon now deals +1D4 damage, or +1D10 damage to Abominations or Undead targets.

ARMOR WRESTLING

- N **Movement.** Wearing at least medium armor, the character has +1D6 in Armor against all enemy hits during the movement.
- A **Active.** Roll an attack test to grab and restrain an enemy until failing a [*Strong*←*Strong*] test. Each turn after the first, an attack with a Short weapon can be done; while restrained the enemy may only defend, and if hit *Armor* is ignored.
- M **Active.** Roll an attack test to grab and with a following [*Strong*←*Strong*] test throw an enemy to the ground; the character lands on top (1D6 crushing damage, ignoring *Armor*). The character may then restrain and attack as on Adept level, aside from the enemy not being able to defend during the first turn after the throw.

TWO-HANDED FINESSE

- N **Passive.** Two-handed swords gain the quality Long when in the novice's hands, and may hence be used with the ability *Polearm Mastery*.
- A **Reaction.** After one successful Defense test per turn, use the sword and roll [*Strong*←*Strong*] to push the enemy out of melee. If successful, the enemy suffers 1D6 damage, is forced a couple of steps back and must once again face the quality Long.
- M **Active.** The master's flowing swings combine to a Chain of attacks against targets within melee range – if one enemy is hit, an attack is made against the next, and so on until an attack fails.

WHIP FIGHTER

- N **Active.** Attack with a whip in one hand and a Single-handed Weapon in the other. If the whip attack hits, the character gains a Free Attack with the other weapon, whether or not the whip deals damage.
- A **Active.** Like Novice, but the whip hinders the target's movements; the Free Attack hits automatically.
- M **Active.** Like Adept, but the whip fighter pulls the enemy towards him or her; the Free Attack also deals +1D6 damage.

ABOUT THE CARDS

The cards in this box describe the 116 abilities and mystical powers available to player characters in the roleplaying game Symbaroum, featured in the *Core Rulebook* and the *Advanced Player's Guide*. Adding to these are three brand new abilities, for the character's or their enemies to learn.



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