

Wealth & Resources

These traits can only be taken during character creation and determine what you start with.



PROSPEROUS

You start with three times normal resources. You either come from money, or are benefiting from a recent score.



BUSINESS

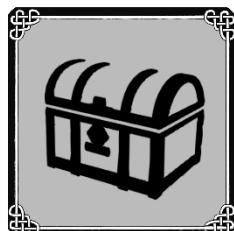
Declare a city. You own a business there which generates a weekly income equal to normal starting resources. Given 100 silver and a few days, you can relocate your business to a new city.



INDEBTED

Negative Trait (gain 2 points).

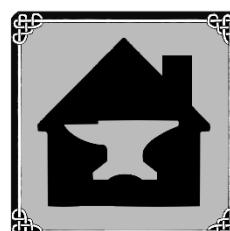
You owe a debt to an institution or person who will resort to violence if not paid back. The debt is equal to five times normal starting resources.



WEALTHY

You start with 10 times normal resources. You have a small estate with stables, hunting grounds, and manor house large enough to host anyone.

(Requires Prosperous and Business).
Requires Narrator Approval



WORKSHOP

Declare a city. You own a workshop there which generates a weekly income equal to half normal starting resources. Delcare Alechemy, Engineering or any Secondary crafting skill. You get +2 to that skill while at your workshop. Given 100 silver and a few days, you can relocate your business to a new city.



DESTITUTE

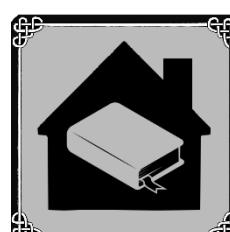
Negative Trait (gain 2 points).

You start with nothing. No money, equipment, just the clothes on your back.



BENEFATOR

You start with 5 times normal resources. But they are given to you by a wealthy patron. You can't sell anything (as it isn't yours). And the gifts may have some strings attached.



ARCHIVE

Declare a city. You own an archive there which generates a weekly income equal to half normal starting resources. While at your archive you get +3 to researching any subject. Given 100 silver and a few days, you can relocate your business to a new city.



OATH OF POVERTY

Negative Trait (gain 2 points).

You cannot accumulate wealth. You can obtain and maintain the tools of your trade, but cannot carry money or accept money as payment for your services.

(Requires Destitute).

Reputation & Connections

These traits can only be taken during character creation and determine who you know and what they think about you.



INFLUENTIAL

Declare a city. You have sway there, either through heritage, heroics or interpersonal networking. The average citizen is far more likely to assist you (either out of love for you or fear of your family). When purchasing room, board or basic supplies you get a 30% discount.



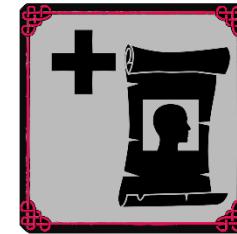
CONNECTED

You are part of a network of spies, politicians or scholars who keep each other informed on certain topics. You routinely receive reliable tips about goings-on around the world. If you are in trouble they may offer assistance, pulling strings or donating coin, but they are a non-violent organization.



WANTED

Negative Trait (gain 2 points).
Declare a city. You are wanted for crimes there. You can never return without great risk to yourself, and they have sent agents after you. These could be influential diplomats, or ruthless bounty-hunters, but if they find you they will take you back there by force.



CELEBRATED

Declare a city you are influential in. You are either a benevolent ruler or local folk hero, every citizen knows and adores you. They will house and feed you and give you any supplies they can spare.

(Requires Influential).



SPY MASTER

You are the leader of a network of spies, with agents in every city. They keep you constantly informed with detailed reports. There may only be a few loyalists per city, but they will gladly host you as an honored guest and can be convinced to act in your plots despite the risks.

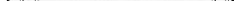
(Requires Connected).

FUGITIVE

Negative Trait (gain 2 points).
Declare a city you are wanted in. If that is where the game takes place, it is undergoing a city-wide manhunt for you. Almost every citizen knows your face, and even securing lodging may be fatal.

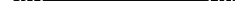
(Requires Wanted).

Requires Narrator Approval



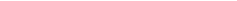
SIDEKICK

You have a 5 point character as a traveling companion and assistant. As long as they are not mistreated, they will stick by your side, not for profit but out of admiration. And if you strengthen that bond, they may even trade their life for yours.



ARCHENEMY

Negative Trait (gain 2 points).
You have a very powerful character who has dedicated their life to ruining yours. If you are thwarted, it is likely they are behind it. They will inevitably work their way into the story and stop at nothing until you are in ruins or the grave.



BESMIRCHED

Negative Trait (gain 2 points).
You have a negative reputation that follows you wherever you go. Mocked for some incident, or suspected of some secret astucy, almost no one trusts you before getting to know.

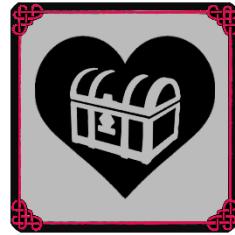
Quicks & Conditions

These traits can only be taken during character creation and flush out the idiosyncrasies of your personality.



HONORABLE

Negative Trait (gain 2 points).
You have to do what you think is right, no matter the consequences. If you give your word, you cannot break it. You cannot cheat, steal, or hurt innocents. You half your Deception rolls.



GREEDY

Negative Trait (gain 2 points).
You value riches more than anything else. If someone offers you substantial payment to do something, or you see an opportunity to increase your wealth, no matter how risky, you must roll a Discipline of 5 to not go for it.



SHORT TEMPERED

Negative Trait (gain 2 points).
Declare a trigger. This could be laziness, delays, misuse of authority, or anything else. When you encounter that thing, you must roll a Discipline of 5 to not fly into a rage, saying things you may regret or striking out physically.



PIOUS

Negative Trait (gain 2 points).
You have taken an oath to live a righteous life. You would sooner die than lie, steal or hurt anyone. If your life is being directly threatened, you can neutralize your attacker, but must do so with non-lethal damage.
(Requires Honorable).



KLEPTOMANIAC

Negative Trait (gain 2 points).
You feel the urge to steal anything that isn't nailed down. If you didn't steal anything yesterday you get -1 to all rolls until you do. You roll a lower die of Discipline.

(Requires Greedy).



PSYCHOPATHIC

Negative Trait (gain 2 points).
Your Short Tempered trigger becomes vulnerable or isolated people. Instead of admonishing or bruising them you are compelled to kill them. You roll a lower die of Discipline.

(Requires Short Tempered).

Requires Narrator Approval



SENTIMENTAL

Negative Trait (gain 2 points).
You have a strong emotional attachment to an object that you value nearly as much as your own life. Whenever you do not have it with you, you are devastated or distracted and get -1 to all rolls. You have a lower die of Callous.



ADDICTED

Negative Trait (gain 2 points).
You have a severe dependency on a substance. If you didn't do it yesterday you get -1 to all rolls until you do. If someone offers you this substance to do something, you must roll a Discipline of 5 to not do it.

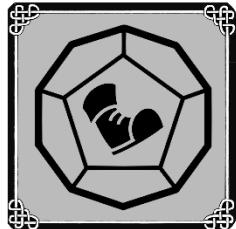


INSANE

Negative Trait (gain 2 points).
Once per day, the Narrator will roll your Discipline (secretly). If they get a 4 or lower they can describe anything and your character must react to it as if it were real. Every night, you must roll a Courage of 2 to not be haunted by strange dreams and get -1 to all rolls the next day.

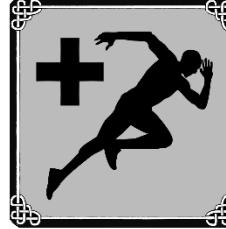
Agility Focused

These traits can be taken during character creation or earned through downtime and affect your Agility.



GRACEFUL

Allows you to take a d12 Agility. You cannot have Hulking, Genius or Magnetic.



SWIFT

Increase your Speed by 1. The Sprint action doubles your Speed (instead of increasing it by 3).



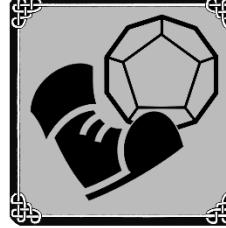
ONE HANDED

Negative Trait (gain 2 points).
You only have one hand. You can only hold one thing at a time and can't use two handed weapons.



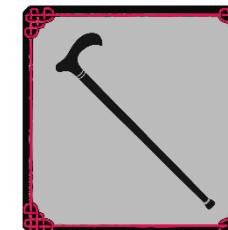
LIMBER UP

You can spend 1 minute stretching. If you do, for the next hour you roll a higher die of Agility when dodging, climbing, jumping or falling. You can do this a number of times per day equal to your Acrobatics skill.



EVASIVE

You roll a higher die of Agility when dodging. Once per round, when you would move 1 space as a reaction, you may move 2 spaces instead.



LIMP

Negative Trait (gain 2 points).
Reduce your Speed to 1. The Sprint action only increases your Speed by 2.



CONTORTIONIST

Increase your Agility to d12 when you use Limber Up. You can still dodge without a space to move into, and you can move through enemies without triggering free attacks.



RIDER'S BOND

Declare a single mount. While on the declared mount, increase its Speed by 1, and roll a higher die of Agility with Riding.



CAN'T WALK

Negative Trait (gain 2 points).
Reduce your Speed to 0. You can't take the Sprint action. You can't move without the assistance of another character.

(Requires Limp).

Strength Focused

These traits can be taken during character creation or earned through downtime and affect your Strength.



HULKING

Allows you to take a d12 Strength. You cannot have Graceful, Genius or Magnetic.



TOUGH

Increase your Health by 1. You roll a higher die of Strength when resisting poison, disease, and interrogation.



ELDERLY

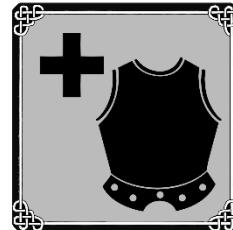
Negative Trait (gain 2 points).
Reduce your Health by 1. Roll a lower die of Intelligence when recalling information.

(Requires no higher than a d6 Agility or Strength).



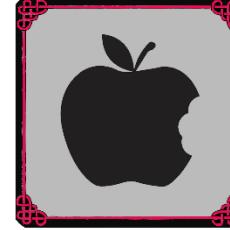
WEIGHT CONDITIONED

Consider your Strength 1 die rank higher when calculating Heft for weapons.
Roll a higher die of Strength when pushing, pulling or lifting objects.



ARMOR CONDITIONED

Consider your Strength 1 die rank higher when calculating Heft for armor. Armor cannot penalize your Acrobatics, Stealth or Speed more than -2.



GLUTTON

Negative Trait (gain 2 points).
You have to gorge yourself every day, eating an unbelievable amount of food and indulging in any luxury you can find. Whatever basic lodging costs, you must spent 10 times that. If you didn't sate your appetite yesterday, you roll a lower die of Strength until you do.
(Requires at least a d6 Strength).



MARATHON

You can stay up two days without taking fatigue penalties.
You can carry twice as much weight before being encumbered.
You can travel twice as far on foot during a travel day.



INTIMIDATING

Roll a higher die of Strength when using it with Persuasion. If your Persuasion skill is less than 3, get +3 to this roll.



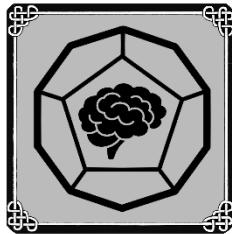
SCORN ARMOR

Negative Trait (gain 2 points).
You cannot wear armor. You've either taken a warrior's vow or consider it a coward's tactic.

(Requires at least +2 Fighting).

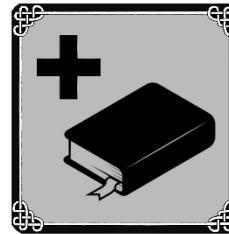
Intelligence Focused

These traits can be taken during character creation or earned through downtime and affect your Intelligence.



GENIUS

Allows you to take a d12 Intelligence. You cannot have Graceful, Hulking or Magnetic.



TALENTED

Increase your Mastery by 1. Once per day, when you gain xp in a skill from failing a roll, you may gain a second xp.



DEAF

Negative Trait (gain 2 points).
You cannot hear. You automatically fail all auditory Perception rolls. Other characters can only communicate with you through writing and the Sign Language (Secondary).



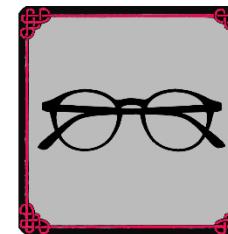
PERCEPTIVE

Declare 1 sense. You roll a higher die of Intelligence when rolling Perception with your declared sense. You do not halve your Perception when looking into darkness.



EXPERTISE

Declare a skill. Increase your Mastery by 1 in regards to the declared skill. When you roll a 1 with the declared skill, if you have at least +3 in it, you may re-roll, but you must keep the second result.



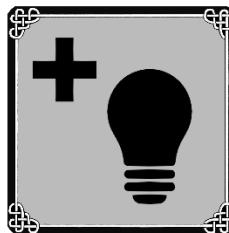
POOR EYESIGHT

Negative Trait (gain 2 points).
The world looks like little more than a colorful blur to you. Halve your visual Perception, Shooting and Intuition rolls. Declare near or far sighted. If you are wearing corrective lenses (worth 100 silver), you can ignore this trait when looking more or less than 10-feet, respectively.



UTILITARIAN

You roll a higher die of Intelligence when making or repairing something.



QUICK STUDY

You may gain 2 xp in your skills each session (instead of 1). This must be from 2 separate instances of xp gain.

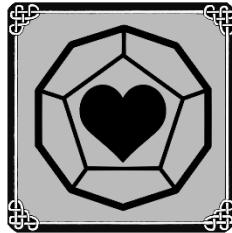


ILLITERATE

Negative Trait (gain 2 points).
You cannot read or write any language. You cannot learn any until you lose this trait.

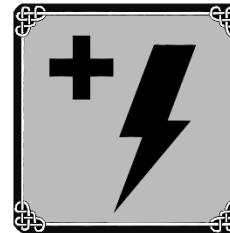
Guile Focused

These traits can be taken during character creation or earned through downtime and affect your Guile.



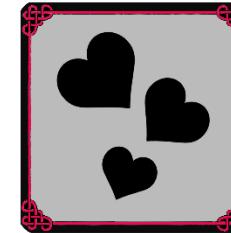
MAGNETIC

Allows you to take a d12 Guile. You cannot have Graceful, Hulking or Genius.



QUICK REFLEXES

You roll a higher die of Initiative. You get +3 to Initiative if you took the Prepare action last round.



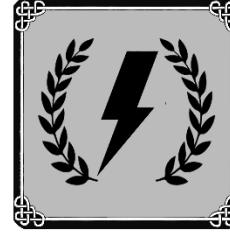
FLIRTATIOUS

Negative Trait (gain 2 points). When you are speaking with someone of the gender(s) you are attracted to, you must roll a Discipline of 4 or higher in order to not flirt with them. If they have the Attractive trait, you must roll a 6 instead.



NATURAL LEADER

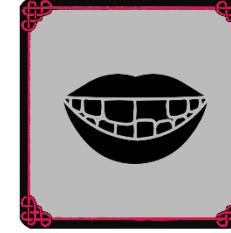
You roll a higher die of Guile when using Charm or Persuasion on a group of 3 or more. If you roll a 1 on a Charm or Persuasion against a character who has authority over you may re-roll, but must keep the second result.



PEERLESS PREDICTION

You may increase your Initiative to your Guile die rank. When you roll a 1 on Initiative you may re-roll, but must keep the second result.

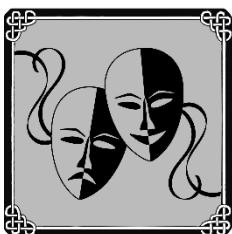
(Requires Quick Reflexes).



DISFIGURED

Negative Trait (gain 2 points). You have some physical deformity or unsightly scar. You roll a d4 Guile when using Charm. Additionally, characters who are attracted to your gender may go out of their way to avoid or embarrass you.

(Requires at least d6 Guile).



PRACTICED FACADE

You are used to living a double life. Declare one secret you have, you roll a higher die of Guile when using Deception about the declared secret. If you roll a 1 on a Deception you may re-roll, but must keep the second result.



ANALYTICAL

You may roll Intelligence instead of Guile when using Intuition. If you do, you may roll a higher die rank.



ATTRACTIVE

You roll a higher die of Guile when using Charm or Persuasion on anyone who is attracted to characters of your gender.

Weapon Focused

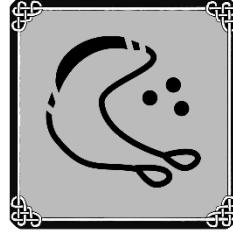
These traits can be taken during character creation or earned through downtime and affect your fighting style.



WHIP TRICKS

Your melee attacks have a 10-ft. range if made with a Whip. You can add your Whip skill to Acrobatics rolls used to climb or swing across gaps.

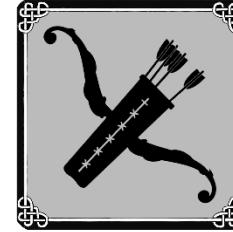
(Requires at least +1 Whip).



WHIRLING RELOAD

You can reload a Sling as a free action.

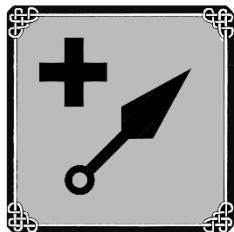
(Requires at least +2 Sling).



PEERLESS RELOAD

You can reload a Short Bow, Long Bow, Recurve Bow or Great Bow as a free action.

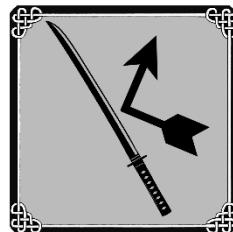
(Requires at least +4 Archery).



VENGEFUL THROW

Missing a melee attack with a weapon lets you immediately use Throw Weapon as a free action (against a different target). Missing a Throw Weapon attack, lets you immediately use Reload as a free action.

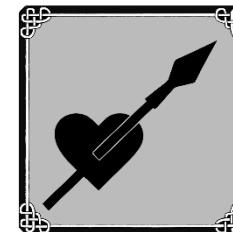
(Requires at least +3 Throwing).



DEFLECTING EDGE

You can parry ranged attacks with a Katana.

(Requires at least +3 Katana).



TRICK SHOT MASTERY

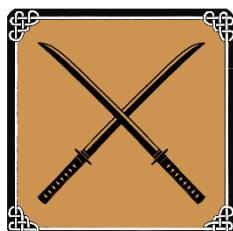
Declare a number of these equal to your Archery skill: Aim, Rapid, Maiming, Critical or Double. Whenever you make a declared ranged attack, roll a higher die of Agility.



QUICK DRAW

You can store up to 6 damage worth of weapons with the Thrown tag in bandoliers on your person. Equipping a weapon from your bandolier is a Free Action.

(Requires Vengeful Throw).



PRACTICED DRAW

Equipping the weapon you are specialized in is a free action. When you make your first attack with that weapon each combat, roll twice and take the higher result.

(Requires Weapon Specialization).



CRUSADER'S WRATH

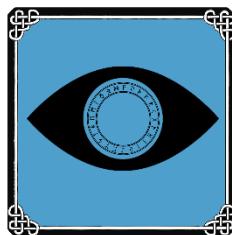
Whenever you take damage, your weapon is infused with retributive power. The next attack with it does 1 additional damage. If this hits the character who inflicted the damage, it ignores damage reduction.

(Requires at least +3 Divinity).



Artificer

These scholars take a methodical, scientific approach to magic, uncovering its most fundamental laws and exploiting them for their own gain.



SAGE'S SIGHT

When you cast Seer's Sight you can gain a glimpse at the true nature of things. For the rest of your turn you can see invisible things, tell if something is illusory or not, and looking at a magic item tells you all of its properties. You can do this a number of times per day equal to your Perception skill.

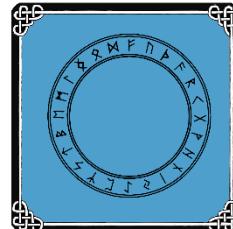
(Requires at least +1 Arcana).



RUNIC DEFENSE

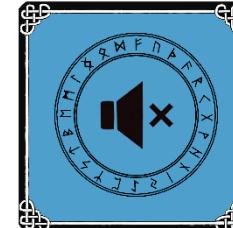
When you are targeted with a spell and you have a piece of equipment that has an empty rune on it, roll a d6. If you roll a 4 or higher you ignore the effects of the spell. That rune cannot be used again in this way until you spend an action clearing it and regaining 2d6 Essence.

(Requires Runes).



WARDS

You can spend 1 minute and 1 chalk or charcoal to draw a ward up to 20-feet in diameter. As long as the writing remains intact all spells cast within the circle automatically fail.

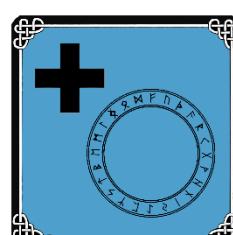


ANTIMAGIC ZONE

When you are inside a ward of yours, it prevents anyone inside it from being effected by a spell.

When you are outside a ward of yours, all spells maintained by, or maintained on, characters inside it end, with no chance to recast.

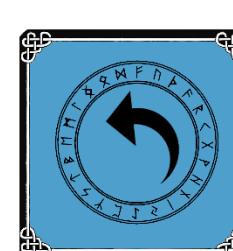
(Requires Wards).



RUNES

You can spend 1 minute and 1 chalk or charcoal to draw a rune up to 20-feet in diameter. The next spell that is cast in the circle is stored. Afterward, when someone walks into the circle that spell casts automatically and targets them.

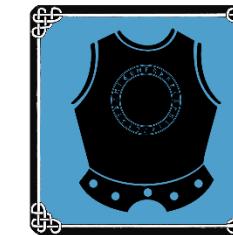
(Requires Wards).



RUNE OF RECALL

You can spend a day and 100 silver in components to engrave someone's true name on a weapon or item of comparable size. They can, as an action on their turn, summon the item back to their hand regardless of barrier or distance (as long as it is on the same plane).

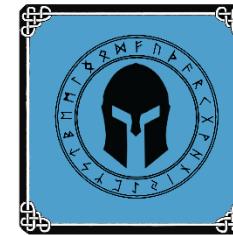
(Requires Runes).



RUNE CARVER

You can spend a day and declare a spell. A weapon or piece of armor can now store 1 charge of that spell. Activating the rune takes an action but no roll, it uses the total of the character who filled it. Each piece of equipment can only have one rune.

(Requires Runes).



ARTIFICER'S TRANSFERENCE

You can spend a day and 200 silver in components to destroy a magic item and transfer its enchantments to another item.

(Requires Rune Carver).



Assassin

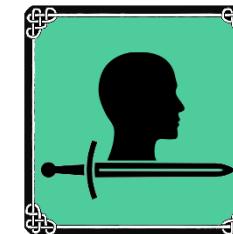
These masters of lethal subtlety navigate the darkest corners and seediest streets in order to find their target and eliminate them.



QUICK APPLICATION

Whenever you equip or reload a weapon, you may apply a poison to it as a free action.

(Requires at least +1 Alchemy).



ASSASSIN'S TACTICS

When attacking a surprised target, you get +2 to Critical Attacks. If you incapacitate a surprised target it is completely silent.



TRIPPING DODGE

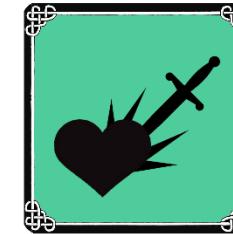
Once per round, when you best a melee attack by 5 or more with your dodge total, the attacker is grounded.



POISONER'S PRECISION

You get +2 to attack rolls with poisoned weapons or projectiles.

(Requires Quick Application).



SURGICAL STRIKE

Whenever you hit a surprised target with a Dagger, Duelist's Dagger, Throwing Dagger or Sap, you deal twice as much damage.

(Requires Assassin's Tactics).



GLANCING BLOWS

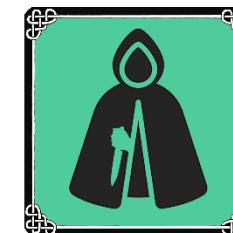
Whenever you are hit with a physical attack that doesn't exceed your dodge total by 3 or more, reduce the damage taken by 1 (to a minimum of 0).

(Requires Tripping Dodge).



FRIENDS IN LOW PLACES

Whenever you buy poisons or alchemical ingredients from criminal sources you get a 10% discount for each +1 in Streetwise you have.



AMBUSHER

After you instigate combat with a melee attack, you may either make a full move or get +3 to Initiative.



Battle Mage

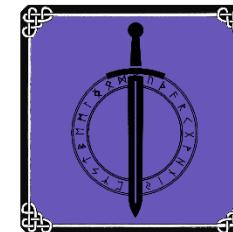
These mages have embraced magic as martial tool, mastering battle-field control while seamlessly combining physical might and magical dominance.



SPELL SWORD

Whenever you could make an attack as a free action, you can cast a spell instead. If you fail to cast a spell, you can make a melee attack instead.

(Requires at least a d4 Magic and +1 Fighting).



TOTEM BEARER

You infuse a weapon with some of your power. Declare a school, you get +2 to casting any spell from your chosen school when that weapon is equipped. If you lose it, you get a -2 to casting any spell from that school.

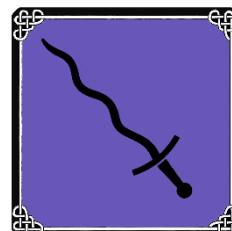
(Requires at least a d4 Magic).



MIND SPIKE

As a free action on a turn where you didn't cast a spell, you can try to stab into someone's mind who you have eye contact with. They must roll an Discipline of 4. If they fail, they stop maintaining any spells and on their next turn they can either move or take an action (not both).

(Requires at least +1 Arcana).



SWORD OF THE STEELBENDER

As a free action on your turn, you can morph your totem into any type of weapon or shield. Normal Heft rules still apply. The fluidity of your weapon lets you win ties as the attacker.

(Requires Totem Bearer, and your declared school to be Geomancy).



MIND SPEAR

As an action on a turn where you didn't cast a spell, you can try to stab into the minds of others. You use Mind Spike, but you can either target all characters in 20-feet (regardless of eye contact), or increase the Discipline required to 6.

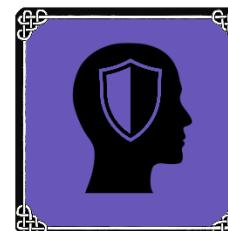
(Requires Mind Spike).



AIRBORNE ACROBATICS

When you roll Acrobatics to jump or dodge you may spend up to 5 Essence, and increase your total by that number. You must choose how much to spend before rolling.

(Requires at least +1 Aeromancy).



IRON CONCENTRATION

Whenever you are forced to roll for maintaining a spell, roll twice and take the higher result. You get +1 to Dodge, Parry and Block rolls while maintaining a spell.



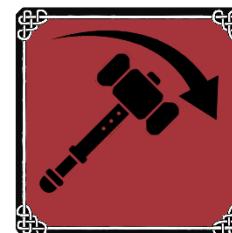
Berserker

These warriors don't fight for survival, or even glory, they fight for the sport of contest and the brutal proof that they can meet whatever challenge is presented.



RAGE

When you are missing health or in a situation worthy of true outrage you roll a higher die of strength and deal 1 additional damage with melee attacks.



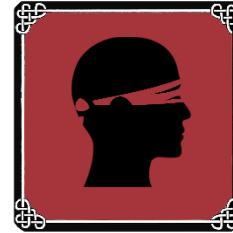
CLEAVING STRIKE

Attacks with any d8 Heft (or higher) melee weapon that incapacitates their target can be applied (with the same total) to another target who is both adjacent to them and you.



THROAT PUNCH

You get a +2 to Maiming Attacks. When you hit with a Maiming Attack instead choosing arm or leg, you can pick neck. If you do, the target rolls a lower die of Magic when casting spells.



BATTLE TRANCE

At the end of every turn, gain 1 Fervor if you took or dealt damage. You cannot have more than 6 Fervor. When you take damage, instead of gaining Fervor you can spend 2 to reduce it by half (rounded down to a minimum of 0). On your turn, you can spend 5 Fervor to make a melee attack as a free action.

(Requires Rage).

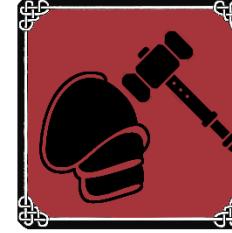


PLATE BREAKER

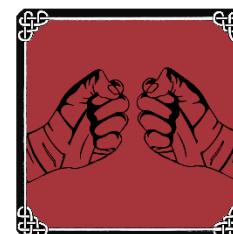
Power Attacks made with a Flail, Mallet, Warhammer or Maul ignore damage reduction from equipped sources.

(Requires Cleaving Strikes).



RUTHLESS TACTICS

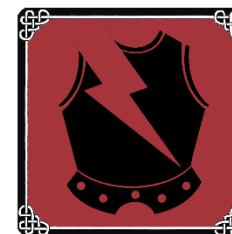
You roll a higher die of Agility when your target has a reduced attribute. Maiming Attacks made with a Glaive, Battle Axe, or Halberd do full damage.



BRAWLER

Your unarmed attacks deal 2 damage instead of one. Whenever you roll Strength against another character's Strength, roll twice and take the higher result.

(Requires at least d8 Strength).



RECKLESS TACTICS

When you make a Power Attack you can get +3 to it. If you do you cannot add any Parry, Dodge or Block bonuses to your defensive rolls until your next turn.

Crusader

These valiant battle-priests grace the war room and court room both with their steadfast conviction and divinely backed presence.



MYSTICAL PACT

Declare two magic schools. You make a pact with the god of those schools. You can earn Favor by doing tasks for this deity. As an action, you can spend any amount of Favor to cast a spell from either of your chosen schools with a total of the amount of Favor spent.

(Requires at least a d4 Magic).



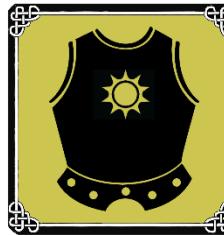
ARMORED CASTING

Declare a set of armor (not a type, an individual set). That set has no magical penalty for a single school of your choice. Each dawn, you may change which set of armor, and school of magic this applies to.



TEMPLAR'S COMPASSION

Whenever you incapacitate an enemy on your turn, you may cast Mend on yourself on an adjacent ally as a free action. You must still roll for it, and the daily limit still applies.



EXALTED ARMOR

If the school you chose was Divinity you roll a higher die of Courage while wearing your declared armor. Each day, you get a number of charges equal to your Divinity skill. You can spend one or more charges when taking Falling, Poison, Fire or Lightning damage to reduce the damage taken by that much.
(Requires Armored Casting).



INESCAPABLE JUDGEMENT

As a free action on your turn, you can declare a character within earshot and command them to remain. On their next turn, they must roll a Discipline of 4 to move. You can do this a number of times per day equal to your Divinity skill.



CHOSEN ONE

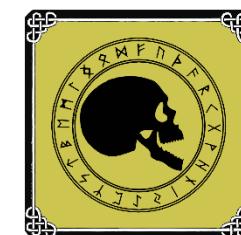
Whenever you gain Favor, gain twice as much instead. When you spend Favor to cast a spell, you may ignore any physical components.

(Requires Mystical Pact).



HOLY BARRIER

Your god has granted you powerful magical protections. The first time each day you would take damage from a physical source it is prevented. This cannot affect poison, lightning, or fire damage. You don't have to be aware of the attack and are alerted when the barrier is spent.
(Requires Mystical Pact).



MEDIUM

You can put skill points into both Divinity and Necromancy. You get +3 when casting Commune with Spirits, Exorcism, and Annihilate Spirit.

(Requires at least a d4 Magic).



Disciple

These men and women have dedicated their lives to the philosophy of virtue and balance. Mastery and enlightenment are not given overnight but earned through practice and discipline.



BOSTAFF TACTICS

When you make an attack with a staff you can target another character with the same total as long as they are adjacent to you and directly across from the original target.



DEFLECT

If both your hands are unarmed, you can parry ranged attacks. Once per round, if your best a ranged attack by 5 or more with a parry, you can redirect it to a character within 20-feet.

(Requires Open Hand Technique).



BOJUTSU PARRY

Once per round, when you parry an attack with a staff you may immediately make a free attack with that staff.

(Requires Bostaff Tactics).



WHIRLWIND TACTICS

Once per round, when you dodge a melee attack, you may attempt to move into an adjacent occupied space. Make an unarmed attack against the occupant, if you hit, they are pushed 5-feet in a direction of your choice. If you miss, you must dodge into an unoccupied space.



OPEN PALM TECHNIQUE

If both of your hands are unarmed, you can add your Fighting skill to your parry.



CLARITY OF MIND

You have a d8 Discipline. Whenever a spell or ability forces a Discipline roll, roll twice and take the higher result.



THROWING PARRY

Once per round, when you parry a melee attack while unarmed you may roll Strength against the attacker. If you win, push them 10-feet and ground them.

(Requires Open Palm Technique).



GRAPPLER'S FINESSE

Whenever you roll Strength against another character, you may use Agility instead.

When you take the Stand action roll Agility + Acrobatics of 6. If you do, it is a free action.



Druid

These wardens of the wilds know how to live in true harmony with nature and its creatures. In return for their care, they can adopt the aspects of animals and protect themselves with the earth itself.



EARTHEN AEGIS

When you are attacked while standing on natural ground you may bring up a shield of rock. Roll Magic + Geomancy to produce your Block total. The wall remains, 5-feet wide providing cover. You can do this a number of times per day equal Geomancy Skill.



SPIRIT ANIMAL

Declare an Animalism aspect spell. You can cast it as a free action with no roll and it doesn't count toward your limit of 1 aspect.

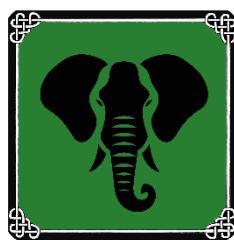
(Requires at least +2 Animalism).



INSECT'S WINGS

Your Spirit Animal becomes the Insect unlocking a new aspect: You sprout dragonfly wings granting flight and a Speed of 6. You get +3 when casting Insect Swarm. You can cast it without an Areomancy skill and its effects are never delayed.

(Requires Spirit Animal).



ELEPHANT'S MIGHT

Your Spirit Animal becomes the Elephant unlocking a new aspect: Increase your Strength by 1 rank. The Tackle action doesn't ground you and you can target two adjacent characters. You can move to 10-feet each turn while maintaining the hold.

(Requires Spirit Animal).



ENTANGLING DEFENSE

Once per round, when you are attacked by someone who is adjacent to a tree or vine, you can reactively enchant the foliage and try and stay their hand. They must roll a Strength of 2 + your Geomancy skill to complete that attack.

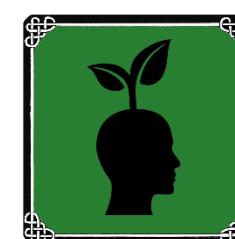
(Requires at least +1 Geomancy).



GREEN HAND

You get +2 when casting Tendril, Entangle, Branch Whip, Grasping Branches, Unnatural Growth and Awaken the Trees.

(Requires at least +3 Botany).



SYMBIOTIC SAPLINGS

Through botany and magical cultivation you have allowed moss and vines to grow across your body. The plant shares your space and is large enough to cast Tendril, Branch Whip and Grasping Branches. You cannot use this plant for 1 hour after taking fire damage.

(Requires Green Hand).



TIGER'S GRACE

Your Spirit Animal becomes the Tiger unlocking a new aspect: Increase your Agility by 1 rank. Your unarmed attacks deal 1 additional damage and are now lethal. You get +5 Acrobatics when jumping or falling, You can see in the dark and get +5 Perception when smelling.

(Requires Spirit Animal).





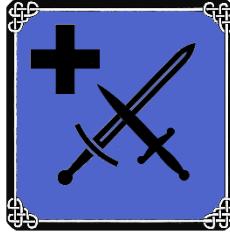
Duelist

These fighters see combat as an intricate game, each move met with a perfect reaction. Sword play is second to wits and the punishment for brutality is humiliation.



AMBIDEXTROUS

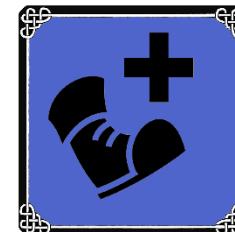
You do not halve your total when making attacks with your off-hand.



DEALER'S FINESSE

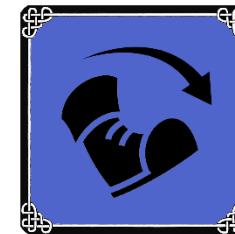
When rolling for your Disarming Parry, you may roll Intelligence instead of Strength.

(Requires Disarming Parry).



PRECISE FOOTWORK

After you move exactly 1 space, declare melee attack or parry. Until the end of your next turn, you get +1 to rolls of the declared type. This effect stacks as long as you declare the same option.



FLUID FOOTWORK

Whenever you successfully parry an attack, you may move up to 1 space in any direction.

Your Practiced Footwork grants a +2.

(Requires Precise Footwork).



TWO WEAPON MASTER

Declare 2 weapons (Rapier and Duelist Dagger for example). You get +2 when making Duel Attacks with the declared weapons.

(Requires Ambidextrous).



DISARMING TACTICS

You get +2 to Disarming Attacks made with a Rapier or Duelist's Dagger. If you succeed against a non-masterwork weapon it is broken instead of thrown.



SWORD THROW

Declare a weapon (Longsword for example). That weapon has the Throwing tag for you, giving it no penalties when thrown.

(Requires at least +1 Throwing).



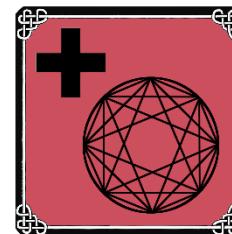
Elementalist

These magic users do not believe that study leads to power, instead raw instinct, force of will and an unrivaled harnessing of the physical world will make them the unstoppable forces they know they can be.



ELEMENTAL CONJUNCTION

You can put skill points in Hydromancy, Pyromancy, Aeromancy, and Geomancy.



CASTING EXPERTISE

When you fail to cast a spell from a school you have at least a +4 in you may instead cast a different spell from the same school with a difficulty of 8 or less.



ICE SHAPER

You get a +4 when casting the Icicle spell. And you get a +2 to attack rolls made with weapons you have created with the Icicle spell.

(Requires at least +1 Hydromancy).



MARK OF THE PHOENIX

You get +1 when casting any Pyromancy spell for each missing Health you have. If you are incapacitated, Singeing Explosion automatically casts, centered on your location.

(Requires at least +1 Pyromancy).



SURGE BINDER

Whenever you have unspent bonuses on an Aeromancy spell you may save it as charge. You cannot store more than 12 charge and you lose all charge after 1 minute. You can spend charge on bonuses for spells. You can spend 5 charge to re-roll a magic roll. You can spend 10 charge to cast a spell as a free action.



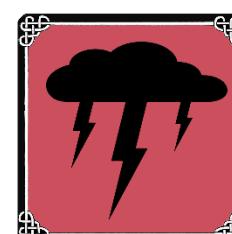
BRACING COLD

Each day you get a number of charges equal to your Hydromancy skill. When you take damage, you can reactively armor yourself in numbing ice, spending any number of charges and reducing the damage by that much (to a minimum of 1). Doing so removes the Smoldering condition and if your attacker is within 5-feet, they must roll a Strength of 4 or be Chilled.



FORBIDDEN FLAME

When you cast a Pyromancy spell you may increase your total by 10. If you do, you cannot cast another Pyromancy spell for 10 hours.



TEMPEST'S FAVOR

Whenever you cast Change Weather or Lightning Storm, you may declare a number of characters equal to your Aeromancy skill. Those characters cannot be struck by random lightning bolts.



Entertainer

These musicians, storytellers and impassioned orators know how to work a crowd, not only for profit but to bring people together through a unified goal.



APPLICABLE ADVICE

When you Inspire someone they get to add a d4 to their roll (instead of a +1). If they still fail, your use of Inspiration is refunded. You get your use of Inspiration back after 1 minute (instead of 1 hour).
(Requires at least +3 Inspiration).



DRUMS OF WAR

As a free action on your turn you can grant a character who can hear you Valor. You can do this a number of times per day equal to $\frac{1}{2}$ your Singing, Instrument or Storytelling Skill. Characters can spend your Valor when they hit with a melee attack to increase its damage by 1.
(Requires Heroic Ballad).



WORDS OF WISDOM

When you Inspire someone they get to add a d6 to their roll (instead of a d4). You can inspire someone who can hear you when they attempt a roll of any kind (not only a melee attack).
(Requires Applicable Advice and at least a +5 Inspiration).



IMPROVISATION

Whenever you roll a Primary Skill you don't have, get a +1. You can treat any found object as a 2 damage melee weapon. You get +2 to the first attack you make with a found objects.



FRIENDS IN HIGH PLACES

Whenever you buy provisions or equipment from wealthy patrons you get a 10% discount for each +1 in Etiquette you have.



REGAL INDIFFERENCE

After failing a Discipline, Courage or Callous roll you may add your Etiquette skill to the result. If this changes the outcome, you cannot do this again today.



WORLD TRAVELER

Whenever you roll Intelligence + Location Knowledge for a place you have no skill in, get a +3.



Huntsman

These self-reliant folk know how to stay alive with nothing but what the land provides. They have tamed what parts of the wild can be, and know how to kill the parts that can't be.



ACROBATIC ARCHERY

Successfully dodging an attack allows you to either immediately take the Reload action or grants a +1 to the next Archery roll you make (this effect can stack).



ANIMAL COMPANION

You have a loyal pet such as a large dog or creature of comparable size. They are intelligent enough to follow commands. They have 2 Health, 5 Speed and a Initiative of d4. They roll an Agility of d8 for attacks and dodges but get no penalty when making Maiming Attacks.



RANGER OF THE WILDS

Declare 1 terrain: swamps, forests, plains, deserts, or snow. You get +3 to Survival and Stealth rolls while in that terrain.

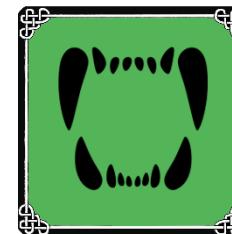
(Requires at least +1 Survival).



FLETCHER'S PROWESS

When you make a Flawless Arrow choose one:
Barbed: it deals 1 additional damage.
Sleek: it can be reloaded as a free action.

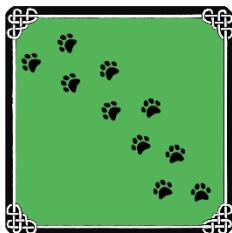
(Requires at least +3 Fletching).



SYNCHRONIZED STRIKE

Your animal companion now takes its turn during yours instead of rolling Initiative.
If you miss a character with an attack, your animal companion gets +3 to attacks against them this round.

(Requires Animal Companion).



PURSUER'S INSTINCTS

Declare a second terrain. When tracking in a declared terrain, roll twice and take the higher result.

(Requires Ranger of the Wilds).



PIERCING SHOT

Attacks with any d8 Heft (or higher) ranged weapon that incapacitates their target can be applied (with the same total) to another target who is behind them and within 10-feet.



MONSTER SLAYER

When you attack a Monster that you've studied with the Folk Lore skill you get to roll twice and take the higher result.

(Requires at least +3 Folk Lore).

Illusionist

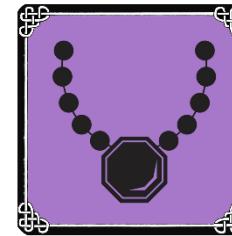


These tricksters have learned how to pray on every sense and preconceived notion, sculpting your reality into a tunnel that delivers you into their influence.



PRACTICED CASTING

Delcare 1 spell you can cast without the assitance of this trait. You get +3 when casting the delclared spell. If you roll a 1 while casting the declared spell, you may re-roll it, but must keep the second result.



CASTER'S CHARM

You infuse a worn item with some of your power. You get +1 to casting any spell from a school you have a skill in when you are wearing this object. If you lose it, you get a -2 to casting any spell.

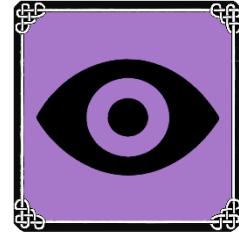
(Requires at least d4 Magic).



ASTRAL PROJECTION

You can cast Scrying Pool without Hyrdomancy, and cast it twice per day. You can cast Telepathy on targets you can see while scrying.

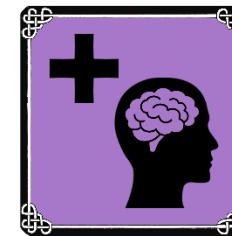
(Requires Practiced Casting and your declared spell to be Telepathy).



MASTER OF PERCEPTIONS

When you cast Illusion, you get 1 free +2 Bonus: increase the number of targets by 1, for each +1 in Perception you have.

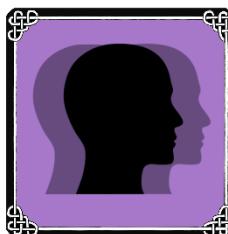
(Requires Practiced Casting and your declared spell to be Illusion).



MIND OVER MATTER

You roll a higher die of Intelligence when using the Telekinesis spell. You get 1 free +3 bonus: increase the Strength applied by 1 die rank.

(Requires Practiced Casting and your declared spell to be Telekinesis).



BLUR

When you roll Acrobatics to dodge a ranged attack you may create an illusory blur around yourself that gives you a +2.

You can do this a number of times per day equal to your Arcana skill.



SUBTLE CASTING

You have mastered the art of disguising spell casting as conversational gestures. You do penalties for secretly casting or casting while restrained.



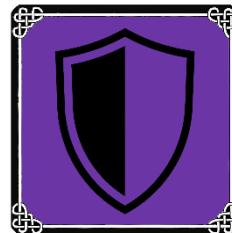
DEXTEROUS MIND

You get +2 when casting Telekinesis. You can roll Stealth and Streetwise with your Telekinesis' Agility when picking locks or pockets from afar.

(Requires at least +1 Arcana).

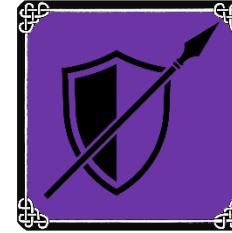
Knight

These people have sworn oaths to foster a spark of dignity and justice in the cruel winds of the world. And through sacrifice and the belief of others, they may just turn that spark into a blaze.



DEFENDER

As a free action on your turn, you can declare an adjacent ally. Until your next turn if they are attacked while adjacent to you, you may roll a Parry or Block. If you best the attacker's total the attack misses. If you don't, it proceeds like normal against the original target.



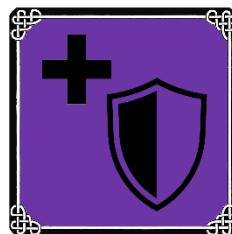
PHALANX TACTICS

You can equip a Spear, Glaive, Lance or Halberd with one hand if your other hand is holding a shield.



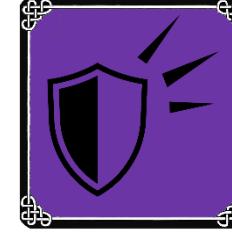
LOYAL STEED

You have a loyal horse. They are intelligent enough to follow commands. While mounted you get a Speed of 6 and can take actions in the middle of your move. You can still parry melee attacks that target you or your mount. But instead of dodging you roll $d8 +$ Riding. Your horse has 4 Health and a d4 Initiative when unmounted.



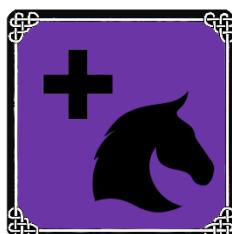
WAR OF ATTRITION

When you successfully parry or block with a shield, you may declare the attacker. You get a cumulative $+1$ to melee attacks against them for each attack you parry or block. This bonus resets if they hit you or you declare a new target.
(Requires Defender.)



GROUNDING BLOCK

Once per round, when you successfully Block a melee attack with a shield the attacker and you roll Strength. If you win, they are grounded



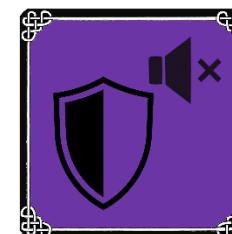
MOUNTED MOMENTUM

You can mount and dismount your Loyal Steed as a free action. When you roll Initiative while mounted, you get $+1$ for every 10-feet you moved while mounted last turn.
(Requires Loyal Steed.)



CHARGING TACTICS

If you (or your mount) moved at least 3 spaces in a straight line before your Power Attack or Tackle action, you get $+3$ to the roll.



STUNNING BASH

When you hit with a Shield Bash, you can choose to Stun instead of Ground. If you do, any spells the target is maintaining end with no chance to re-cast.



Occultist

These magic users are unafraid to explore every possible avenue to power, regardless of how taboo, dangerous or vile.



RITUAL MASTERY

You can complete an hour-long ritual casting time in 10-minutes. You get an additional +2 from doing so and don't require any non-consumed Reagents.



FAMILIAR

You infuse a bird or creature of comparable size with some of your power. Declare a magic school, you get +3 to casting any spell from that school when your familiar is within 10-feet. If you send your bird off to scout, or they are slain, you get a -2 to casting any spell from that school.

(Requires at least a d4 Magic).



HEX WEAVER

You get +2 to casting all Curse spells. You can curse targets that you don't have eye contact with if you know their name and have a hair, blood, or flesh sample.

(Requires at least +2 Necromancy).



SOUL DRINKER

You can cast Drain Life 3 times per day instead of the usual 1. When you succeed, automatically gain all Essence the target had.



BONDED SIGHT

You have strengthened your connection to your familiar. You can see through their eyes, although you are blind to your own surroundings when you do. You can target characters with curses if they make eye contact with your familiar.

(Requires Familiar's Bond).



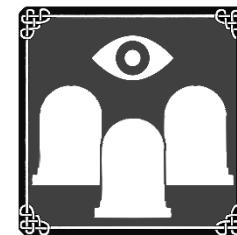
CURSE RELIQUARY

If you have someone's hair, blood or flesh sample, you can spend a day and 75 Silver in component to craft a Curse Reliquary. As long as it is intact you can maintain a curse on them without it counting toward your limit. (Requires Hex Weaver).



HEMOMANCY

As a free action on your turn, you can lose 1 Health to regain 2d6 Essence. You get +2 to casting Manipulate Blood. You can magically sense when a character within 30-feet is at 1 Health.



NECROPOLIS MIND

You created a hive mind with all your reanimations, allowing you send telepathic commands from any distance and see through their eyes although you are blind to your own surroundings when you do.

(Requires Bonded Sight).



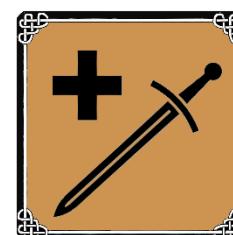
Tactician

These seasoned veterans are more at home on the battlefield than anywhere else, using their experience to outmaneuver opponents and keep their allies alive.



MARTIAL COMPOSURE

You gain a d8 Courage. You roll a higher Courage, Callous, and Discipline while in Initiative order.



WEAPON SPECIALIZATION

Declare a weapon (Longsword for example). You get +2 Fighting with that weapon. This can exceed your Mastery.



ANALYTICAL TACTICS

As an action, you can declare a character who attacked this round. For the rest of the combat, all allies (including yourself) get +1 to Defense rolls against them. You can do this a number of times per day equal to your Perception skill.



SEASONED RESOLVE

When you take damage, you may roll a Discipline. If you get a 6 or higher, reduce the damage taken by 1 (to a minimum of 0).



PRACTICED PARRY

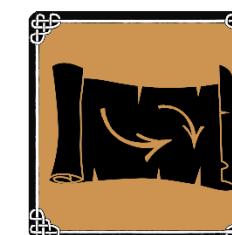
You get +1 Parry with the weapon you have a Weapon Specialization with. If you roll a 1 while parrying with that weapon, you may re-roll it, but must keep the second result. **(Requires Weapon Specialization).**



SWORD MASTER

As a free action on your turn, you may instruct a character who is in earshot. They add a d4 to their next melee attack or parry roll. You may do this a number of times per day equal to your Perception skill.

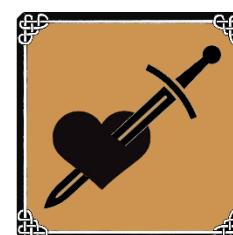
(Requires Analytical Tactics).



BATTLE PLAN

At the beginning of each round, before Initiative is rolled, you may declare either +1 Initiative, +1 Speed, or +1 to Defensive Rolls. You and all allies gain that benefit until the end of the round. You can do this a number of times per day equal to your Perception skill.

(Requires Analytical Tactics).



MANEUVER MASTERY

Declare a number of these equal to your Fighting skill: Lunging, Power, Disarming, Maiming, and Critical. Whenever you make a declared melee attack, roll a higher die of Agility.



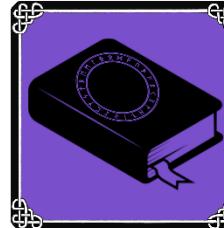
Thaumaturge

These wizards have dedicated a lifetime, or several, to amassing knowledge. The depth of their understanding allows them to manipulate the world in a way most would consider extraordinary.



FLAWLESS MEMORY

You automatically succeed raw Intelligence rolls to recall information. You can remember any detail about any place you've been. If you have Spellbook Casting, you can still cast without access to your book.



SPELLBOOK CASTING

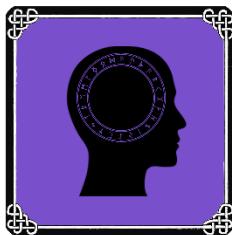
You can cast every spell as if it were in the Arcana school. But you can only cast spells that you've learned. You start with any 5 spells known. You can spend a day with someone who can cast a spell to learn it. If you don't have access to your book you get -3 to all Magic rolls.



WIZARD'S SANCTUARY

You infuse a tower or other place of comparable size with some of your power. Declare a school, you get +5 to casting any spell from your chosen school when you are in that place.

(Requires at least a d4 Magic).



ATTUNED WITH ESSENCE

Increase your Essence stat by 3. At the start of your turn, if you have 0 Essence, regain 1d6. You can do this a number of times per day equal to your Arcana skill.



CONJURER'S CONJECTURE

Every morning, declare 1 spell you have not learned. You are able to reverse engineer the equation well enough to cast it for the next day. When you delcare a new spell, you can no longer cast the last one.

(Requires Specialized Scholar).



INTERPLANAR TRAVELER

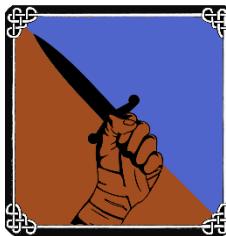
You get +2 when casting Teleport or Portal. When you cast Portal, the Fallen Star isn't consumed, just shrunk to half the size. It can be used one more time before being consumed.

(Requires Dimensional Dodge).



Combination Traits

These traits have requirements from two different archetypes, rewarding interesting combinations.



CUNNING REVERSAL

When you disarm a weapon you may equip it in an empty hand and make a melee or thrown attack with it as a free action.

(Requires Disarming Parry and Grappler's Finesse).



MENTAL COAGULANT

As soon as you apply a poison to someone, they must roll Intelligence equal to $x4$ the number of spells they are maintaining, or all of those spells end with no chance for re-cast.

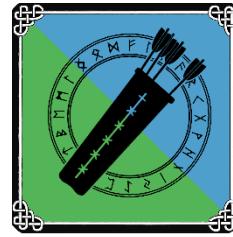
(Requires Poisoner's Precision and Dextrous Mind).



HEALING HYMN

Once per day, you can spend an action to play a divine tone. You can choose any characters who can hear you (including yourself). They all regain 1 Health. This doesn't count toward their daily limit of magical healing.

(Requires Heroic Ballad and Crusader's Compassion).



SEEKING ARROWS

Your Flawless Arrows get +2 to attack rolls instead of +1 and can target any character who was in line of sight last round.

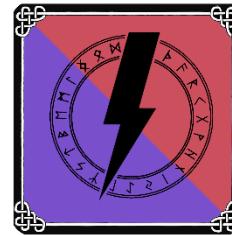
(Requires Rune Carver and Fletcher's Prowess).



CONQUEROR'S PRSENENCE

Whenever you incapacitate an enemy on your turn, you may cast Fear on a character you can see as a free action.

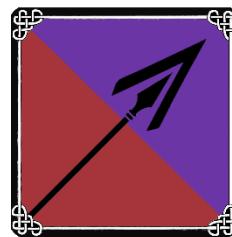
(Requires Martial Composure and Hex Weaver).



MAGICALLY CONDUCTIVE

Whenever you take or redirect Lightning damage, you may gain 1d6 Essence or Charge.

(Requires Surge Binder and Attuned with Essence).



SKEWERING STRIKE

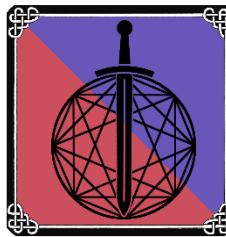
When you hit a Power Attack from a Spear, Glaive, Lance or Halberd you can apply the attack (with the same total) to another target who is behind them and within 5-feet.

(Requires Phalanx Tactics and Cleaving Strike).



Combination Traits

These traits have requirements from two different archetypes, rewarding interesting combinations.



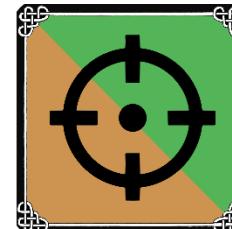
ELEMENTAL AUGMENTATION

When you equip your Totem, chose an element to sheathe it in. On hit, it does the following effect.
Fire: Smouldering Condition.
Water: Chilled Condition.
Air: Roll Strength, Stun on 3 or less.
Earth: Reduce their worn DR by 1.
(Requires Totem Bearer and Elemental Conjuration).



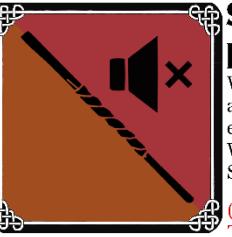
NECROTIC SPORES

Once per day, when you cast Blight, you may infuse it with flesh-eating spores. Whenever a character (besides you) starts their turn inside the radius, they must roll a Strength of 4 or lose a die rank of Strength.
(Requires Soul Drinker and Green Hand).



HUNTER'S FOCUS

When you take the Equip or Reload action, you may use Analytical Tactics as a free action.
When you make a ranged attack against an analyzed target, you may roll twice and take the higher result. If that target is a Monster, deal an additional damage.
(Requires Analytical Tactics and Monster Slayer).



STUNNING RIPOSTE

When you successfully Riposte with a Staff, Stun the attacker, their turn ends and do not resolve the attack.
When you miss a Riposte with a Staff, your action is not consumed.
(Requires Bostaff Tactics and Throat Punch).



MERCHANT'S CONNECTIONS

You have established a trade network across all strata of society.
Whenever in a transaction that isn't effected by another trait, you get a 10% discount for each +1 in Charm you have.
(Requires Friends in High Places and Friends in Low Places).



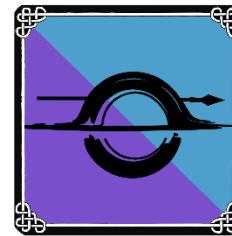
ILLUSORY STRIKE

If you move exactly 1 space while Blur is active, you may duplicate your blade. The next time you make an attack, roll 3 times and keep the highest result.
You can do this a number of times equal to your Deception skill.
(Requires Blur and Practiced Footwork).



BLINDING REBUKE

When you parry or block an attack that was targeting someone else, your shield emits a flash of light. It blinds the attacker until the end of their next turn.
(Requires Crusader's Wrath and Defender).



FOLD IN SPACE

Once per day, you may fold space around one of your wards you can see for 1 hour. While this ability is active, all people and projectiles that try to pass through the border appear on the other side. This doesn't block sound or sight. You can end this effect as a free action.
(Requires Interplaner Traveler and Ward).