

Races

	Br	Ag	In	Wi	Cu	Pr	Strain	Wounds	Starting XP	Starting Abilities
Human	2	2	2	2	2	2	10+Wi	10+Br	110	Gain a rank in two non-career skills
Dwarf	3	1	2	2	2	2	9+Wi	12+Br	100	Gain the Physical Training talen and one rank in Resilience
Elf	2	3	2	2	2	1	11+Wi	10+Br	100	Gain the Swift Talent and one rank in Survival
Halfling	1	3	2	2	2	2	11+Wi	10+Br	100	Gain the Confidence Talent for free and one rank in Skulduggery.
Dragonborn	3	1	2	2	2	2	9+Wi	12+Br	90	Dragonborn Fury (+1 dmg when wounded, 2 when injured), Dragonbreath: Gain a Ranged weapon with the following qualities: Dmg 4, Blast 5, Slow-firing 2, Range Medium, uses Resilience to use.
Half-Orc	3	2	1	2	2	2	9+Wi	12+Br	90	Gain the Power Strike Talent and one rank in Melee - Heavy.
Warforged	1	1	1	1	1	1	10+Wi	10+Br	175	As Droid Rules.

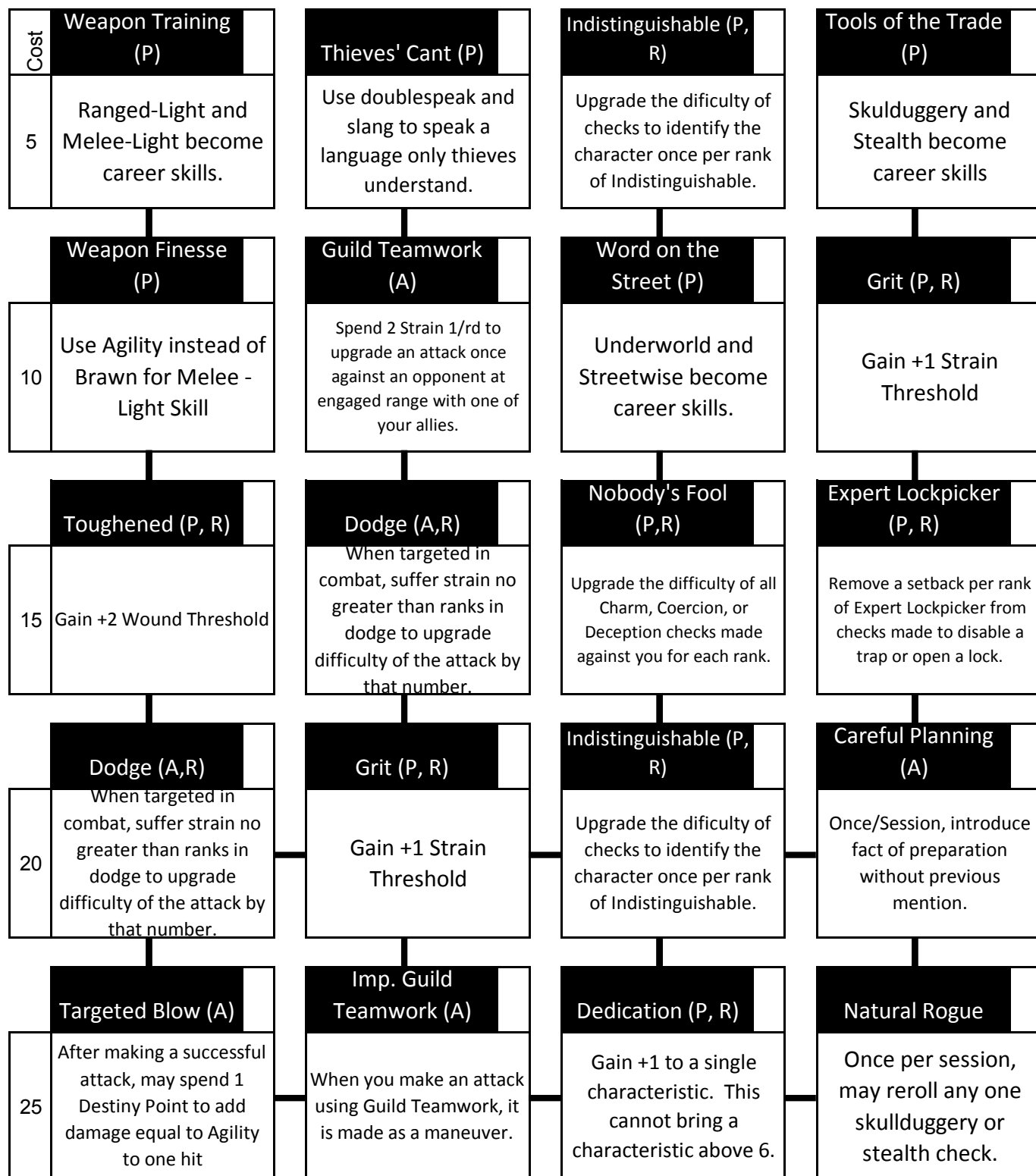
	Aristocrat	-Noble	-Scholar	-Artisan	Rogue	-Scoundrel	-Thief	-Bard	Knight	-Guardian	-Paladin	-Commander	Sellsword	-Slayer	-Duelist	-Soldier	Priest	-Healer	-Crusader	-Druid	Explorer	-Scout	-Hunter	-Delver	Wizard	-War Wizard	-Specialist	-Artificer
Athletics (Br)							X		X	X			X									X		X				
Charm (Pr)	X	X				X		X																				
Coercion (Will)		X						X						X	X				X							X		
Cool (Pr)						X												X							X			
Coordination (Ag)				X	X										X								X	X				
Craft (Int)			X	X																					X			X
Deception (Cun)	X	X			X	X																			X			
Discipline (Will)			X	X					X				X				X	X							X	X	X	X
Leadership (Pr)	X	X						X	X			X				X			X									
Healing (Int)											X	X				X	X	X				X						
Navigation (Int)																					X							
Negotiation (Pr)	X			X																								
Perception (Cun)					X															X	X				X			
Resilience (Br)										X			X	X						X			X					
Riding (Ag)									X																			
Skulduggery (Cun)					X		X																	X				
Stealth (Ag)							X														X							
Streetwise (Cun)	X				X										X													
Survival (Cun)														X						X	X	X						
Vigilance (Will)					X				X				X				X								X			
Arcana (Int)																									X		X	X
Education (Int)	X		X								X	X					X								X		X	
Geography (Int)	X																				X							
Lore (Int)	X		X					X									X					X		X	X		X	X
Nature (Int)																				X	X							
Other																												
Religion (Int)											X						X	X	X									
Underworld (Int)					X																							
Brawl (Br)									X				X															
Melee – Light (Br)					X				X				X		X		X				X					X		
Melee – Heavy (Br)									X	X	X	X	X	X		X			X				X					
Ranged - Light (Ag)						X	X			X			X				X				X					X		
Ranged - Heavy (Ag)																X							X					

Talent Tree - Universal - Guild Training

A=Active

P=Passive

R=Ranked



Aristocrat - Noble

Aristocrat Skills - Charm (Pr), Deception (Cun), Leadership (Pr), Negotiation (Cun), Streetwise (Cun), Education (Int), Geography (Int), Lore (Int)

Noble Skills - Charm (Pr), Coercion (Will), Deception (Cun), Leadership (Pr)

Talent Tree - Aristocrat - Noble

A=Active

P=Passive

R=Ranked

Cost	Sound Investments (R, P)	Smooth Talker (A, R)	Well Rounded (P)	Nobody's Fool (P, R)
5	At the start of each session, gain 100 GP per rank of Sound Investments	Choose a social skill. Spend a Triumph to add a success per rank.	Choose 2 skills. These skills become career skills.	Upgrade the difficulty of all Charm, Coercion, or Deception checks made against you for each rank.
	Wheel and Deal (A, R)	Know Somebody (A, R)	Commanding Presence (P, R)	Confidence (P, R)
10	When selling goods, gain 10% more value per rank.	Once per session, when trying to buy an item, reduce its rarity by one level per rank.	Remove a setback per rank from all Leadership and Cool checks.	Subtract one difficulty die per rank on Discipline checks to resist Fear.
	Sound Investments (R, P)	Smooth Talker (A, R)	Intimidating (A, R)	Inspiring Rhetoric (A)
15	At the start of each session, gain 100 GP per rank of Sound Investments	Choose a social skill. Spend a Triumph to add a success per rank.	Suffer strain up to ranks to downgrade the difficulty of a coercion check.	Make a 2 Diff Lead. check: One ally per success recovers 1 strain. Adv. gains 1 additional strain.
	Bought Info (A)	Wheel and Deal (A, R)	Works like a Charm (A)	Imp. Inspiring Rhetoric (A)
20	Instead of making a knowledge check, may spend 50X the difficulty in GP to succeed with one success.	When selling goods, gain 10% more value per rank.	Once per session, make one skill check using Presence instead of the normal characteristic.	Each ally affected by Inspiring Rhetoric gains a Boost on all checks for rounds equal to Leadership ranks.
	Natural Negotiator (A)	Dedication (P, R)	Natural Charmer (A)	Sup. Inspiring Rhetoric (A)
25	May reroll a Cool or Negotiation check 1/session	Gain +1 to a single characteristic. This cannot bring a characteristic above 6.	Once per session, may reroll any one Charm or Deception check.	Suffer 1 strain to perform Inspiring Rhetoric as a Maneuver.

Aristocrat - Scholar

Aristocrat Skills - Charm (Pr), Deception (Cun), Leadership (Pr), Negotiation (Cun), Streetwise (Cun), Education (Int), Geography (Int), Lore (Int)

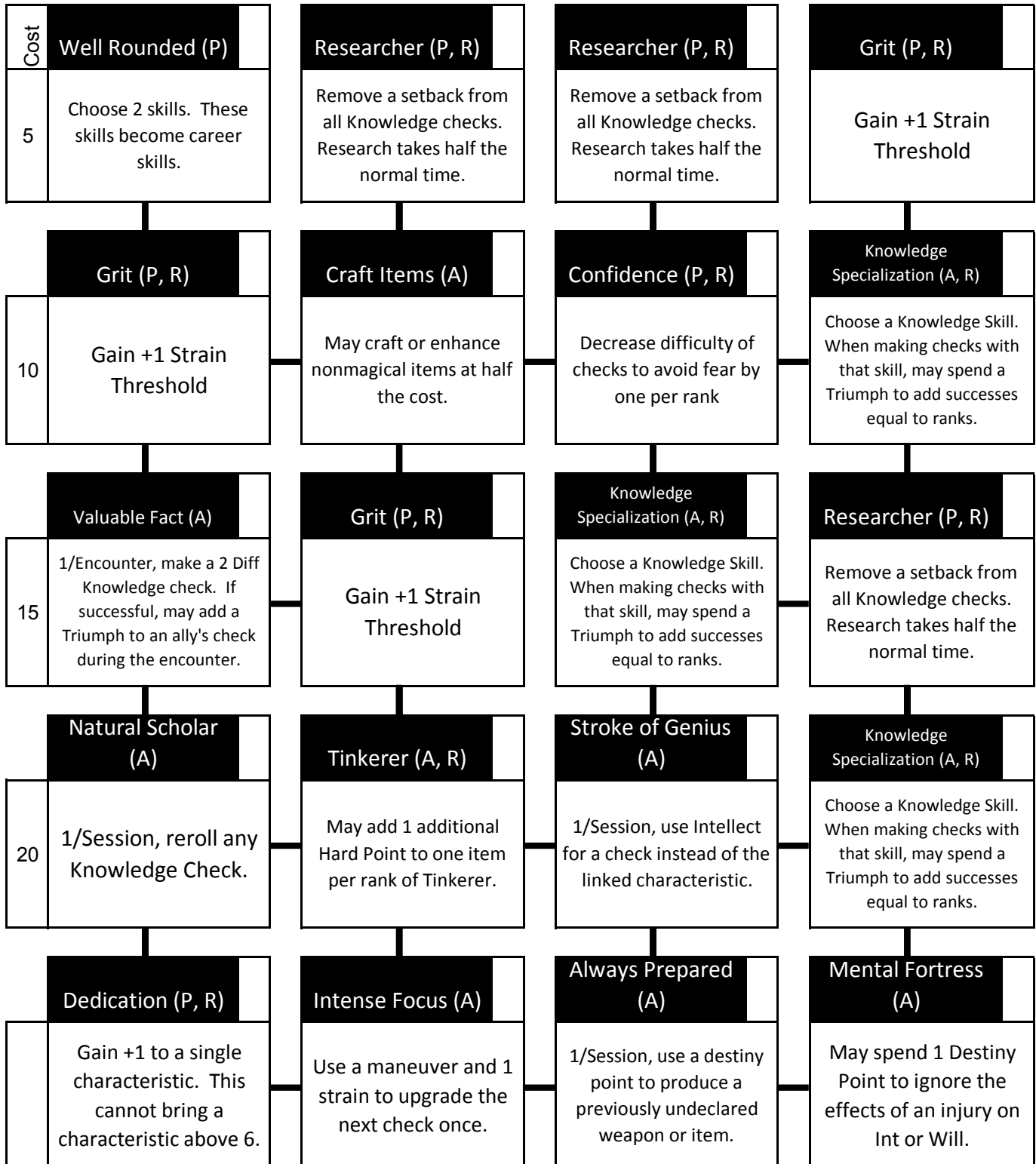
Scholar Skills - Craft (Int), Discipline (Will), Education (Int), Lore (Int)

Talent Tree - Aristocrat - Scholar

A=Active

P=Passive

R=Ranked



Aristocrat - Artisan

Aristocrat Skills - Charm (Pr), Deception (Cun), Leadership (Pr), Negotiation (Cun), Streetwise (Cun), Education (Int), Geography (Int), Lore (Int)

Artisan Skills - Coordination (Ag), Craft (Int), Discipline (Will), Negotiation (Pr)

Talent Tree - Aristocrat - Artisan

A=Active

P=Passive

R=Ranked

Cost	Craft Items (A)	Personalized Gear (P)	Sound Investments (R, P)	Grit (P, R)
5	May craft or enhance nonmagical items at half the cost.	Gain a boost or a defense bonus when using weapons and armor you craft.	At the start of each session, gain 100 GP per rank of Sound Investments	Gain +1 Strain Threshold
	Inventor (P, R)	Wheel and Deal (A, R)	Sound Investments (R, P)	Know Somebody (A, R)
10	Remove a boost or add a setback per rank when using the Craft skill.	When selling goods, gain 10% more value per rank.	At the start of each session, gain 100 GP per rank of Sound Investments	Once per session, when trying to buy an item, reduce its rarity by one level per rank.
	Lost Arts (A)	Intense Focus (A)	Wheel and Deal (A, R)	Sound Investments (R, P)
15	Items you enhance may mimic certain magical properties; the allowable enhancements are determined by the GM.	Spend a Maneuver and 1 Strain to upgrade your next action once.	When selling goods, gain 10% more value per rank.	At the start of each session, gain 100 GP per rank of Sound Investments
	Tinkerer (A, R)	Natural Merchant (A)	Bought Info (A)	Master Merchant (P)
20	May add 1 additional Hard Point to one item per rank of Tinkerer.	1/Session, reroll a Craft or Negotiate check.	Instead of making a knowledge check, may spend 50X the difficulty in GP to succeed with one success.	Gain a 25% advantage when buying or selling goods.
	Tinkerer (A, R)	Contraption (A)	Dedication (P, R)	Sound Investments (R, P)
	May add 1 additional Hard Point to one item per rank of Tinkerer.	Make a 3 Diff Craft check to create an item to solve a problem.	Gain +1 to a single characteristic. This cannot bring a characteristic above 6.	At the start of each session, gain 100 GP per rank of Sound Investments

Explorer - Scout

Explorer Skills - Navigation (Int), Perception (Cun), Stealth (Agi), Survival (Cun), Geography (Int), Nature (Int), Melee- Light (Br), Ranged- Light (Agi)

Scout Skills - Athletics (Br), Healing (Int), Survival (Cun), Lore (Int)

Talent Tree - Explorer - Scout

A=Active

P=Passive

R=Ranked

Cost	Toughened (P, R)	Expert Tracker (P, R)	Swift (P)	Forager (P)
5	Gain +2 Wound Threshold	Remove Setback per rank of Expert Tracker to find tracks or track targets. Decrease tracking time by half.	Do not suffer the usual penalties for moving through difficult terrain.	Remove up to two setbacks to find food, water, or shelter; these checks take half the time.
	Uncanny Senses (P, R)	Stalker (P, R)	Outdoorsman (P, R)	Animal Empathy (P)
10	Add a boost per rank to all Perception Checks	Add Boost per rank of Stalker to all Stealth and Coordination checks.	Remove a setback per rank to move through terrain or environment effects. Overland travel time is halved.	Add two boosts to all non-combat checks involving animals.
	Defensive Stance (A, R)	Natural Hunter (A)	Keen Eyed (P, R)	Animal Companion (P)
15	Suffer strain up to ranks to upgrade the difficulty of incoming melee attacks by an equal number.	Once per session, may reroll one Perception or Vigilance Check	Remove a setback per rank from all Vigilance and Perception checks. The time it takes to search an area is reduced by 1/2.	Gain an Animal Companion.
	Soft Spot (A)	Sixth Sense (P)	Familiar Lands (A)	Combined Attack (A)
20	After making a successful attack, spend 1 Destiny Point to add damage equal to Cunning to one hit.	Gain +1 Ranged Defense	Once/Session, make a 3 Diff Geog. or Lore check to learn something useful about the local land.	Spend Two Advantage to add your animal companion's dmg to your melee attack.
	Dedication (P, R)	Natural Outdoorsman (A)	Always Prepared (A)	Primal Adept (P)
25	Gain +1 to a single characteristic. This cannot bring a characteristic above 6.	Once per session, you may reroll any one Resilience or Survival check.	1/Session, use a destiny point to produce a previously undeclared weapon or item.	Gain +1 Primal Power Rating

Explorer - Hunter

Explorer Skills - Navigation (Int), Perception (Cun), Stealth (Agi), Survival (Cun), Geography (Int), Nature (Int), Melee- Light (Br), Ranged- Light (Agi)

Hunter Skills - Coordination (Ag), Resilience (Br), Melee - Heavy (Br), Ranged - Heavy (Ag)

Talent Tree - Explorer - Hunter

A=Active

P=Passive

R=Ranked

Cost	Point Blank (P, R)	Stalker (P, R)	Expert Tracker (P, R)	Hunter's Quarry (A)
5	Add 1 damage per rank to one hit of a successful ranged attack at close range or engaged.	Add Boost per rank of Stalker to all Stealth and Coordination checks.	Remove Setback per rank of Expert Tracker to find tracks or track targets. Decrease tracking time by half.	Make a 3 Diff survival check to choose a target. Your next attack against that target is upgraded once.
	Precise Aim (A, R)	Swift (P)	Brace (A, R)	Disruptive Strike (A)
10	Once a round, perform a maneuver. Suffer strain up to ranks in Precise Aim and reduce target's Defense.	Do not suffer the usual penalties for moving through difficult terrain.	Perform a maneuver to remove a Setback per rank of Brace from next Action (Environmental circumstances only).	1/Session, make a combat check against an attacker. Your attack does no dmg, but each of your successes gives the enemy one failure.
	Rapid Shot (P)	Quick Strike (P, R)	Yield Ground	Soft Spot (A)
15	Any bow you wield gains the Autofire property.	Add Boost per rank to combat checks against targets that have not acted yet this encounter.	Spend 1 destiny point to disengage from an engaged enemy as an out of turn incidental action.	After making a successful attack, spend 1 Destiny Point to add damage equal to Cunning to one hit.
	Precise Aim (A, R)	Sniper Shot (A, R)	Natural Hunter (A)	Deadly Accuracy (P, R)
20	Once a round, perform a maneuver. Suffer strain up to ranks in Precise Aim and reduce target's Defense.	Before making a ranged attack, as a maneuver increase range by up to ranks. Upgrade difficulty by one per increase.	Once per session, may reroll one Perception or Vigilance Check	When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of a successful attack with that skill.
	Sixth Sense (P)	Primal Adept (P)	Dedication (P, R)	Improved Hunter's Quarry
25	Gain +1 Ranged Defense	Gain +1 Primal Power Rating	Gain +1 to a single characteristic. This cannot bring a characteristic above 6.	You may spend 2 strain to perform a Hunter's Quarry action as a maneuver.

Explorer - Delver

Explorer Skills - Navigation (Int), Perception (Cun), Stealth (Agi), Survival (Cun), Geography (Int), Nature (Int), Melee- Light (Br), Ranged- Light (Agi)

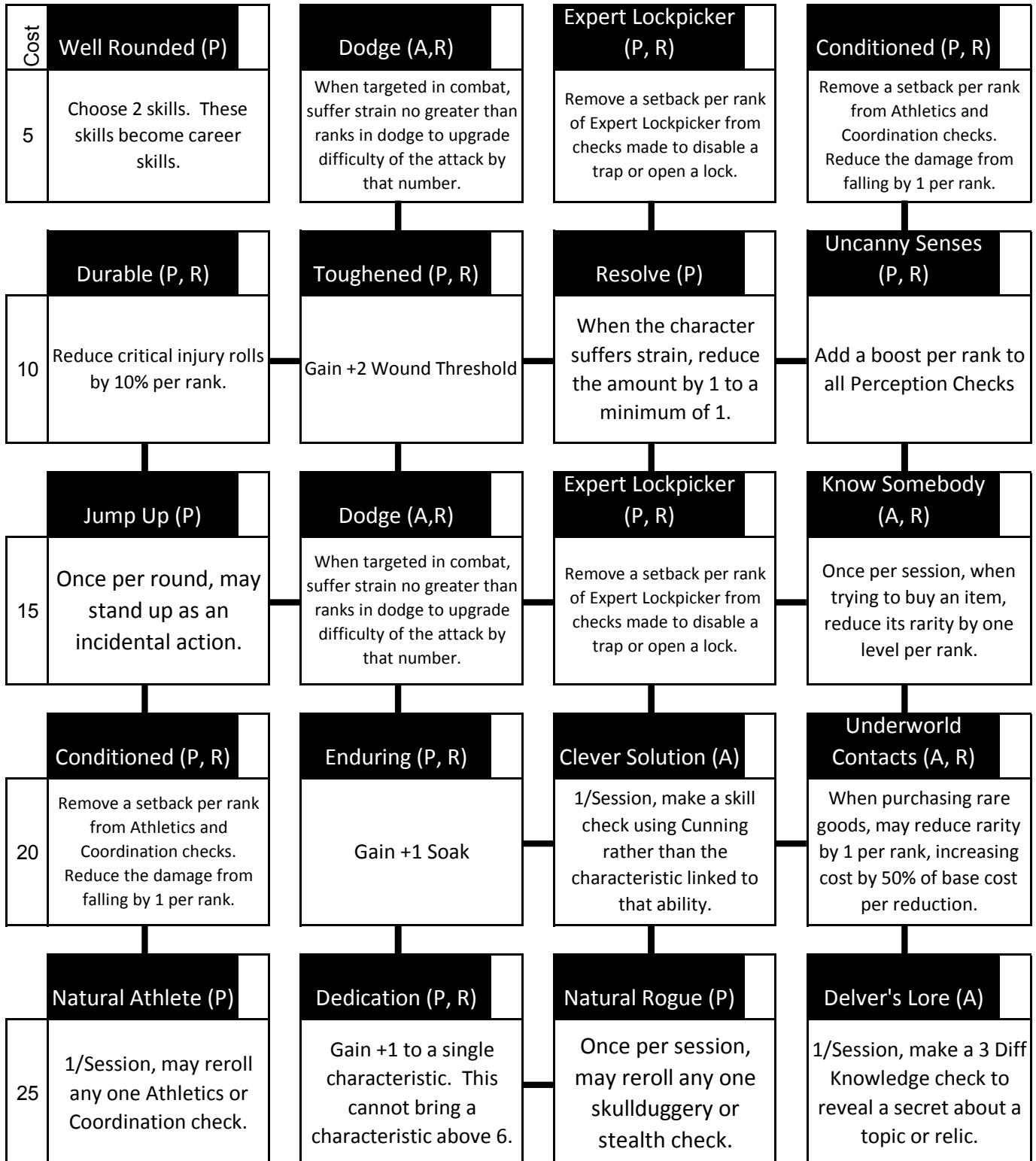
Delver Skills - Athletics (Br), Coordination (Agi), Skulduggery (Cun), Lore (Int)

Talent Tree - Explorer - Delver

A=Active

P=Passive

R=Ranked



Rogue - Thief

Rogue Skills - Coordination (Ag), Deception (Cun), Perception (Cun), Skulduggery (Cun), Streetwise (Cun), Vigilance (Will), Underworld (Int), Melee - Light (Br)

Thief Skills - Athletics (Br), Skulduggery (Cun), Stealth (Ag), Ranged - Light (Ag)

Talent Tree - Rogue - Thief

A=Active

P=Passive

R=Ranked

Cost	Street Smarts (P, R)	Weapon Finesse (P)	Indistinguishable (P, R)	Expert Lockpicker (P, R)
5	Remove a setback per rank of Street Smarts from Streetwise or Know: Underworld checks.	Use Agility instead of Brawn for Melee - Light Skill	Upgrade the difficulty of checks to identify the character once per rank of Indistinguishable.	Remove a setback per rank of Expert Lockpicker from checks made to disable a trap or open a lock.
10	Dodge (A,R) When targeted in combat, suffer strain no greater than ranks in dodge to upgrade difficulty of the attack by that number.	Dodge (A,R) When targeted in combat, suffer strain no greater than ranks in dodge to upgrade difficulty of the attack by that number.	Grit (P, R) Gain +1 Strain Threshold	Stalker (P, R) Add a boost per rank of Stalker to all Stealth and Coordination checks.
15	Stalker (P, R) Add a boost per rank of Stalker to all Stealth and Coordination checks.	Targeted Blow (A) After making a successful attack, may spend 1 Destiny Point to add damage equal to Agility to one hit	Rapid Reaction (A, R) Suffer strain up to ranks in Rapid Reaction to add an equal number of successes to an initiative check.	Shortcut (P, R) During a chase, add a boost per rank in Shortcut to any checks made to catch or escape an opponent.
20	Expert Lockpicker (P, R) Remove a setback per rank of Expert Lockpicker from checks made to disable a trap or open a lock.	Natural Rogue Once per session, may reroll any one skulduggery or stealth check.	Underworld Contacts (A, R) When purchasing rare goods, may reduce rarity by 1 per rank, increasing cost by 50% of base cost per reduction.	Jump Up (P) Once per round, may stand up as an incidental action.
25	Master of Shadows (A) Once per round, suffer 2 strain to decrease difficulty of next Stealth or Skulduggery check by 1.	Dodge (A,R) When targeted in combat, suffer strain no greater than ranks in dodge to upgrade difficulty of the attack by that number.	Deadly Accuracy (P, R) When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of a successful attack with that skill.	Dedication (P, R) Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

Rogue - Scoundrel

Rogue Skills - Coordination (Ag), Deception (Cun), Perception (Cun), Skulduggery (Cun), Streetwise (Cun), Vigilance (Will), Underworld (Int), Melee - Light (Br)

Scoundrel Skills - Charm (Pr), Cool (Pr), Deception (Cun), Ranged - Light (Ag)

Talent Tree - Rogue - Scoundrel

A=Active

P=Passive

R=Ranked

Cost	Underworld Contacts (A, R)	Weapon Finesse (P)	Quick Draw (A)	Rapid Reaction (A, R)
5	When purchasing rare goods, may reduce rarity by 1 per rank, increasing cost by 50% of base cost per reduction.	Use Agility instead of Brawn for Melee - Light Skill	Once per round, may draw or holster a weapon as an incidental action.	Suffer strain up to ranks in Rapid Reaction to add an equal number of successes to an initiative check.
	Convincing Demeanor (A,R)	Know Somebody (A, R)	Dodge (A,R)	Quick Strike (P, R)
10	Remove a setback per rank of Convincing Demeanor from any Deception or Skulduggery Check.	Once per session, when trying to buy an item, reduce its rarity by one level per rank.	When targeted in combat, suffer strain no greater than ranks in dodge to upgrade difficulty of the attack by that number.	Add Boost per rank to combat checks against targets that have not acted yet this encounter.
	Toughened (P, R)	Toughened (P, R)	Sorry About the Mess (P)	Dodge (A,R)
15	Gain +2 Wound Threshold	Gain +2 Wound Threshold	Decrease the Critical Rating of a weapon by one against targets that have not acted yet in an encounter.	When targeted in combat, suffer strain no greater than ranks in dodge to upgrade difficulty of the attack by that number.
	Rapid Shot (P)	Rapid Reaction (A, R)	Convincing Demeanor (A,R)	Sidestep (A, R)
20	Any bow you wield gains the Autofire property.	Suffer strain up to ranks in Rapid Reaction to add an equal number of successes to an initiative check.	Remove a setback per rank of Convincing Demeanor from any Deception or Skulduggery Check.	Suffer strain up to ranks to upgrade the difficulty of incoming ranged attacks by an equal number.
	Dedication (P, R)	Natural Charmer	Soft Spot (A)	Greased Palms
25	Gain +1 to a single characteristic. This cannot bring a characteristic above 6.	Once per session, may reroll any one Charm or Deception check.	After making a successful attack, may spend 1 Destiny Point to add damage equal to Cunning to one hit	Before making a social check, may spend 50 GP to upgrade the check once.

Rogue - Bard

Rogue Skills - Coordination (Ag), Deception (Cun), Perception (Cun), Skulduggery (Cun), Streetwise (Cun), Vigilance (Will), Underworld (Int), Melee - Light (Br)

Bard Skills - Charm (Pr), Coercion (Will), Leadership (Pr), Lore (Int)

Talent Tree - Rogue - Bard

A=Active

P=Passive

R=Ranked

Cost	Smooth Talker (A, R)	Well Rounded (P)	Bardic Lore (P)	Arcane Training (P)
5	Choose a social skill. Spend a Triumph to add a success per rank.	Choose 2 skills. These skills become career skills.	Reduce the Difficulty of all Lore checks by one to a minimum of one.	Arcana and Discipline become Career Skills
10	Distracting Behavior (A) Use a maneuver and spend strain up to Cunning to give 1 Threat to enemies up to strain spent at Short Range.	Scathing Tirade (A) As a 2Diff Coercion action, cause 1 strain to one close enemy per success. Use Adv to cause add'l strain.	Inspiring Rhetoric (A) Make a 2 Diff Lead. check: One ally per success recovers 1 strain. Adv. gains 1 additional strain.	Cantrips (A) Gain several minor magical effects (Detect Magic, Ghost Sound, Light, Minor Image, and Mage Hand)
15	Imp. Distracting Behavior (A) You may now affect enemies up to Medium Range.	Improved Scathing Tirade (A) Foes affected by Scathing Tirade suffer a setback to all actions for rds = to Coercion ranks.	Imp. Inspiring Rhetoric (A) Each ally affected by Inspiring Rhetoric gains a Boost on all checks for rounds equal to Leadership ranks.	Healing Infusions (A) Gain the ability to craft healing draughts that function as Stimpaks.
20	Sup. Distracting Behavior (A) You give two Threat when enemies target your allies.	Supreme Scathing Tirade (A) Suffer one strain to use Scathing Tirade as a maneuver instead of an action.	Sup. Inspiring Rhetoric (A) Suffer 1 strain to perform Inspiring Rhetoric as a Maneuver.	Arcane Adept (P) Gain +1 Arcane Power Rating.
25	Biggest Fan (A) 1/Session, make a 3 Diff Charm check to turn an NPC into your biggest fan.	Taunt (A) 1/Session, make an opposed Coercion check. If successful, enemy must attack you with next action.	Natural Performer (A) 1/Session, reroll any Charm or Coercion check.	Dedication (P, R) Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

Sellsword - Slayer

Sellsword Skills - Athletics (Br), Discipline (Wi), Resilience (Will), Vigilance (Will), Brawl (Br), Melee - Light (Br), Melee - Heavy (Br), Ranged - Light (Ag)

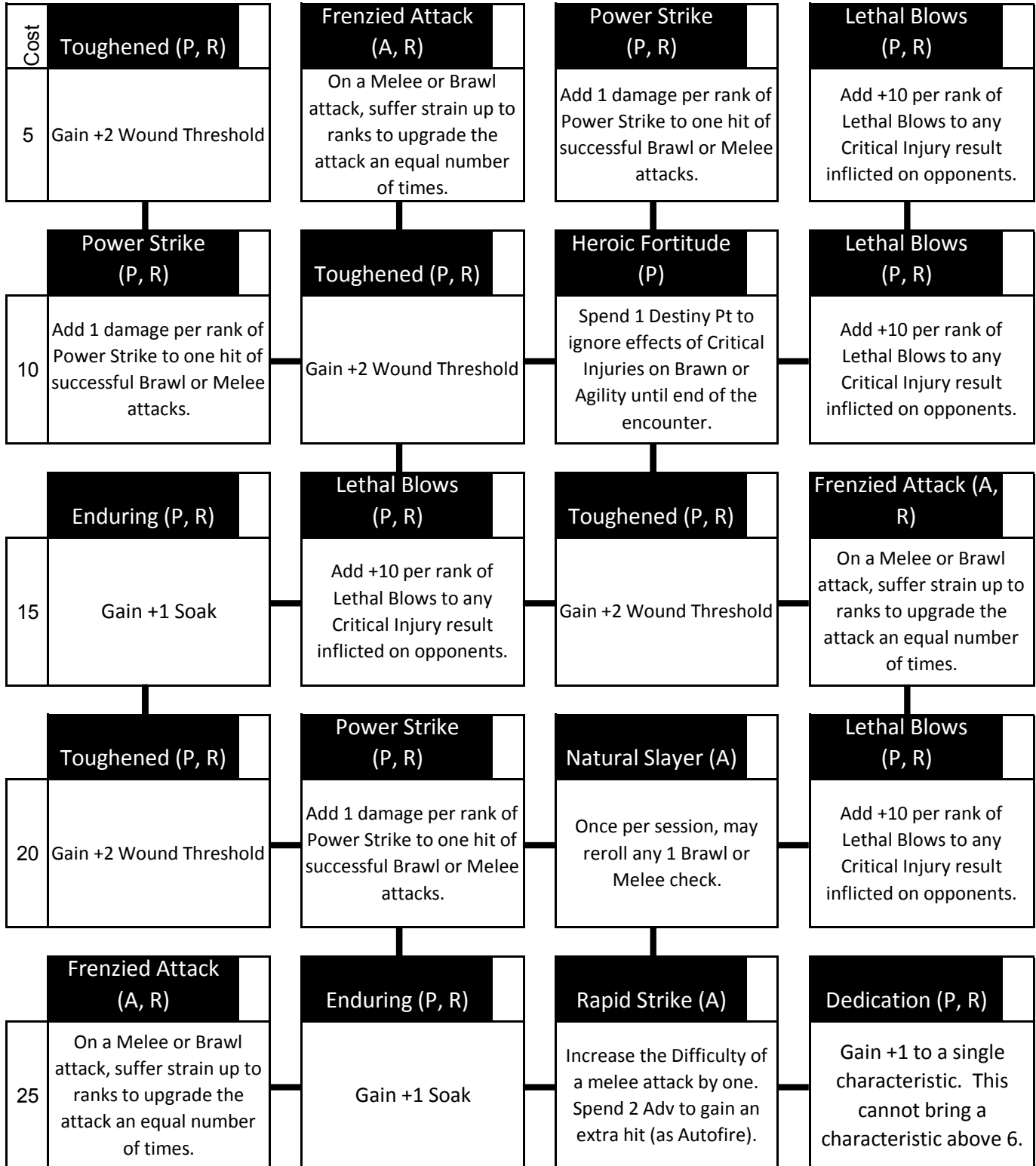
Slayer Skills - Coercion (Will), Fesilience (Br), Survival (Cun), Melee - Heavy (Br)

Talent Tree - Sellsword - Slayer

A=Active

P=Passive

R=Ranked



Sellsword - Duelist

Sellsword Skills - Athletics (Br), Discipline (Wi), Resilience (Will), Vigilance (Will), Brawl (Br), Melee - Light (Br), Melee - Heavy (Br), Ranged - Light (Ag)

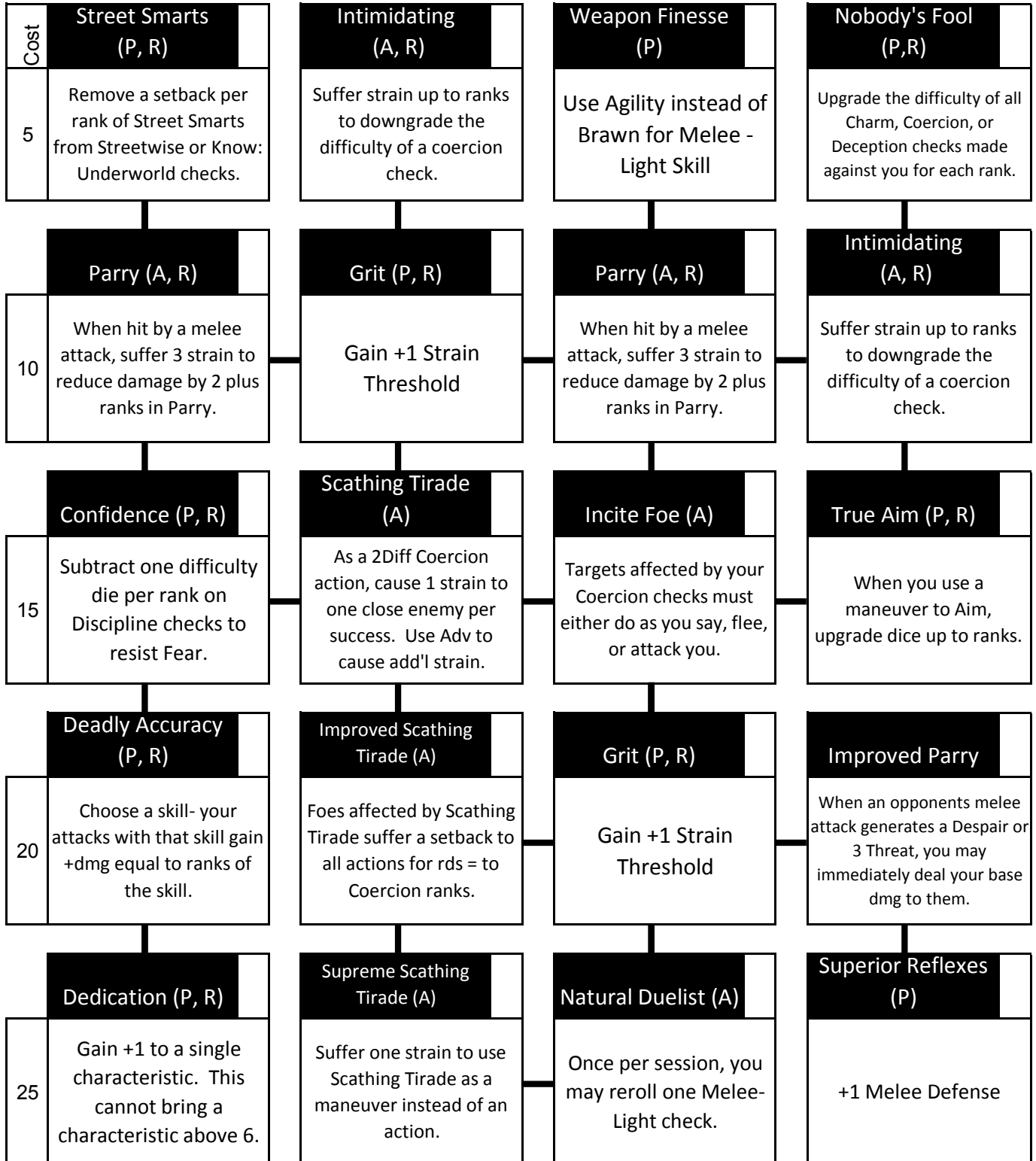
Duelist Skills - Coercion (Will), Coordination (Ag), Streetwise (Cun), Melee - Light (Br)

Talent Tree - Sellsword - Duelist

A=Active

P=Passive

R=Ranked



Sellsword - Soldier

Sellsword Skills - Athletics (Br), Discipline (Wi), Resilience (Will), Vigilance (Will), Brawl (Br), Melee - Light (Br), Melee - Heavy (Br), Ranged - Light (Ag)

Soldier Skills - Leadership (Pr), Healing (Int), Melee - Heav (Br), Ranged - Heavy (Ag)

Talent Tree - Sellsword - Soldier

A=Active

P=Passive

R=Ranked

Cost	Command (A, R)	Second Wind (A, R)	Power Strike (P, R)	Defensive Stance (A, R)
5	Add Boost per ranks to Leadership Checks; affected targets gain a boost to Discipline checks for 24 hrs.	Once per encounter, regain 1 Strain per rank as an incidental action.	Add 1 damage per rank of Power Strike to one hit of successful Brawl or Melee attacks.	Suffer strain up to ranks to upgrade the difficulty of incoming melee attacks by an equal number.
	Second Wind (A, R)	Toughened (P, R)	Strong Arm (P)	Power Strike (P, R)
10	Once per encounter, regain 1 Strain per rank as an incidental action.	Gain +2 Wound Threshold	Treat Thrown Weapons as if they had one greater range.	Add 1 damage per rank of Power Strike to one hit of successful Brawl or Melee attacks.
	Field Commander (A)	Confidence (P, R)	Toughened (P, R)	Physical Training (P, R)
15	Make a Diff. 2 Lead. action. Success: Allies equal to your Pre spend 1 strain to take a maneuver.	Decrease difficulty of checks to avoid fear by one per rank	Gain +2 Wound Threshold	Gain a boost per rank to Athletics and Resilience.
	Imp. Field Commander (A)	Grit (P, R)	Natural Swordsman (A)	Lethal Blows (P, R)
20	The Field Commander Action affects allies equal to Presence X2. Spend Triumph for allies to take a Free Action.	Gain +1 Strain Threshold	Once per session, you may reroll one Melee-Heavy check.	Add +10 per rank of Lethal Blows to any Critical Injury result inflicted on opponents.
	Deadly Accuracy (P, R)	Crippling Blow (A)	Dedication (P, R)	Deadly Accuracy (P, R)
25	When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of a successful attack with that skill.	Increase difficulty of combat check by 1. If it deals damage, target suffers 1 strain when they move for the rest of the encounter.	Gain +1 to a single characteristic. This cannot bring a characteristic above 6.	When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of a successful attack with that skill.

Knight - Paladin

Knight Skills - Athletics (Br), Discipline (Will), Leadership (Pr), Riding (Ag), Vigilance (Will), Brawl (Br), Melee - Light (Br), Melee - Heavy (Br)

Paladin Skills - Healing (Int), Education (Int), Religion (Int), Melee - Heavy (Br)

Talent Tree - Knight - Paladin

A=Active

P=Passive

R=Ranked



Knight - Guardian

Knight Skills - Athletics (Br), Discipline (Will), Leadership (Pr), Riding (Ag), Vigilance (Will), Brawl (Br), Melee - Light (Br), Melee - Heavy (Br)

Guardian Skills - Athletics (Br), Resilience (Br), Melee - Heavy (Br), Ranged - Light (Ag)

Talent Tree - Knight - Guardian

A=Active

P=Passive

R=Ranked

Cost	Toughened (P, R)	Grit (P, R)	Durable (P, R)	Combat Challenge (P)
5	Gain +2 Wound Threshold	Gain +1 Strain Threshold	-10% on all Critical Injury rolls you suffer.	Engaged enemies suffer a setback on any attack that does not include you as a target.
	Hard Headed (P, R)	Sidestep (A, R)	Defensive Stance (A, R)	Power Strike (P, R)
10	When staggered or disoriented, make a Daunting Discipline check to remove status. Difficulty reduced by 1 per rank.	Suffer strain up to ranks to upgrade the difficulty of incoming ranged attacks by an equal number.	Suffer strain up to ranks to upgrade the difficulty of incoming melee attacks by an equal number.	Add 1 damage per rank of Power Strike to one hit of successful Brawl or Melee attacks.
	Enduring (P, R)	Toughened (P, R)	Combat Superiority (P)	Bodyguard (A, R)
15	Gain +1 Soak	Gain +2 Wound Threshold	Engaged enemies must spend 1 strain to move away from you.	Once/round, suffer strain up to ranks as a maneuver to up difficulty of attacks on an eng. ally by ranks.
	Heroic Fortitude (P)	Armor Master (P)	Natural Toughness (A)	Improved Hard Headed (A)
20	Spend 1 Destiny Pt to ignore effects of Critical Injuries on Brawn or Agility until end of the encounter.	+1 Soak while Armored	Once per session, may reroll any 1 Athletics or Resilience check.	When incapacitated due to strain over threshold, take a formidable Discipline check to reduce strain to 1 under threshold.
	Dedication (P, R)	Improved Armor Master (P)	Heroic Resilience (A)	Improved Combat Challenge (P)
25	Gain +1 to a single characteristic. This cannot bring a characteristic above 6.	+1 Defense while wearing armor with a soak value of 2 or higher.	When hit, spend 1 Destiny Point to increase your soak by ranks in Resilience.	Engaged enemies suffer your brawn in damage when they make an attack that does not include you as a target.

Knight - Commander

Knight Skills - Athletics (Br), Discipline (Will), Leadership (Pr), Riding (Ag), Vigilance (Will), Brawl (Br), Melee - Light (Br), Melee - Heavy (Br)

Commander Skills - Leadership (Pr), Healing (Int), Education (Int), Melee - Heavy (Br)

Talent Tree - Knight - Commander

A=Active

P=Passive

R=Ranked

Cost	Commanding Presence (P, R)	Defensive Stance (A, R)	Command (A, R)	Field Medic (A)
5	Remove a setback per rank from all Leadership and Cool checks.	Suffer strain up to ranks to upgrade the difficulty of incoming melee attacks by an equal number.	Add Boost per ranks to Leadership Checks; affected targets gain a boost to Discipline checks for 24 hrs.	Spend two strain and a Maneuver to Heal yourself or an ally at engaged range (Heals as a stimpack).
	Confidence (P, R)	Parry (A, R)	Field Commander (A)	Toughened (P, R)
10	Subtract one difficulty die per rank on Discipline checks to resist Fear.	When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.	Make a Diff. 2 Lead. action. Success: Allies equal to your Pre spend 1 strain to take a maneuver.	Gain +2 Wound Threshold
	Inspiring Rhetoric (A)	Watch Out!	Toughened (P, R)	Improved Field Medic (A)
15	Make a 2 Diff Lead. check: One ally per success recovers 1 strain. Adv. gains 1 additional strain.	You may apply your Parry talent to allies within short range.	Gain +2 Wound Threshold	Allies healed with Field Medic regain 2 strain.
	Imp. Inspiring Rhetoric (A)	Natural Leader (A)	Imp. Field Commander (A)	It's Not That Bad! (A)
20	Each ally affected by Inspiring Rhetoric gains a Boost on all checks for rounds equal to Leadership ranks.	Once per session, may reroll any 1 Leadership or Cool check.	The Field Commander Action affects allies equal to Presence X2. Spend Triumph for allies to take a Free Action.	1/Session, make a 3 Diff Healing check to prevent an ally from suffering a critical injury.
	Sup. Inspiring Rhetoric (A)	Master Leader (A)	Coordinated Assault (A)	Dedication (P, R)
25	Suffer 1 strain to perform Inspiring Rhetoric as a Maneuver.	Once per round, suffer two strain to decrease the difficulty of a Leadership check by one.	Use a maneuver to give engaged allies equal to ranks in leadership 1 advantage on combat checks for a round.	Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

Priest - Crusader

Priest Skills - Discipline (Will), Healing (Int), Vigilance (Will), Education (Int), Lore (Int), Religion (Int), Melee - Light (Br), Ranged - Light (Ag)

Commander Skills - Coercion (Will), Leadership (Pr), Religion (Int), Melee - Heavy (Br)

Talent Tree - Priest - Crusader

Gain Divine Power Rating 1

A=Active P=Passive R=Ranked

Gain Access to three Domains of your choice that fit with your Deity's profile; gain the Domain benefit of one of those Domains.

Cost	Turn Undead (A)	Healing Word (A)	Domain Benefit (P)	Commanding Presence (P, R)
5	Make a Coercion vs. Discipline Check to keep undead from closing within Short Range.	Spend two strain and a Maneuver to Heal yourself or an ally within short range (Heals as a stimpack).	Gain the benefit of one of your deity's domains.	Remove a setback per rank from all Leadership and Cool checks.
	Toughened (P, R)	Grit (P,R)	Spiritual Weapon (A)	Confidence (P, R)
10	Gain +2 Wound Threshold	Gain +1 Strain Threshold.	Spend a maneuver and 2 strain to call an image of your deity's favored weapon to wield; it has two enhancements.	Subtract one difficulty die per rank on Discipline checks to resist Fear.
	Improved Turn Undead	Improved Healing Word (A)	Holy Protection (A, R)	Divine Leader (A)
15	May spend Triumph or 3 Adv to destroy undead when Turning.	Allies healed by your Healing Word also regain 2 Strain.	Spend 1 strain and commit 1 DP to gain 1 soak up to ranks in Holy Protection.	May add DP to Leadership rolls. LSP are successes.
	Divine Intervention (A)	Natural Priest (A)	Domain Benefit (P)	Divine Inspiration (A)
20	Spend a destiny point to introduce a narrative coincidence in your favor.	1/Session, may reroll a Coercion or Leadership check.	Gain the benefit of one of your deity's domains.	Make a 2 Diff Leadership check to give a boost to all allies for a round.
	Dedication (P, R)	Divine Adept (P)	Holy Protection (A, R)	Improved Divine Inspiration (A)
25	Gain +1 to a single characteristic. This cannot bring a characteristic above 6.	Gain +1 Divine Power Rating	Spend 1 strain and commit 1 DP to gain 1 soak up to ranks in Holy Protection.	May spend 2 strain to make a Divine Inspiration check as a maneuver.

Priest - Healer

Priest Skills - Discipline (Will), Healing (Int), Vigilance (Will), Education (Int), Lore (Int), Religion (Int), Melee - Light (Br), Ranged - Light (Ag)

Healer Skills - Cool (Pr), Discipline (Will), Healing (Int), Religion (Int)

Talent Tree - Priest - Healer

Gain Divine Power Rating 1

A=Active P=Passive R=Ranked

Gain Access to the Healing Domain, it's Domain benefit, and two other Domains of your choice that fits with your Deity's profile.

Cost	Grit (P,R)	Healing Lore (P, R)	Healing Word (A)	Healing Lore (P, R)
5	Gain +1 Strain Threshold.	Whenever you heal wounds by any means, heal 1 additional wound point.	Spend two strain and a Maneuver to Heal yourself or an ally within short range (Heals as a stimpack).	Whenever you heal wounds by any means, heal 1 additional wound point.
10	Divine Sanctuary (A) 1/Session, make a 3 Diff Discipline Check. If successful, cannot be targeted for the rest of the encounter unless you attack.	Imbue Item (A) Commit 1 DP to give an item an improvement as an action. Spend 1 strain/round while active.	Divine Knowledge (A) 1/Session, count DP as total ranks in Religion.	Divine Boost (A) Make a 2 Diff Healing check to give an ally +1 to a characteristic for the encounter. The ally suffers 4 strain.
15	Domain Benefit (P) Gain the benefit of one of your deity's domains.	Touch of Fate (A) 1/Session, add two boosts to any check.	Improved Healing Word (A) Allies healed by your Healing Word also regain 2 Strain.	Improved Divine Boost (A) Increase the difficulty of Divine boost to 3 Diff to have the ally only suffer 1 Strain.
20	Healercraft (A) May craft single use healing items.	Invigorate (A) Once/encounter, add DP to an ally's Brawn or Agi check. LSP gives success, DSP gives Threat.	It's Not That Bad! (A) 1/Session, make a 3 Diff Healing check to prevent an ally from suffering a critical injury.	Supreme Divine Boost (A) Spend a Triumph or 3 Adv on a Divine Boost check to give another characteristic +1.
25	Divine Adept (P) Gain +1 Divine Power Rating	Dedication (P, R) Gain +1 to a single characteristic. This cannot bring a characteristic above 6.	Natural Healer (A) Once per session, may reroll any 1 Healing check.	Quickened Spell (A) Once per session, spend two strain to cast a spell as a maneuver.

Priest - Druid

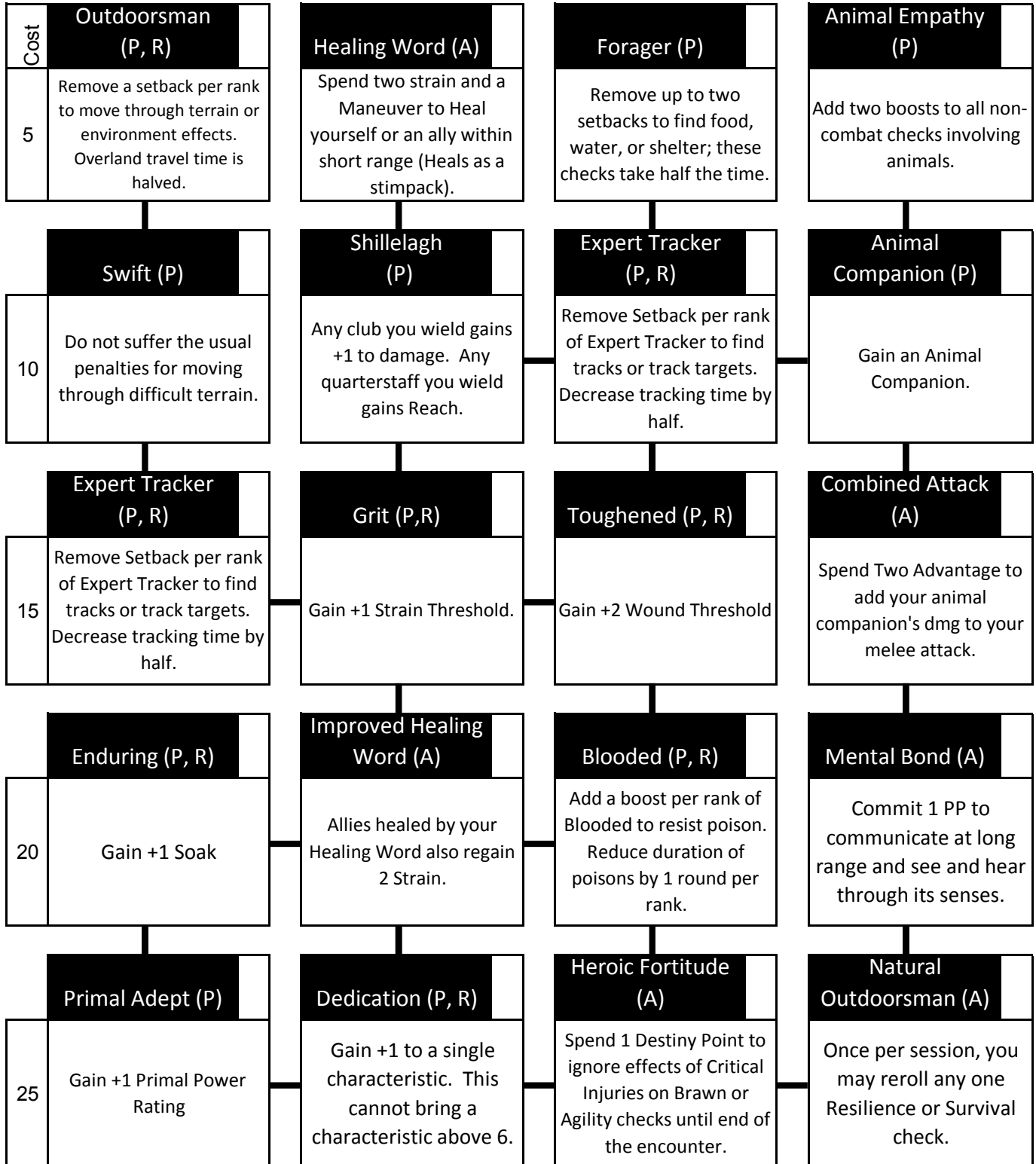
Priest Skills - Discipline (Will), Healing (Int), Vigilance (Will), Education (Int), Lore (Int), Religion (Int), Melee - Light (Br), Ranged - Light (Ag)

Druid Skills - Perception (Cun), Resilience (Br), Survival (Cun), Nature (Int)

Talent Tree - Priest - Druid

Gain Primal Power Rating 1

A=Active P=Passive R=Ranked



Wizard - War Wizard

Wizard Skills - Cool (Pr), Craft (Int), Discipline (Will), Perception (Cun), Vigilance (Will), Arcana (Int), Education (Int), Lore (Int)

War Wizard Skills - Coercion (Will), Discipline (Will), Melee - Light (Br), Ranged - Light (Ag)

Talent Tree - Wizard - War Wizard

Gain Arcane Power Rating 1

A=Active P=Passive R=Ranked

Cost	Mage Armor (A)	Intimidating (A, R)	Grit (P,R)	Magic Missile (A)
5	Spend a Maneuver and 2 Strain to gain +2 Soak and 1 Ranged defense for an encounter.	Suffer strain up to ranks to downgrade the difficulty of a coercion check.	Gain +1 Strain Threshold.	Gain a ranged weapon that uses Discipline to attack. This bolt of energy does 6 dmg and has Medium range.
	Toughened (P, R)	Cantrips (A)	Second Wind (A, R)	Intense Focus (A)
10	Gain +2 Wound Threshold	Gain several minor magical effects (Detect Magic, Ghost Sound, Light, Minor Image, and Mage Hand)	Once per encounter, regain 1 Strain per rank as an incidental action.	Spend a Maneuver and 1 Strain to upgrade your next action once.
	Arcane Shield (A)	Steely Nerves (A)	Second Wind (A, R)	Improved Magic Missile (A)
15	When hit by a ranged attack, spend 3 strain to reduce the damage taken by 3.	Spend 1 Destiy point to ignore the effects of crits to willpower or presence until the end of the encounter.	Once per encounter, regain 1 Strain per rank as an incidental action.	Your magic missile now does 8 dmg and gains the Autofire property.
	Second Nature (A)	Quickened Spell (A)	Touch of Fate (A)	Magecraft (A, R)
20	Spend a Triumph when casting a spell to immediately cast it again as a maneuver.	Once per session, spend two strain to case a apell as a maneuver.	Once/Session, gain two boosts to any check.	Gain the ability to craft one type of single use magic items per rank, cost is halved.
	Natural Spellcaster (A)	Arcane Adept (P)	Dedication (P, R)	Magecraft (A, R)
25	Reroll Arcana or Discipline 1/Session	Gain +1 Arcane Power Rating.	Gain +1 to a single characteristic. This cannot bring a characteristic above 6.	Gain the ability to craft one type of single use magic items per rank, cost is halved.

Wizard - School Specialist

Wizard Skills - Cool (Pr), Craft (Int), Discipline (Will), Perception (Cun), Vigilance (Will), Arcana (Int), Education (Int), Lore (Int)

School Specialist Skills - Discipline (Will), Arcana (Int), Education (Int), Lore (Int)

Talent Tree - Wizard - School Specialist

Gain Arcane Power Rating 1

A=Active P=Passive R=Ranked

Cost	School Specialty (P)	Grit (P,R)	Cantrips (A)	Mage Armor (A)
5	Select one school of magic. Gain +1PP to use only with spells of that school.	Gain +1 Strain Threshold.	Gain several minor magical effects (Detect Magic, Ghost Sound, Light, Minor Image, and Mage Hand)	Spend a Maneuver and 2 Strain to gain +2 Soak and 1 Ranged defense for an encounter.
10	Magic Missile (A) Gain a ranged weapon that uses Discipline to attack. This blast does 6 dmg and has Medium range.	Arcane Talent (A) May use Arcana instead of Discipline when casting spells.	Uncanny Senses (P) Gain a boost per rank to Perception Checks	Magecraft (A, R) Gain the ability to craft one type of single use magic items per rank, cost is halved.
15	Imp. School Specialty. (P) Commit 1PP to upgrade all checks in specialty school.	Grit (P,R) Gain +1 Strain Threshold.	Mental Fortress (A) Spend a DP to ignore penalties to Int or Cun for an encounter	Touch of Fate (A) Once/Session, gain two boosts to any check.
20	Natural Spellcaster (A) Reroll Arcana or Discipline 1/Session	Careful Planning (A) Once/Session, introduce fact of preparation without previous mention.	Magecraft (A, R) Gain the ability to craft one type of single use magic items per rank, cost is halved.	Intense Focus (A) Spend a Maneuver and 1 Strain to upgrade your next action once.
25	Sup. School Specialty. (P) No longer need to commit a PP to upgrade school spells checks.	Arcane Adept (P) Gain +1 Arcane Power Rating.	Dedication (P, R) Gain +1 to a single characteristic. This cannot bring a characteristic above 6.	Second Nature (A) Spend a Triumph when casting a spell to immediately cast it again as a maneuver.

Wizard - Artificer

Wizard Skills - Cool (Pr), Craft (Int), Discipline (Will), Perception (Cun), Vigilance (Will), Arcana (Int), Education (Int), Lore (Int)

Artificer Skills - Craft (Int), Discipline (Will), Arcana (Int), Lore (Int)

Talent Tree - Wizard - Artificer

Gain Arcane Power Rating 1

A=Active P=Passive R=Ranked

Cost	Researcher (P, R)	Arcane Tools (P)	Magecraft (A, R)	Imbue Item (A)
5	Remove a setback from all Knowledge checks. Research takes half the normal time.	You are always considered to have the right tools for performing Craft or Arcana checks.	Gain the ability to craft one type of single use magic items per rank, cost is halved.	Commit 1 AP to give an item an improvement as an action. Spend 1 strain/round while active.
	Mage Armor (A)	Magecraft (A, R)	Enchant Item (A)	Arcane Weapons (A)
10	Spend a Maneuver and 2 Strain to gain +2 Soak and 1 Ranged defense for an encounter.	Gain the ability to craft one type of single use magic items per rank, cost is halved.	You may enchant permanent magical items per the item customization rules.	You may use the Arcana skill to attack with weapons you have imbued with power.
	Inventor (P, R)	Healing Infusions (A)	Tinkerer (A, R)	Improved Imbue Item (A)
15	Remove a boost or add a setback per rank when using the Craft skill.	Gain the ability to craft healing draughts that function as Stimpaks.	May add 1 additional Hard Point to one item per rank of Tinkerer.	You may imbue up to two enhancements on up to two items. The strain cost remains 1.
	Arcane Knowledge (A)	Stroke of Genius (A)	Tinkerer (A, R)	Known Formula (A)
20	1/Session, count AP as total ranks in Arcana.	1/Session, use Intellect for a check instead of the linked characteristic.	May add 1 additional Hard Point to one item per rank of Tinkerer.	1/Session, you may make a 3 Diff Arcana check to determine how a magical item works.
	Dedication (P, R)	Arcane Adept (P)	Natural Tinkerer (A)	Superior Imbue Items (A)
25	Gain +1 to a single characteristic. This cannot bring a characteristic above 6.	Gain +1 Arcane Power Rating.	1/Session, you may reroll one Craft or Arcana check.	You may imbue up to three enhancements on up to three items. You may do this as a maneuver.

Spell Trees

Arcane Schools

Abjuration
Conjuration
Divination
Enchantment
Evocation
Illusion
Necromancy
Transmutation

Divine Domains

Knowledge
Healing
Sun
Nature
Protection
Storms
Trickery
War
Shadow
Death

Primal Evocations

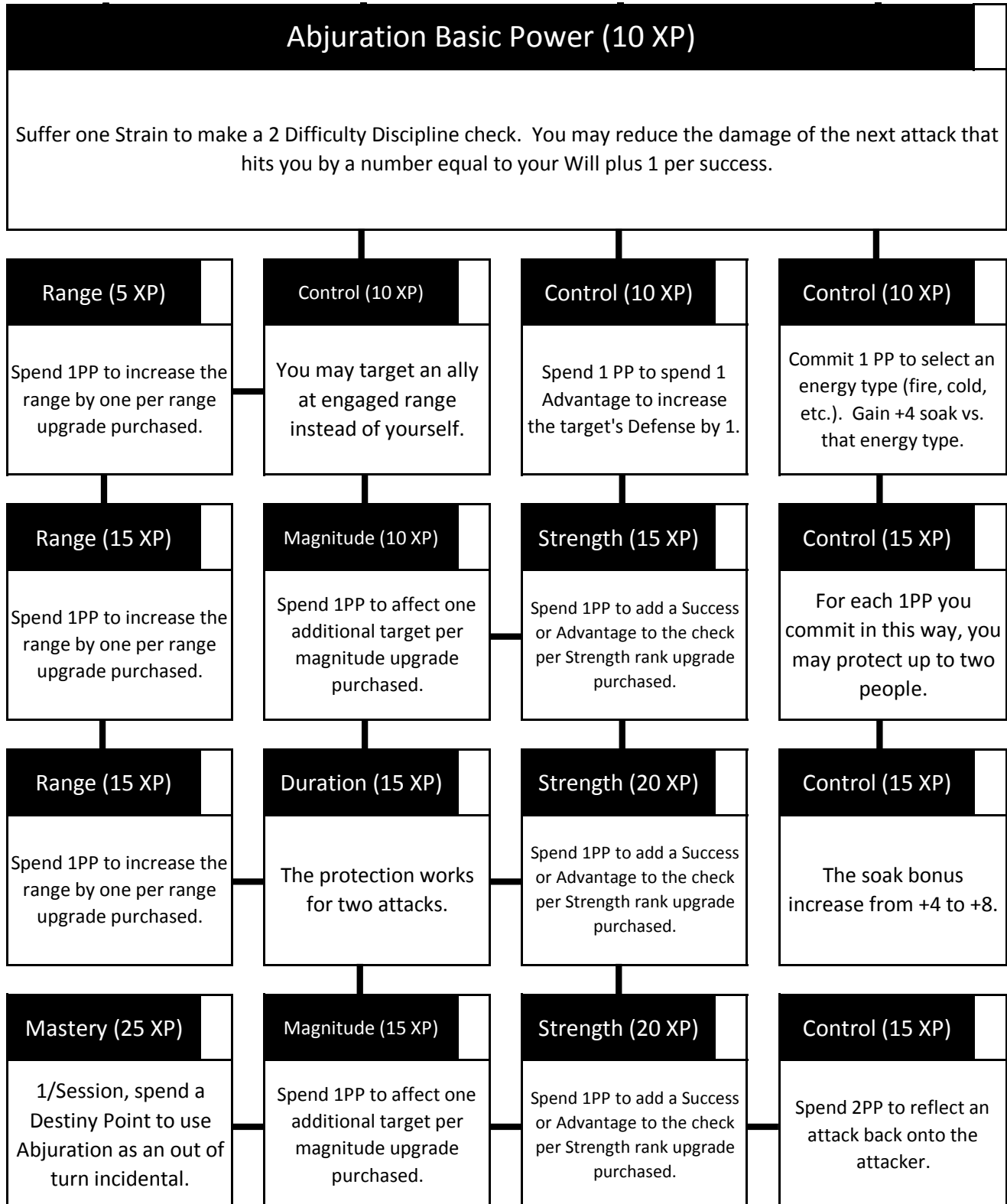
Control Animals
Control Elements
Control Plants
Wildshape

Rituals

See Ritual List

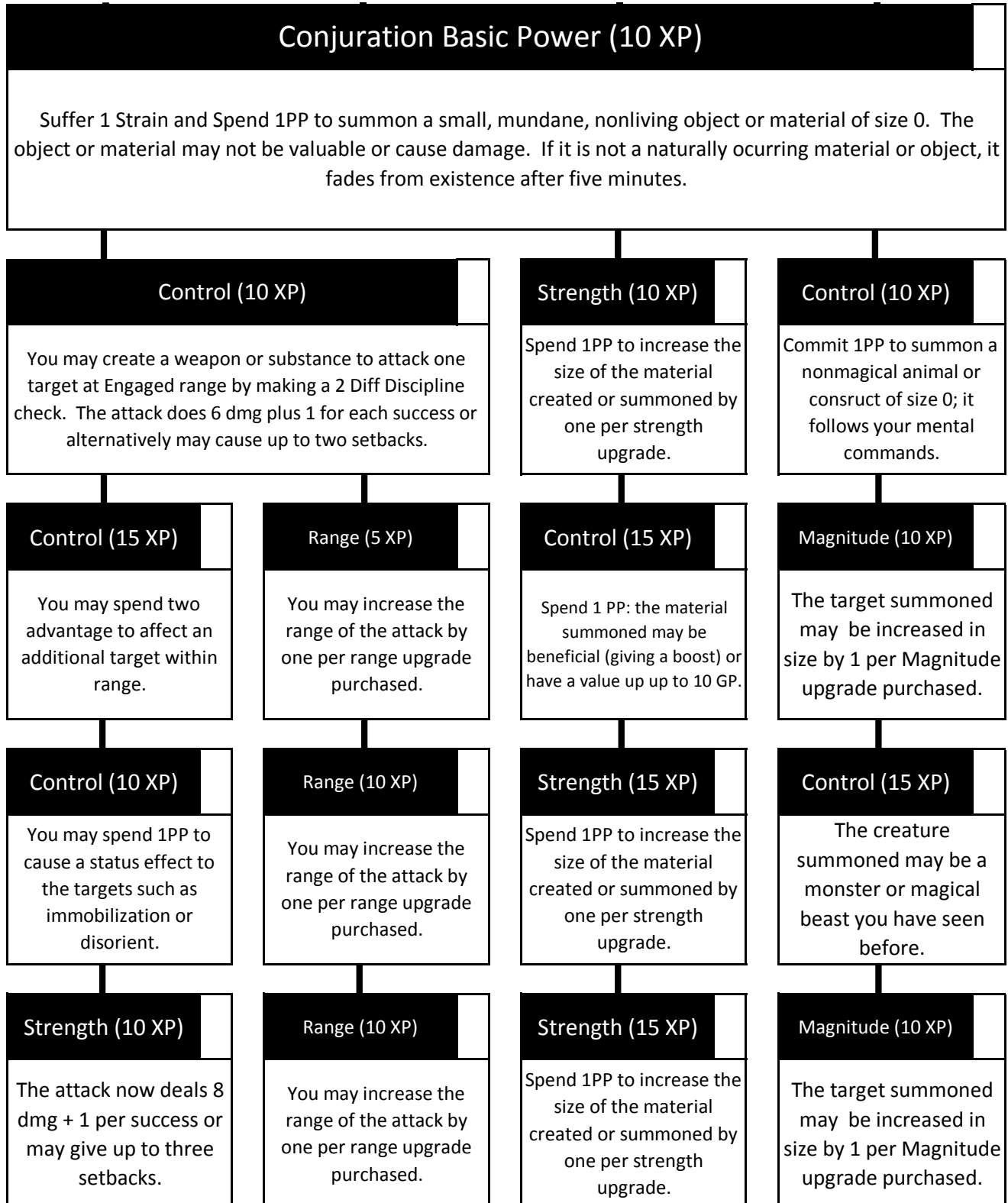
Arcane Spell School - Abjuration

Prerequisite: Arcane Power Rating 1+



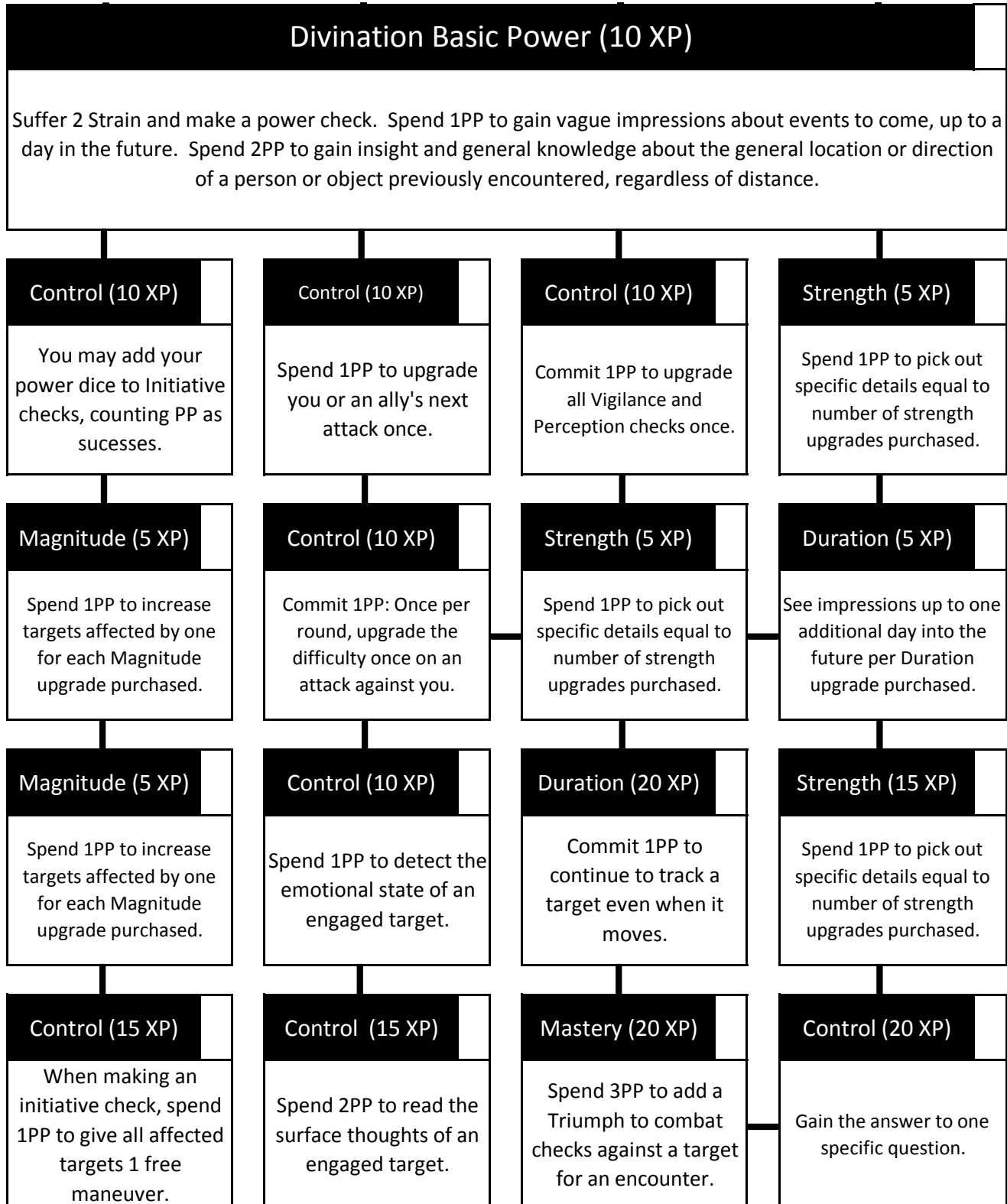
Arcane Spell School - Conjuration

Prerequisite: Arcane Power Rating 1+



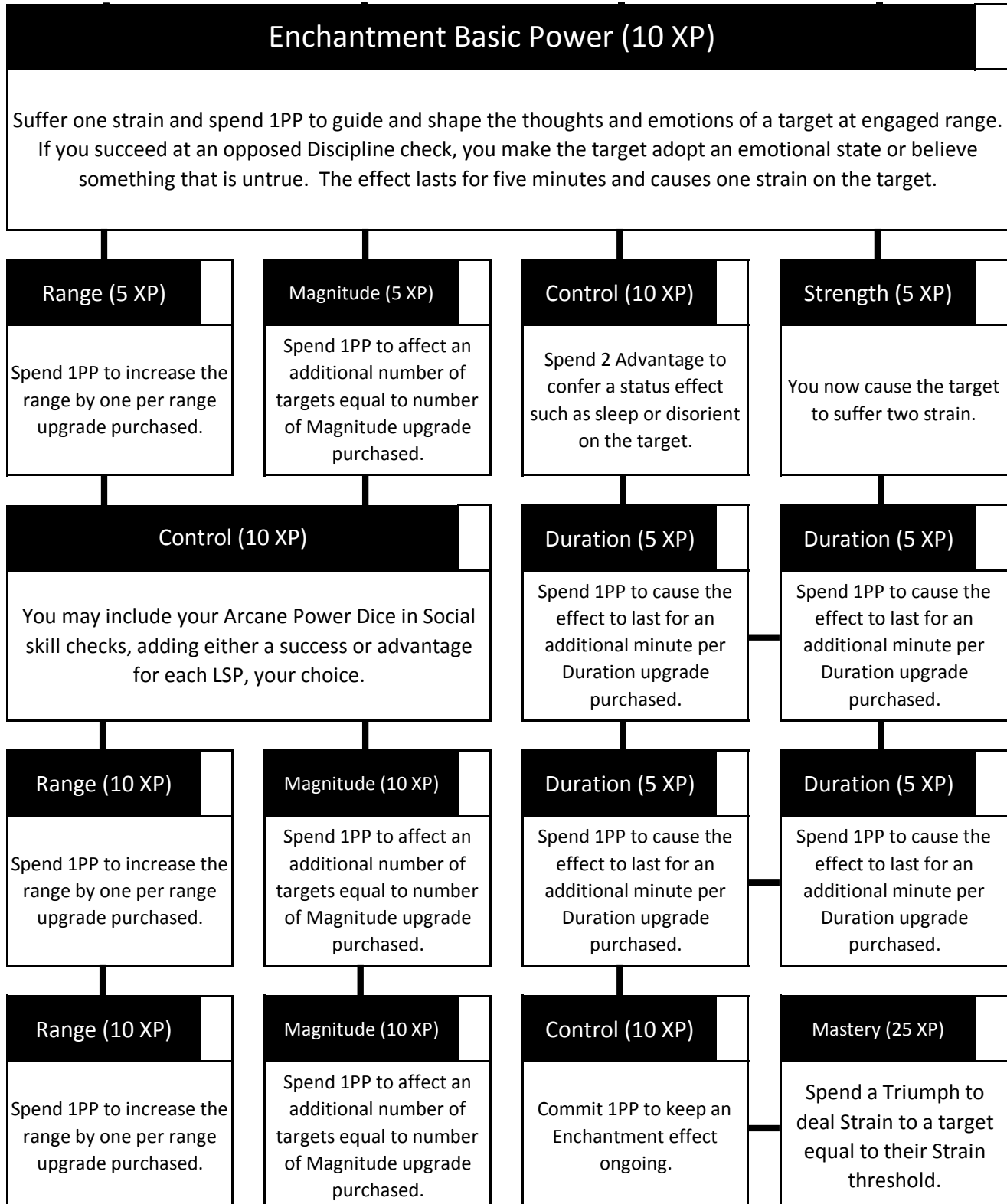
Arcane Spell School - Divination

Prerequisite: Arcane Power Rating 1+



Arcane Spell School - Enchantment

Prerequisite: Arcane Power Rating 1+



Arcane Spell School - Evocation

Prerequisite: Arcane Power Rating 1+

Evocation Basic Power (10 XP)

Choose one energy type from the list below; your Evocation power uses that energy type. Spend 1 strain and make a Discipline check against 2 Difficulty to form an attack with arcane energy against an enemy at engaged range. This attack does dmg equal to 3 + Int plus 1 per success. You may include your Arcane Power Dice in the check, and each power point deals an additional damage, or adds an Advantage, your choice. The attack has a crit rating of 3.

Control (5 XP)

Choose an energy type. Your spells can now be formed from that energy type and gain the listed benefit.

Magnitude (10 XP)

May spend two advantage to affect an additional adjacent target.

Strength (10 XP)

Each PP you spend adds an additional damage,

Range (5 XP)

The range of the spell increases by one range band per Range upgrade.

Magnitude (10 XP)

Additional targets no longer need to be adjacent, and you may hit the same enemy twice.

Control (10 XP)

Choose an energy type. Your spells can now be formed from that energy type and gain the listed benefit.

Control (10 XP)

Choose an energy type. Your spells can now be formed from that energy type and gain the listed benefit.

Range (10 XP)

The range of the spell increases by one range band per Range upgrade.

Strength (15 XP)

Each PP you spend adds an additional damage,

Control (10 XP)

Choose an energy type. Your spells can now be formed from that energy type and gain the listed benefit.

Magnitude (15 XP)

You may spend 2 Adv to activate a blast 6.

Range (15 XP)

The range of the spell increases by one range band per Range upgrade.

Strength (20 XP)

Each PP you spend adds an additional damage,

Control (10 XP)

Choose an energy type. Your spells can now be formed from that energy type and gain the listed benefit.

Magnitude (15 XP)

You may spend a Triumph to activate a Blast 10.

Mastery (25 XP)

You may use up to two energy types per spell.

Contol Upgrade Energy Types

Energy Type	Effect Gained	Description
Force	Knockdown	Spend 2 Adv to knock a target down.
Fire	Burn 1	Deals damage an additional round.
Lightning	Accurate	Gain a boost on the attack roll.
Thunder	Disorient 2	Target gains a setback for 2 rounds.
Cold	Stun	You may do strain damage instead of wounds.
Acid	Pierce 2	Ignore 2 points of Soak.

Arcane Spell School - Illusion

Prerequisite: Arcane Power Rating 1+

Illusion Basic Power (10 XP)			
Spend one Strain and 1PP to create a small, visual and auditory illusion no larger than size 1 and no louder than normal speech. You affect one target within engaged range. Make a Discipline check vs. the target's Perception to determine if they believe the illusion. Situational modifiers may apply. The illusion lasts up to one minute or until you dismiss it.			
Control (5 XP) You may alter your appearance (gives a setback to a check to recognize you).	Control (5 XP) Spray a blast of colorful light that gives two adjacent targets Disorient 2.	Duration (5 XP) Commit 1PP to maintain an illusion.	Range (5 XP) Increase range by one for each Range upgrade purchased.
Control (10 XP) Commit 1PP to make a target invisible (+2 boosts to Stealth). Ends when you attack.	Control (10 XP) Your blast of light affects up to three targets.	Control (5 XP) The Illusion may be up to size 2 and contain all five sensory inputs.	Magnitude (10 XP) Spend two advantage to affect an additional adjacent target with Illusion Spells.
Control (15 XP) You may commit 1PP to cloak all allies in disguise or invisibility.	Control (10 XP) Your blast of light may inflict 5+Success Strain.	Control (15 XP) The Illusion may affect all who can see it within range.	Range (5 XP) Increase range by one for each Range upgrade purchased.
Control (5 XP) When you are invisible, the spell does not end when you attack.	Control (10 XP) Your blast of light incapacitates a target for a round.	Control (15 XP) Create an illusion that lasts until dismissed or a new one is created.	Range (10 XP) Increase range by one for each Range upgrade purchased.

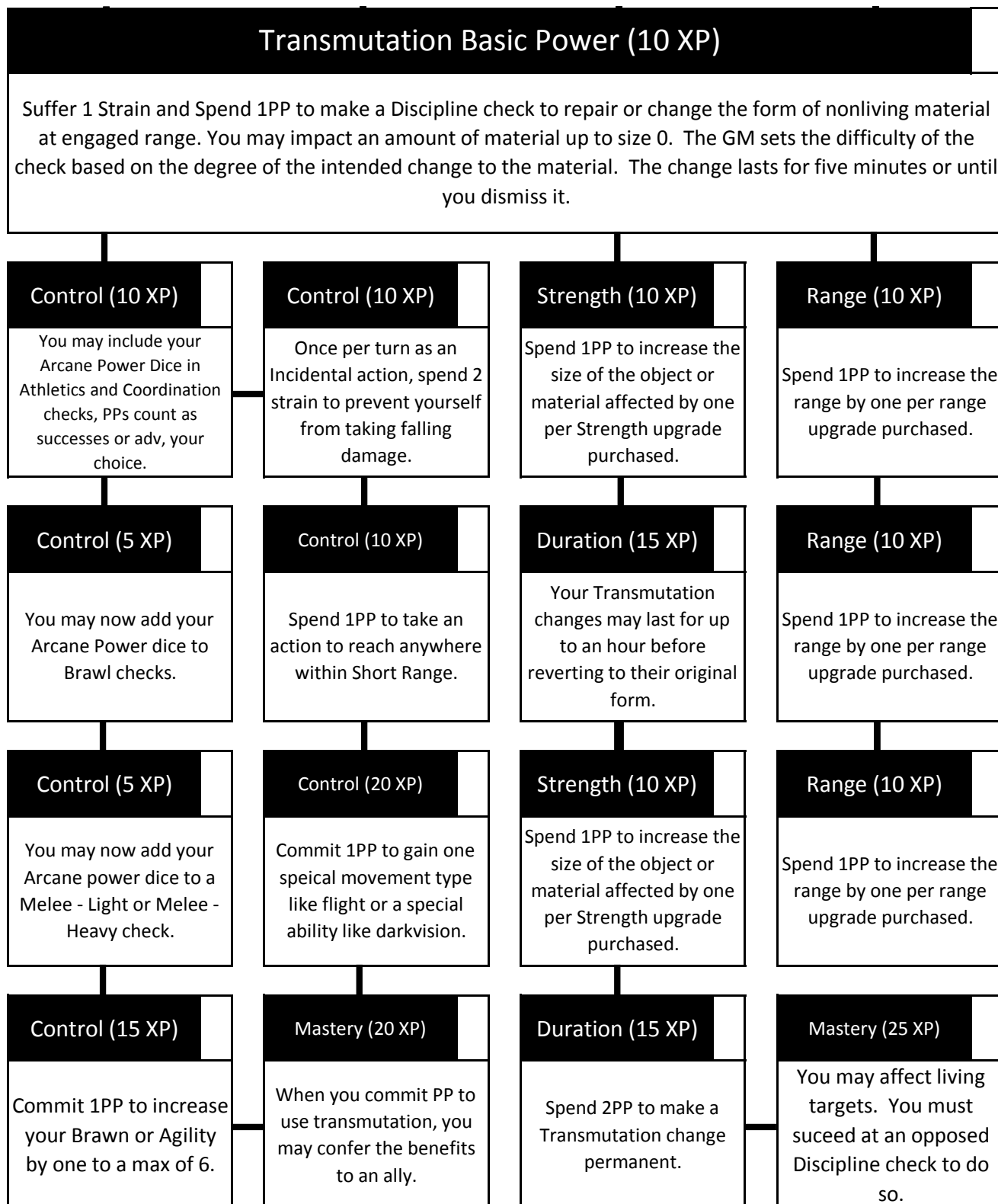
Arcane Spell School - Necromancy

Prerequisite: Arcane Power Rating 1+

Necromancy Basic Power (10 XP)			
Suffer 2 Strain to target an opponent at engaged range and make a Discipline check opposed by their Resilience. If Successful, you may reduce the target's Brawn or Agility by one until the end of the encounter. You may include your Arcane Power Dice in the check, and each power point counts as a success or an advantage, your choice.			
Control (10 XP) You may spend 2 Advantage to give the target Disorient 2.	Magnitude (10 XP) May spend two advantage to affect an additional adjacent target.	Control (10 XP) You may cause wounds equal to your Int to the target (ignores soak).	Range (10 XP) The range of the spell increases by one range band per Range upgrade.
Control (15 XP) You may spend two advantage to immobilize the target for 2 rounds.	Control (15 XP) You may use the energy to animate a deceased being that acts for two rounds under your control.	Control (10 XP) You redirect the energy sapped from your foe to yourself, healing wounds up to the number inflicted.	Range (10 XP) The range of the spell increases by one range band per Range upgrade.
Control (15 XP) You may spend two advantage to cause a Critical Injury to the target.	Duration (10 XP) Dead you animate remain active for five minutes.	Control (10 XP) You may heal an ally within short range instead of yourself.	Range (15 XP) The range of the spell increases by one range band per Range upgrade.
Control (15 XP) You may spend a Triumph to incapacitate the target.	Control (15 XP) Commit 1 PP to keep an animated undead active.	Strength (10 XP) Increase the amount of wounds dealt and healed by 3.	Mastery (25 XP) 1/session, if you kill a target with this power, you may restore a creature that died this encounter to life.

Arcane Spell School - Transmutation

Prerequisite: Arcane Power Rating 1+



Divine Domain - Death

Prerequisite Divine Power Rating 1+

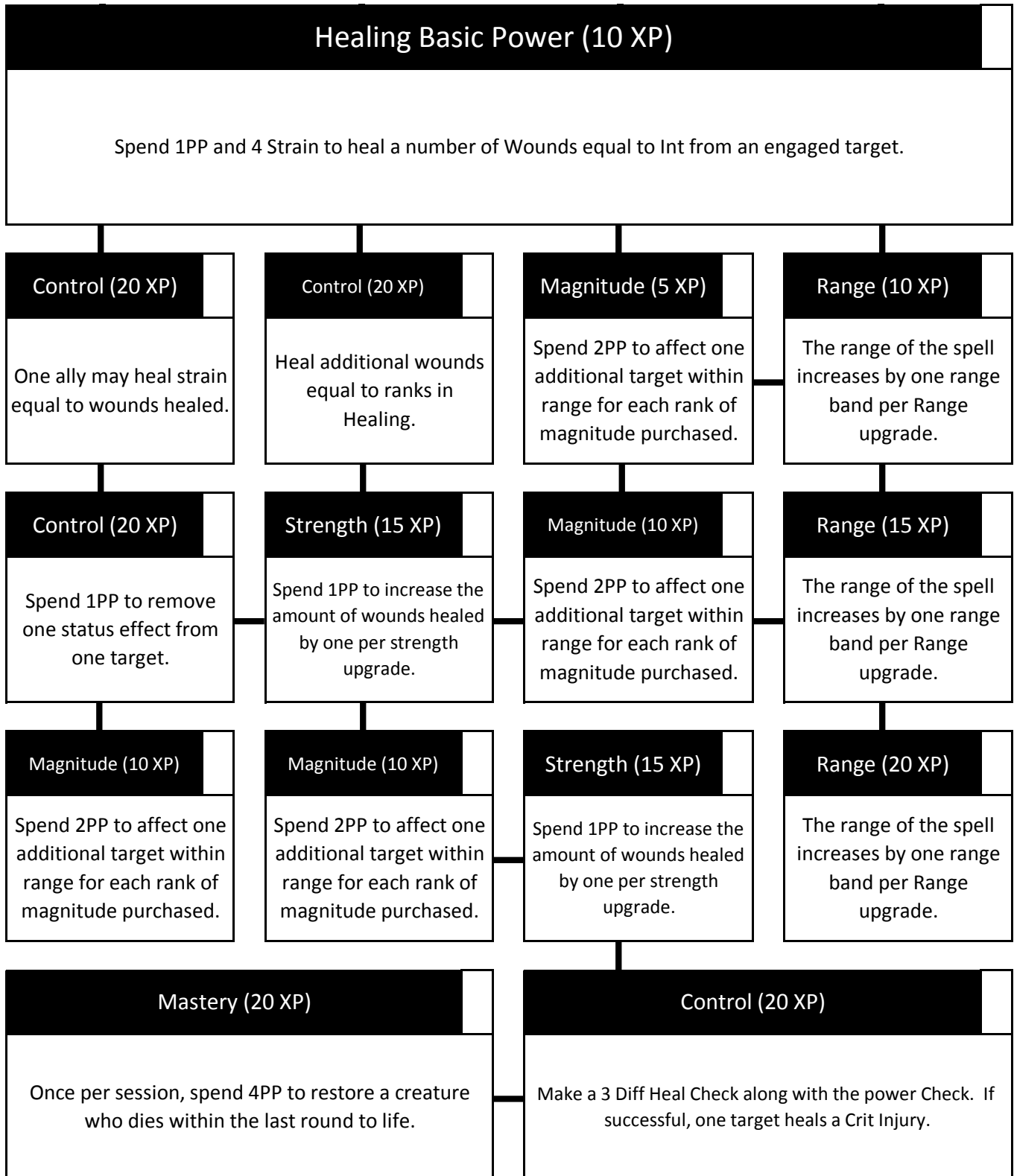
Domain Benefit: You gain access to the followin Rituals as soon as you meet the requirements: Gentle Repose, Feign Death, Speak with Dead, Raise Dead.

Death Basic Power (10 XP)			
Suffer 2 Strain and spend 1PP to select a target at engaged range. The target must have suffered at least one wound. The next damage dealt to that target this encounter is increased or decreased (your choice) by an amount equal to your Will.			
Strength (10 XP) Spend 1PP to increase the damage modifier by one per Strength upgrade purchased.	Range (5 XP) Increase the range by one per range upgrade purchased.	Control (10 XP) You may use this power to heal or damage undead. To deal damage, make a 2 Diff Discipline check and add 1 dmg per success. Damage you deal in this way ignores soak.	
Control (5 XP) The target no longer needs to be wounded.	Range (10 XP) Increase the range by one per range upgrade purchased.	Strength (15 XP) Spend 1PP to increase the damage modifier by one per Strength upgrade purchased.	Magnitude (10 XP) Spend 2 Adv to affect an additional adjacent undead target.
Strength (10 XP) Spend 1PP to increase the damage modifier by one per Strength upgrade purchased.	Range (15 XP) Increase the range by one per range upgrade purchased.	Control (10 XP) Spend a Triumph to immediately destroy all affected undead.	Control (10 XP) Commit 1PP after successfully affecting an undead target to gain control of the target.
Control (15 XP) The next Critical Injury roll against the target this encounter is either increased or decreased (your choice) by 30%.	Control (15 XP) Once/session, spend 1PP to cause or heal a critical injury,	Mastery (20 XP) 1/session, if the target is Critically Injured or Incapacitated, you may either immediately kill them or heal 10 wounds.	

Divine Domain - Healing

Prerequisite Divine Power Rating 1+

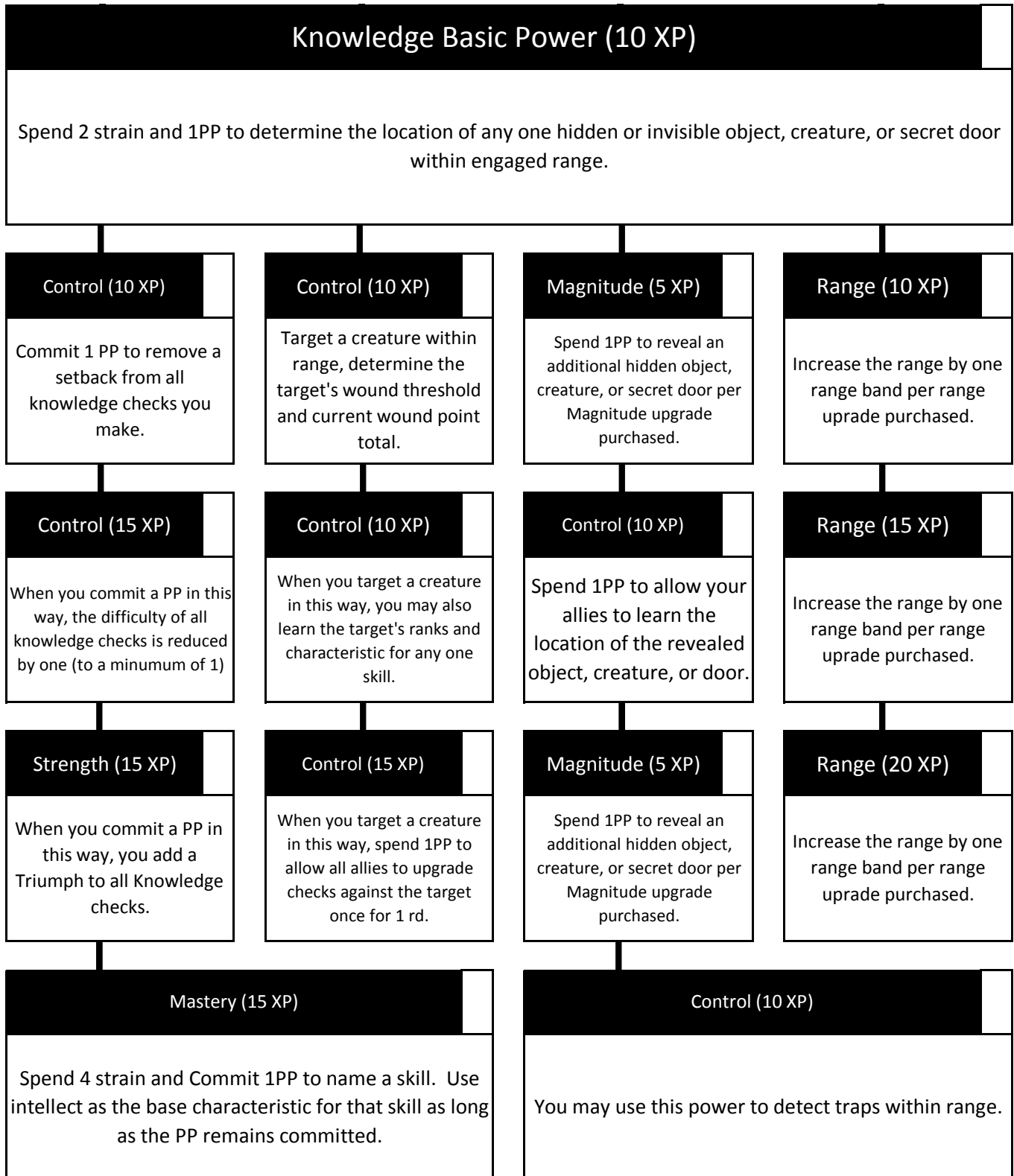
Domain Benefit: You gain access to the followin Rituals as soon as you meet the requirements: Create Holy Water, Purify Food and Drink, Remove Disease/Curse. Raise Dead.



Divine Domain - Knowledge

Prerequisite Divine Power Rating 1+

Domain Benefit: You gain access to the Divination Arcane Spell School and may use your Divine Power to activate it.



Divine Domain - Nature

Prerequisite Divine Power Rating 1+

Domain Benefit: Choose one Primal Power. You may gain that Primal power and use your Divine Power to activate it.

Nature Basic Power (10 XP)			
<p>You may spend 1 strain and 1PP to converse with a natural animal or gain impressions from the plantlife in a natural area. This will give you the general events that have happened in an area within the last 24 hours, as well as insight into any magical effects that are currently or have recently affected the area.</p>			
Control (5 XP) Commit 1PP to upgrade stealth checks once in natural surroundings.	Control (5 XP) You may make a 2 Diff Discipline check to rouse the animal and plantlife in the area to hinder an enemy, giving them a setback per PP spent to their next action. The enemy must be within Medium range.	Duration (10 XP) Spend 1PP to extend the time you can learn about by 1 day per Duration Upgrade.	
Control (10 XP) When you commit PP in this way, you gain the ability to find food and water for a number of people equal to Will.	Control (10 XP) The affected enemy loses their free maneuver from their next action.	Strength (10 XP) Spend 1PP to learn a specific detail for each Strength upgrade purchased.	Strength (10 XP) Spend 1PP to learn a specific detail for each Strength upgrade purchased.
Control (10 XP) When you comit PP in this way, extend the Stealth upgrade to a number of allies equal to Will.	Magnitude (10 XP) You may spend two advantage to affect an additional enemy in range.	Control (15 XP) Gain the answer to one specific question.	Duration (5 XP) Spend 1PP to extend the time you can learn about by 1 day per Duration Upgrade.
Control (10 XP) When you commit PP in this way, increase the number of allies you can affect to 2 x Will.	Range (10 XP) Spend 1PP to affect an enemy at Long range.	Mastery (15 XP) Spend a Triumph to affect all enemies within range.	Duration (5 XP) Spend 1PP to extend the time you can learn about by 1 day per Duration Upgrade.

Divine Domain - Protection

Prerequisite Divine Power Rating 1+

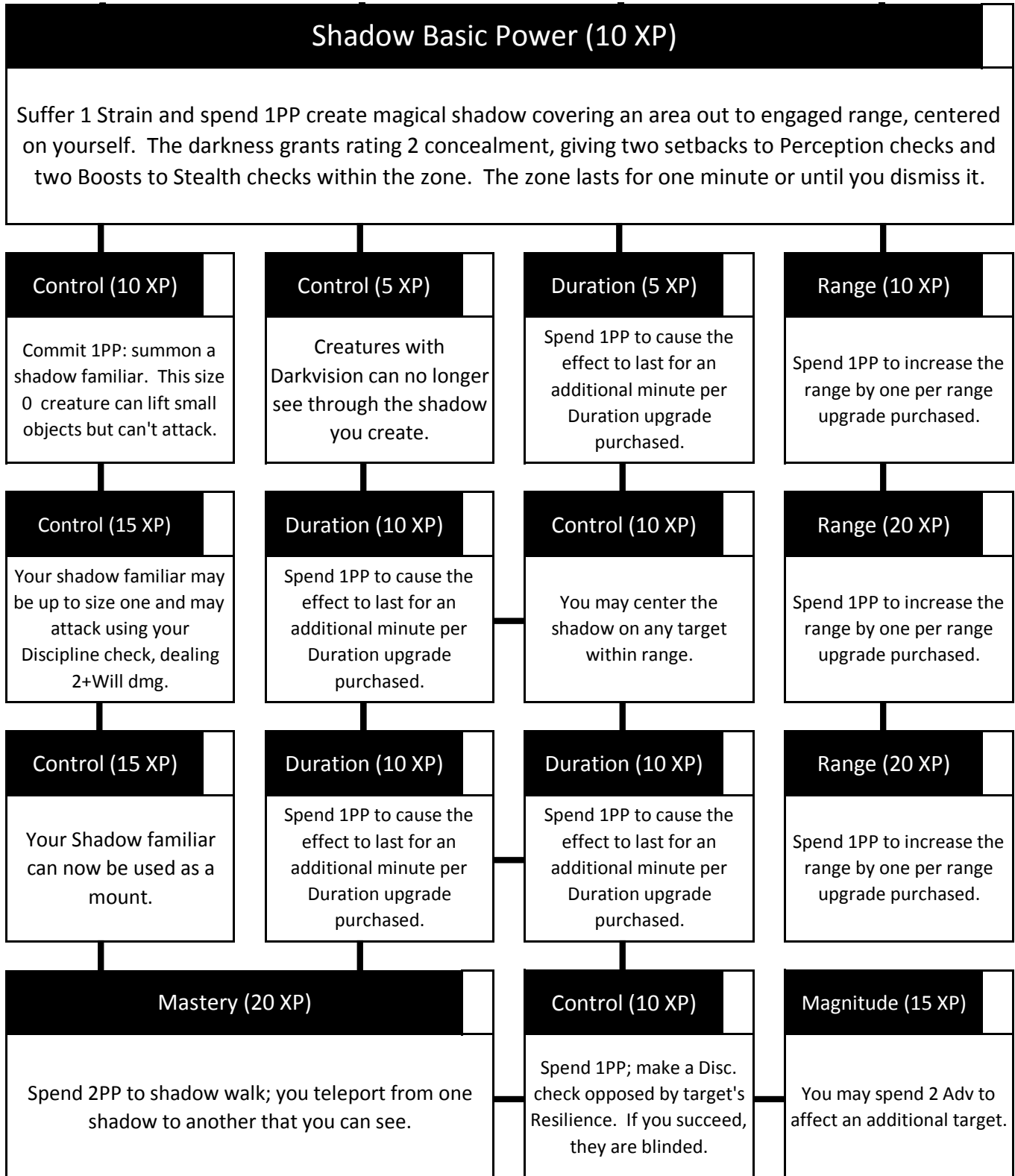
Domain Benefit: You gain +1 Soak.

Protection Basic Power (10 XP)			
Suffer 2 Strain and make a Power check. Spend 1PP to remove a negative status effect from yourself or an ally within engaged range.			
<div>Control (10 XP)</div> <div>Commit 1 PP to select an energy type (fire, cold, etc.). Gain +4 soak vs. that energy type.</div>	<div>Control (10 XP)</div> <div>Commit 1PP to increase a target's Melee or Ranged Defense by one.</div>	<div>Control (10 XP)</div> <div>Your target may remove a setback from their next action.</div>	<div>Range (10 XP)</div> <div>Increase the range by one range band per range upgrade purchased.</div>
<div>Control (15 XP)</div> <div>For each 1PP you commit in this way, you may protect up to two people.</div>	<div>Strength (10 XP)</div> <div>When you commit PP in this way, increase the Defense granted by one per Strength Upgrade.</div>	<div>Magnitude (10 XP)</div> <div>Spend 1PP to affect an additional target per Magnitude Upgrade purchased.</div>	<div>Range (15 XP)</div> <div>Increase the range by one range band per range upgrade purchased.</div>
<div>Control (15 XP)</div> <div>The soak bonus increase from +4 to +8.</div>	<div>Control (10 XP)</div> <div>When you commit PP in this way, you may affect multiple targets, splitting the defense bonus among them.</div>	<div>Magnitude (10 XP)</div> <div>Spend 1PP to affect an additional target per Magnitude Upgrade purchased.</div>	<div>Range (20 XP)</div> <div>Increase the range by one range band per range upgrade purchased.</div>
<div>Control (20 XP)</div> <div>The targets you protect also gain +1 Melee and Ranged defense.</div>	<div>Strength (15 XP)</div> <div>When you commit PP in this way, increase the Defense granted by one per Strength Upgrade.</div>	<div>Control (10 XP)</div> <div>You may now remove up to two setbacks on the target's next action.</div>	<div>Mastery (15 XP)</div> <div>Once per session, you may cast this spell as an incidental, out of turn action and spend 1 DP to Cancel a Despair.</div>

Divine Domain - Shadow

Prerequisite Divine Power Rating 1+

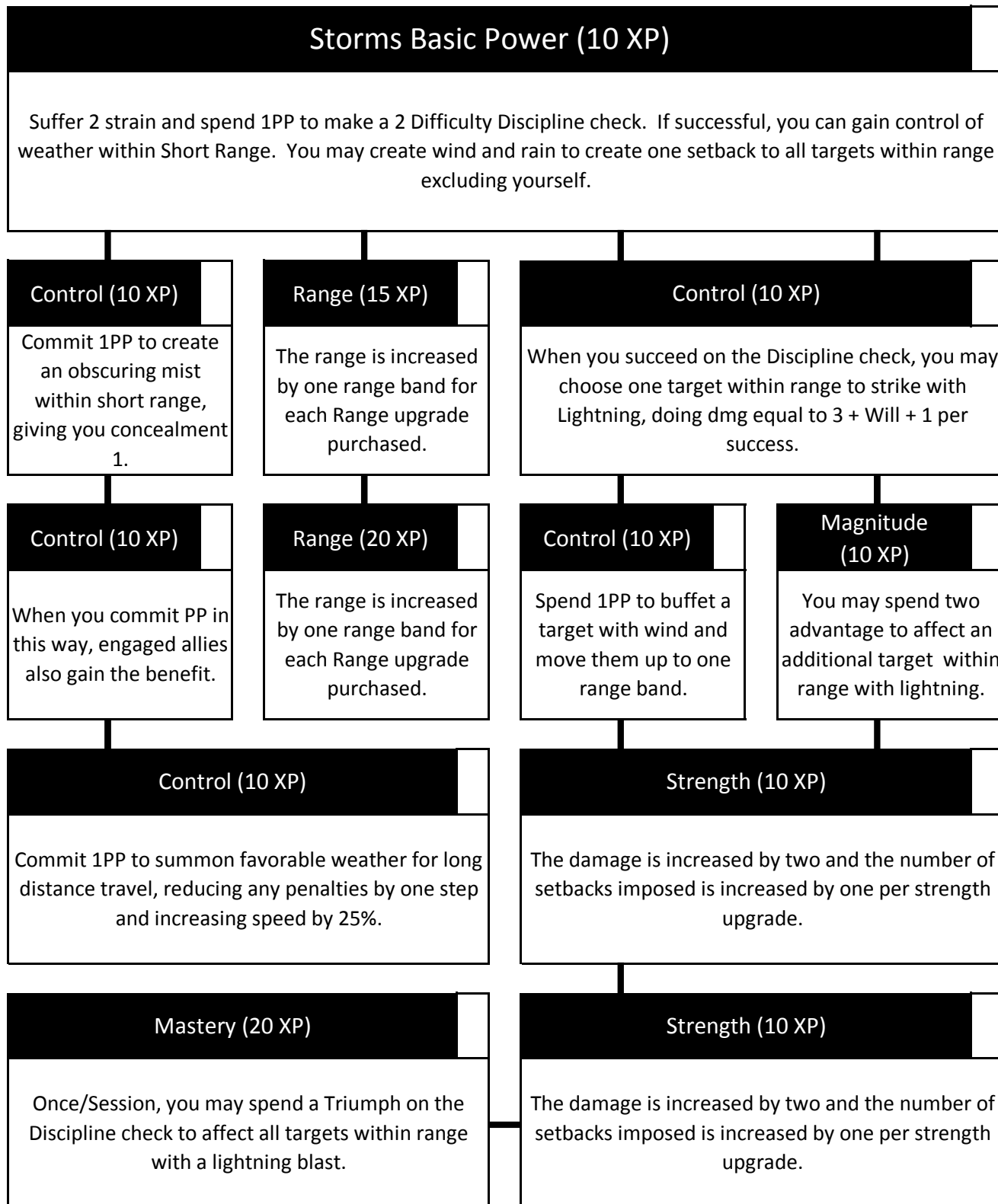
Domain Benefit: You may add two boosts to Stealth checks.



Divine Domain - Storms

Prerequisite: Divine Power Rating 1+

Domain Benefit: You gain +5 Soak against Lightning damage.



Divine Domain - Sun

Prerequisite Divine Power Rating 1+

Domain Benefit: You gain the Turn Undead Talent. If you already have it, you gain two boosts to Coercion checks when attempting to Turn Undead.



Divine Domain - Trickery

Prerequisite Divine Power Rating 1+

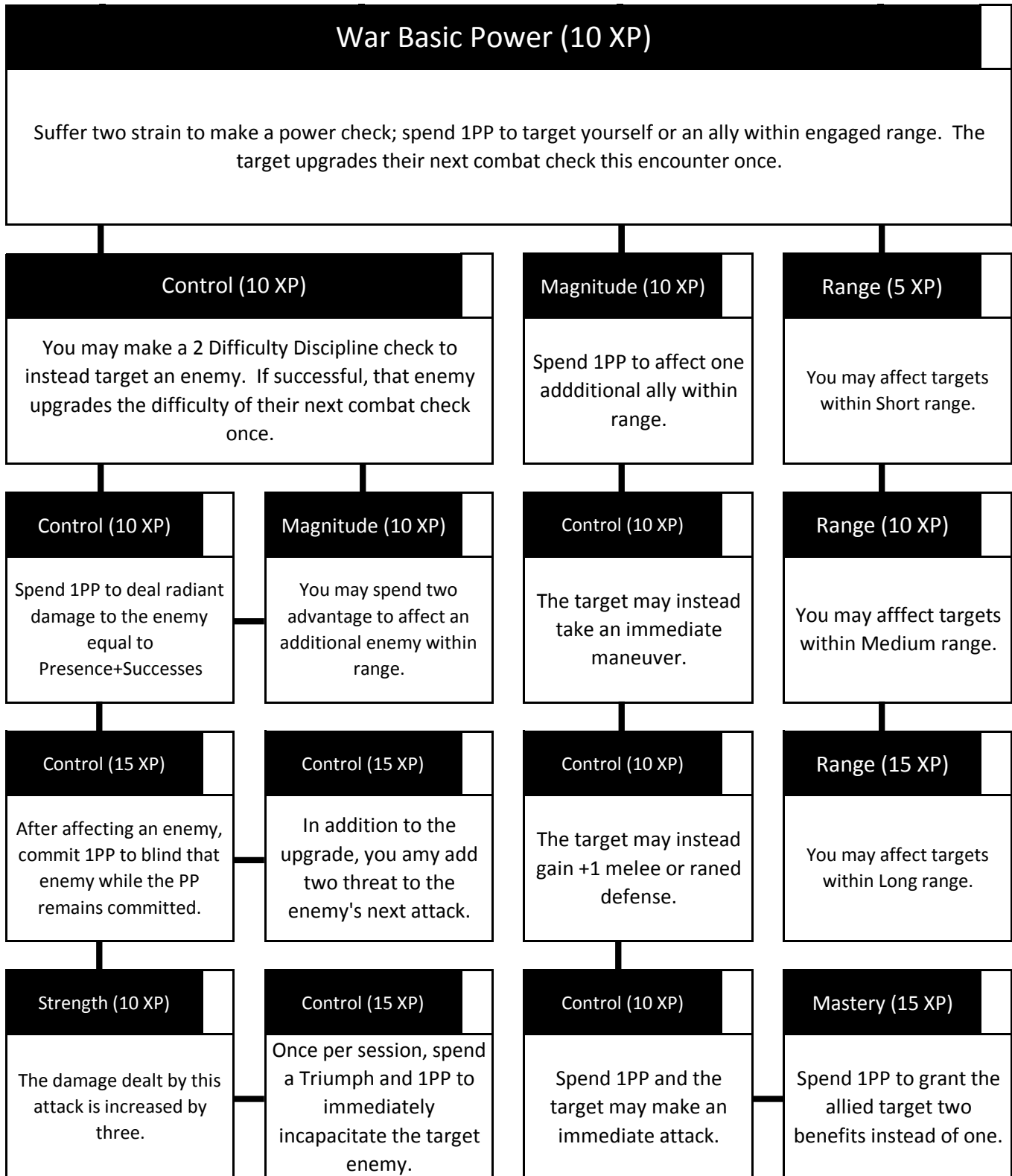
Domain Benefit: You may commit 1PP to magically alter your appearance.



Divine Domain - War

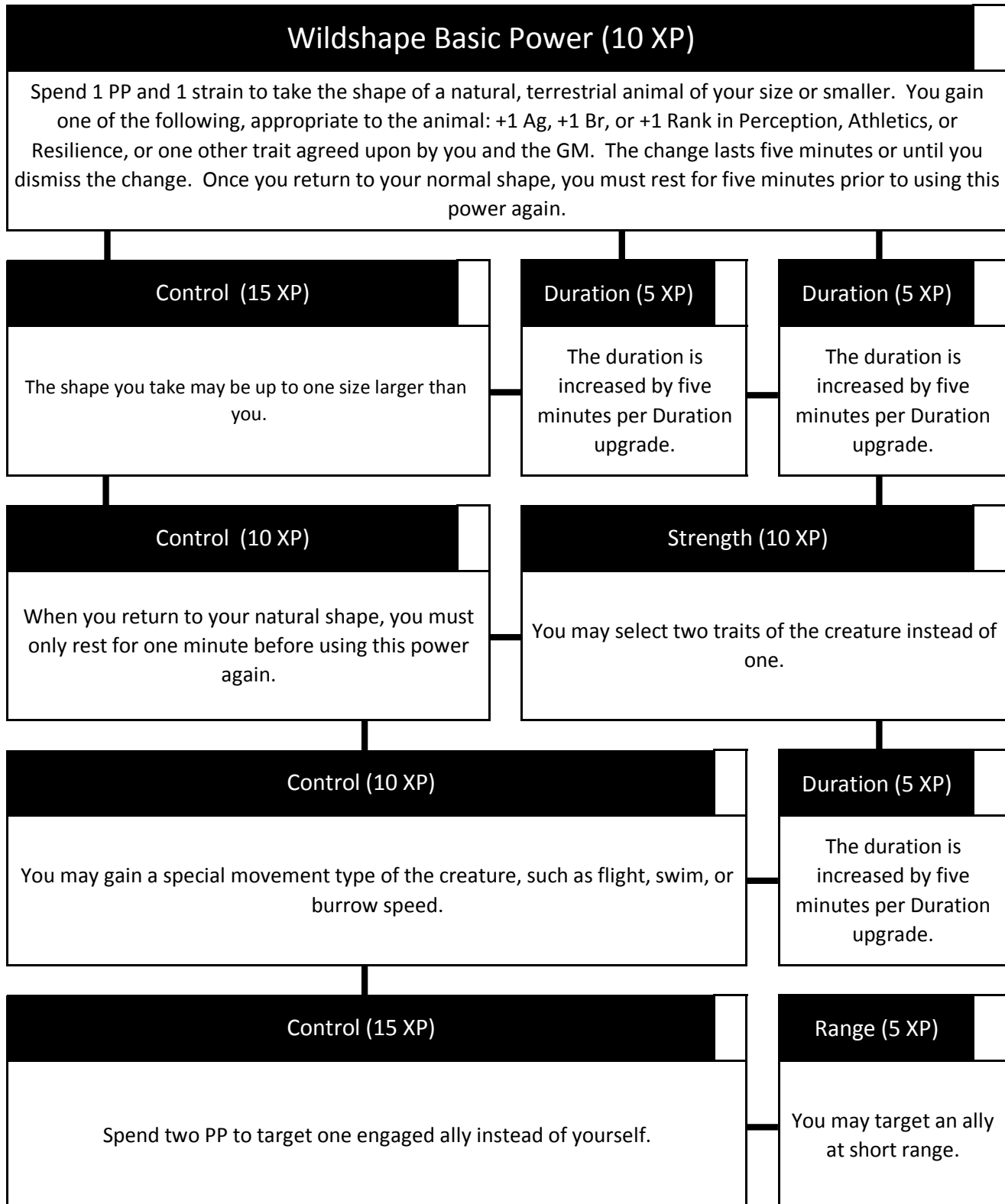
Prerequisite Divine Power Rating 1+

Domain Benefit: Select one Combat Skill. It becomes a career skill. If it is already a career skill, you gain a boost when using that skill.



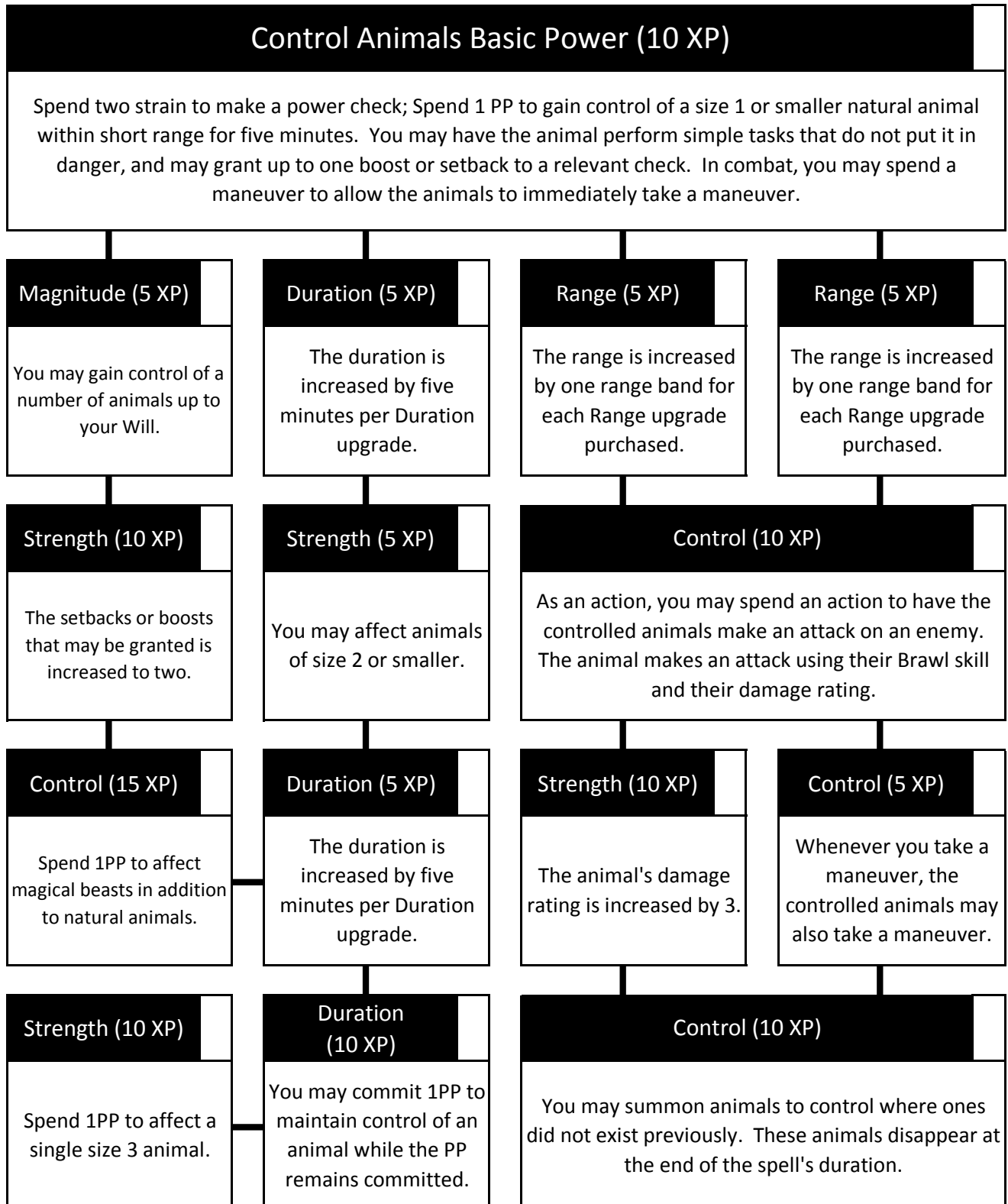
Primal Evocation - Wildshape

Prerequisite: Primal Power Rating 1+



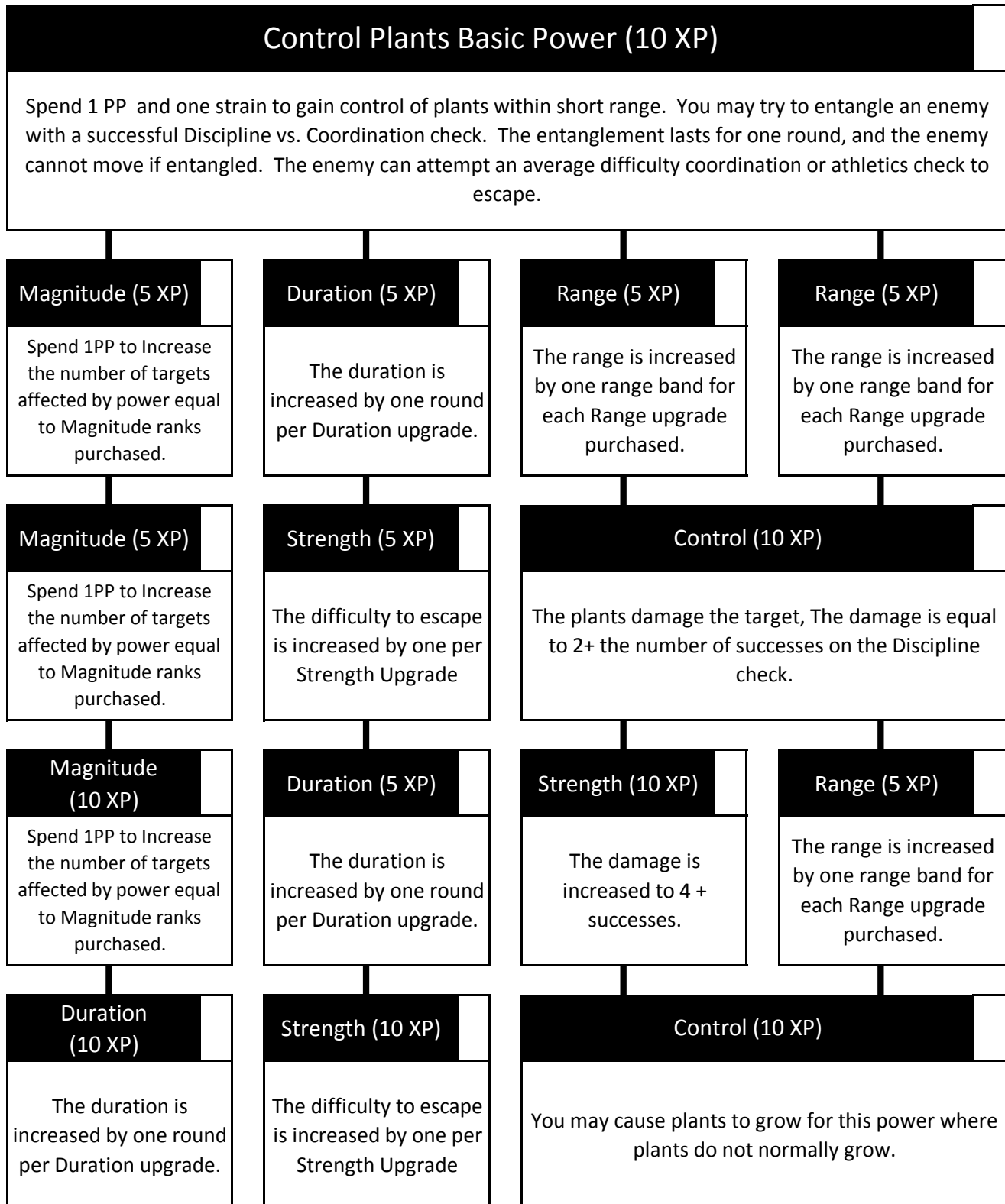
Primal Evocation - Control Animals

Prerequisite: Primal Power Rating 1+



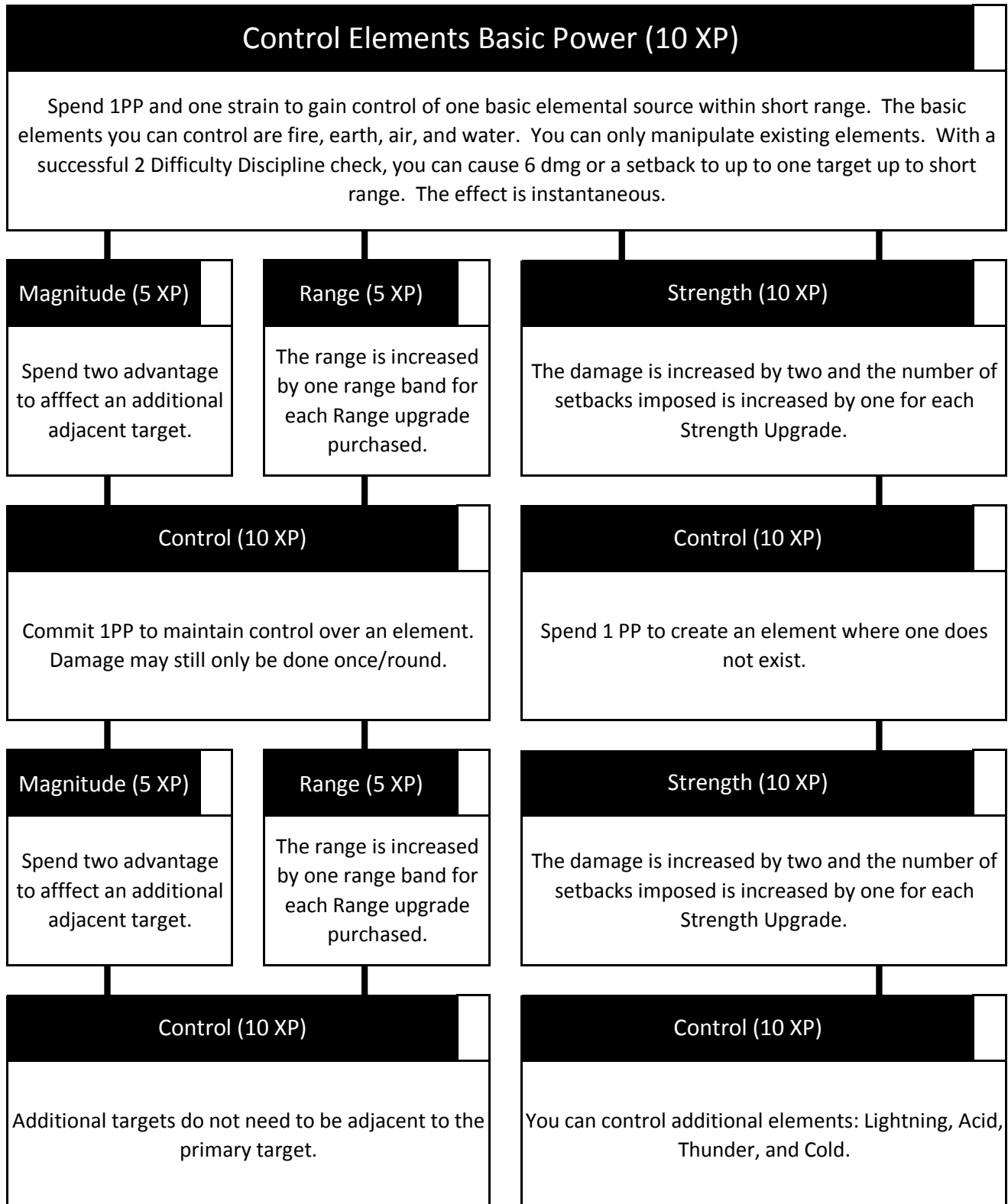
Primal Evocation - Control Plants

Prerequisite: Primal Power Rating 1+



Primal Evocation - Control Elements

Prerequisite: Primal Power Rating 1+



Ritual List

Listed below are some examples of rituals - there may be others!

Rituals allow for the casting of many non-combat effect.

Rituals may be cast by anyone with the relevant required Power Rating.

The caster must know the ritual to cast it, casting time is 10 minutes.

There may be material components costs associated with a ritual.

The difficulty to cast it is equal to the minimum rating.

<u>Ritual Name</u>	<u>Power Type</u>	<u>Minimum Rating</u>	<u>Skill</u>
Alarm	Arcane	1	Arcana
Arcane Lock	Arcane	1	Arcana
Comprehend Languages	Arcane	1	Arcana
Detect Magic	Arcane	1	Arcana
Find Familiar	Arcane	1	Arcana
Identify	Arcane	1	Arcana
Illusory Script	Arcane	1	Arcana
Floating Disk	Arcane	1	Arcana
Unseen Servant	Arcane	1	Arcana
Gentle Repose	Arcane	1	Arcana
Magic Mouth	Arcane	1	Arcana
Feign Death	Arcane	2	Arcana
Magic Circle	Arcane	2	Arcana
Phantom Steed	Arcane	2	Arcana
Water Breathing	Arcane	2	Arcana
Contact Other Plane	Arcane	3	Arcana
Telepathic Bond	Arcane	3	Arcana
Create Teleportation Circle	Arcane	3	Arcana
Detect Magic	Primal	1	Nature
Detect Poison and Disease	Primal	1	Nature
Purify Food and Drink	Primal	1	Nature
Speak with Animals	Primal	1	Nature
Animal Messenger	Primal	1	Nature
Beast Sense	Primal	1	Nature
Locate Animals or Plants	Primal	1	Nature
Feign Death	Primal	2	Nature
Meld into Stone	Primal	2	Nature
Water Breathing	Primal	2	Nature
Water Walk	Primal	2	Nature
Commune with Nature	Primal	3	Nature
Create Holy Water	Divine	1	Religion
Detect Magic	Divine	1	Religion
Detect Poison and Disease	Divine	1	Religion
Purify Food and Drink	Divine	1	Religion
Augury	Divine	1	Religion
Gentle Repose	Divine	1	Religion
Silence	Divine	2	Religion
Feign Death	Divine	2	Religion
Meld into Stone	Divine	2	Religion
Remove Curse/Disease	Divine	2	Religion
Speak with Dead	Divine	2	Religion
Water Walk	Divine	2	Religion
Divination	Divine	2	Religion
Commune	Divine	3	Religion
Forbiddance	Divine	3	Religion
Raise Dead	Divine	3	Religion

Melee Weapons

Weapon	Skill	Damage	Crit	Range	Cost (GP)	Special
Armored Gauntlets	Brawl	+1	4	Engaged	5	
Dagger -Thrown	Melee - Light Ranged - Light	+1	3	Engaged Short	1	Pierce 1
Hand Axe -Thrown	Melee - Light Ranged - Light	+1	3	Engaged Short	5	Vicious 1
Parrying Dagger	Melee - Light	+1	3	Engaged	10	Defensive 1
Quarterstaff	Melee - Light	+2	4	Engaged	5	Defensive 1
Rapier	Melee - Light	+2	2	Engaged	25	Defensive 1, Pierce 2, Vicious 1
Short Sword	Melee - Light	+1	3	Engaged	10	Pierce 2
Sickle	Melee - Light	+1	3	Engaged	2	Pierce 1, Vicious 1
Throwing Hammer -Thrown	Melee - Light Ranged - Light	+1	4	Engaged Short	5	Disorient 2
Battle Axe	Melee - Heavy	+2	2	Engaged	15	Pierce 2, Vicious 2
Club	Melee - Heavy	+2	5	Engaged	1	Disorient 2
Greataxe	Melee - Heavy	+3	2	Engaged	30	Pierce 2, Vicious 3
Greatclub	Melee - Heavy	+3	3	Engaged	1	Disorient 3
Greatsword	Melee - Heavy	+3	2	Engaged	30	Defensive 1, Pierce 2, Vicious 2
Javelin -Thrown	Melee - Heavy Ranged - Heavy	+2	3	Engaged Medium	5	Pierce 2
Longspear	Melee - Heavy	+2	3	Short	10	Pierce 2, Vicious 1
Longsword	Melee - Heavy	+2	2	Engaged	15	Defensive 1, Pierce 2, Vicious 1
Maul	Melee - Heavy	+3	3	Engaged	30	Disorient 3, Vicious 1
Mace	Melee - Heavy	+2	4	Engaged	5	Disorient 3
Scimitar	Melee - Heavy	+2	2	Engaged	10	Pierce 2, Vicious 2
Scythe	Melee - Heavy	+2	3	Engaged	5	Pierce 2, Vicious 2
Spear -Thrown	Melee - Heavy Ranged - Heavy	+2	3	Engaged Short	5	Pierce 2
Warhammer	Melee - Heavy	+2	3	Engaged	15	Disorient 3

Ranged Weapons

Weapon	Skill	Damage	Crit	Range	Cost (GP)	Special
Crossbow	Ranged - Light	8	3	Med	25	Prepare 1
Hand Crossbow	Ranged - Light	6	4	Short	25	Prepare 1
Shortbow	Ranged - Light	7	3	Med	25	
Sling	Ranged - Light	6	4	Med	1	
Heavy Crossbow	Ranged - Heavy	10	3	Long	30	Prepare 1
Longbow	Ranged - Heavy	9	3	Long	30	

Armor	Soak	Melee Defense	Ranged Defense	Cost (GP)	Minimum Brawn
Cloth	1	0	0	1	1
Leather	1	1	0	25	1
Hide	2	0	0	30	3
Chain	1	1	1	40	3
Scale	2	1	0	45	4
Plate	2	1	1	50	4
Buckler	0	1	0	5	1
Shield	0	1	1	10	2

Gear	
Standard adventurer's kit	15 gp
Backpack (empty)	2 gp
Bedroll	1 sp
Flint and steel	1 gp
Pouch, belt (empty)	1 gp
Rations, trail (10 days)	5 gp
Rope, hempen (50 ft.)	1 gp
Sunrods (2)	4 gp
Waterskin	1 gp
Ammunition	
Arrows (30)	1 gp
Crossbow bolts (20)	1 gp
Sling bullets (20)	1 gp
Arcane implement	
Orb	15 gp
Rod	12 gp
Staff	5 gp
Wand	7 gp
Candle	1 cp
Chain (10 ft.)	30 gp
Chest (empty)	2 gp
Climber's kit	2 gp
Grappling hook	1 gp
Hammer	5 sp
Pitons (10)	5 sp
Everburning torch	50 gp
Fine clothing	30 gp
Flask (empty)	3 cp
Holy symbol	10 gp
Journeybread (10 days)	50 gp
Lantern	7 gp
Ritual book	50 gp
Ritual components	Varies
Rope, silk (50 ft.)	10 gp
Spellbook	50 gp
Tent	10 gp
Thieves' tools	20 gp
Torch	1 sp

Food and Lodging	
Food	
Meal, common	2 sp
Meal, feast	5 gp
Drink	
Ale, pitcher	2 sp
Wine, bottle	5 gp
Inn stay (per day)	
Typical room	5 sp
Luxury room	2 gp

Transportation	
Cart or wagon	20 gp
Riding horse	75 gp
Rowboat	50 gp
Sailing ship	10000 gp
Warhorse	680 gp