

# GEAS

## Player Resource Book



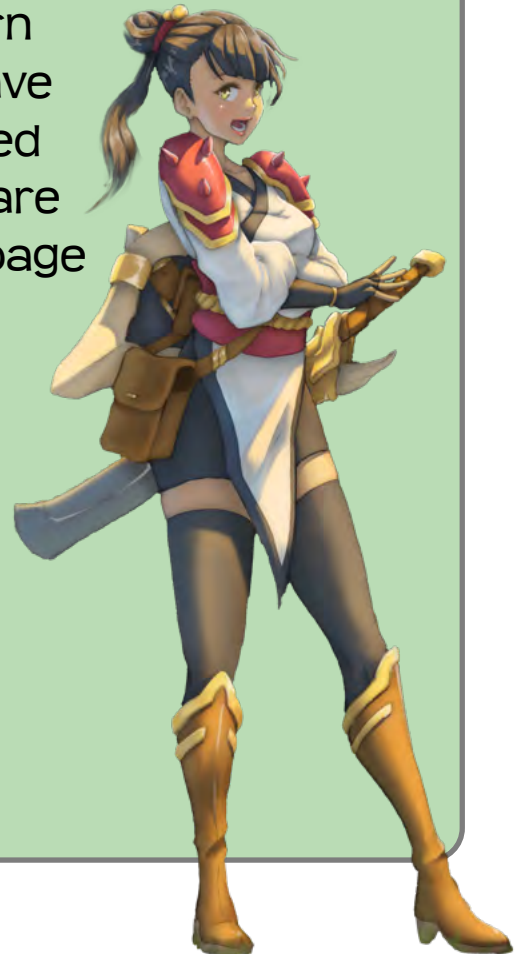
# OVERVIEW

## What is CEAS?

This is a high fantasy heroic role-playing game. Players choose a hero (or anti-hero) to play, taking on their roles as an adventure unfolds before them. The game is managed and run by one of the players called the “Game Master”. While not forced to, the general assumption is the players work together as a team. There is no end game, or “winning” at the end. You win if your group is having fun crafting the story together.

## Player Resource Guide

This guide is meant to be an easy resource for players to learn the core mechanic, and to have the most common referenced materials easily at hand. You are free to print out and use any page of this guide for your game.



# DICE POOLS EXPLAINED

CEAS uses a dice pool system meant to accomplish three things:

- No math whenever possible to speed up play
- Simple and easy to learn mechanic



**The Dice Pool:** When you roll your dice pool, you only look at the highest number. In this case, your result is an “8”. Ignore the 7.

**The Challenge Roll:** Each side rolls their dice pools. The person with the highest wins! Ties go to defender. If more than one of your dice beats the highest from the opponent, you gain additional successes!



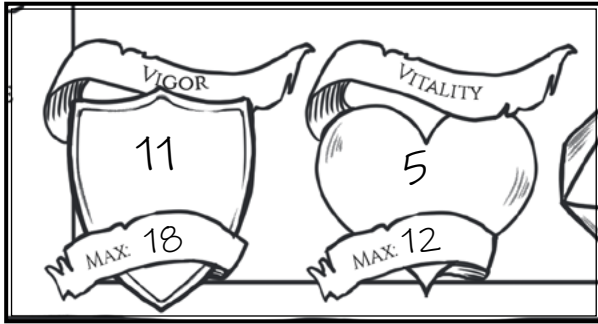
Not all checks are contested. Sometimes you have to beat a Target Challenge Number (TCN). Again, just take the highest die result and if you are higher, you succeed!

**Trading Up/Down:** You can trade in two dice of one type to get one dice of the next higher type. Trade in 2d6 for 1d8, 2d8 for 1d10, and so on. This gives you a chance to get a higher result at the cost of lower potential result. You may also trade one die type for two of the type one category smaller.



Note: Sometimes you won't be able to beat a roll. For example, if the defender rolls a 6 and your ADP consists of d6s, you can't beat that. You can either trade up if you have enough dice for a chance, or if you don't have enough dice, you can do the "boxcar" rule. Roll 2d6 and if both come up 6s, that's a success.

# SUPER FLEXIBLE

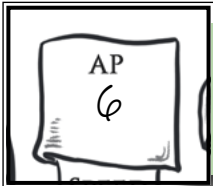


**Vigor & Vitality** are important. Vigor is your stamina, and is used to power abilities and maneuvers. Vitality is your health, and when dropped to zero or below, you're dead.

Things you can do with Vigor:

- Add dice to your dice pools
- Power up spells or attacks
- Perform special maneuvers

Your **Proficiency Die (PD)** makes things really simple. It's the die type used for just about every kind of check you'll be asked to make, from ability checks, attacks, and defending. Often you will have the option to trade the die type or allocate a different amount of dice from your pool as you wish, giving you a lot of choice for each situation you find yourself in.



**Action Points (AP)** are used whenever you want to do something. Move, attack, read a book, sing a song, etc. Every action costs some action points. But you don't need to use them all on your turn! You can save them to use a special response action outside of your turn if appropriate.

## FLEXIBILITY IN PLAY

What does this look like in play? Let's assume the following:

**Your PD is a d8, and based on your experience and skill, your dice pool consists of 3d8. You have 10 vigor. Your AP pool is 6.**

You are making an attack against an ogre and it rolls its DEF getting a 7 and 2. Normally you would roll 3d8 to attack. However, you decide to trade 2d8 up to 1d10 for a better chance to beat a 7, so your dice pool is now 1d10 and 1d8. You roll to hit with your battle axe (costing 4 AP). Your attacking dice pool results are 8 and 2. Your 8 beats the 7, so your attack hits with one success and the ogre takes 1 point of damage. You also decide to spend 5 vigor to hamstring the ogre, reducing its movement by half.

You have 2 AP remaining, and decide to save them in case something triggers an opportunity for a response outside of your turn (for example, you have a trait that allows you to spend 2 AP to increase an ally's defense by 1 PD if they are targeted by an attack).

# TERMINOLOGY

It is the nature of RPGs to use acronyms. Many of them. The world's more popular RPG has more than 40 of them appearing in the first edition of the game. Too many acronyms can be confusing to keep track of, especially for newer players. While GEAS does have acronyms, the design intent was to keep these to a minimum. The following are the important acronyms to remember, and that's pretty much it!

**ADP:** Attacking Dice Pool. When you make an attack, you roll the number and type of dice in this pool.

**AP:** Action Points. Each action you want to perform on your turn costs action points. You are assigned a number of AP, which reset at the start of every round.

**ASP:** Arcane Spell Pool. The type and number of dice used when casting spells.

**DEF:** Defense rating. Your DEF roll corresponds to the TCN the opponent needs to beat in order to successfully hit you.

**Dice Pool:** The total number and type of dice you use when making Challenge rolls.

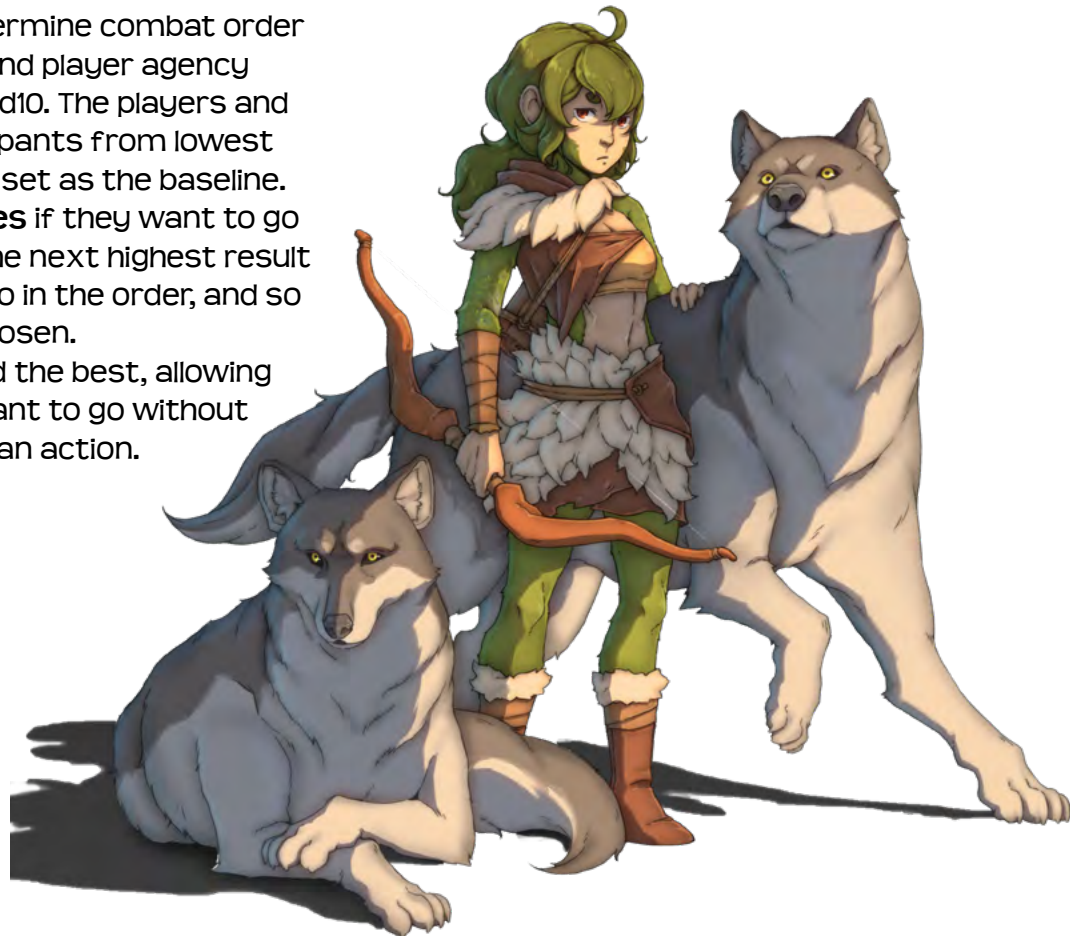
**PD:** Proficiency Dice. The die type you use in your dice pool based on proficiency.

**TCN:** Target challenge number = the number rolled based on the skill level. I.e., if the difficulty of what you're trying to do gives a dice pool of 3d8, and the highest value is 6, then the TCN = 6.

## FLEXIBLE INITIATIVE

GEAS uses a mechanic to determine combat order that aligns with the flexibility and player agency theme. Each participant rolls a d10. The players and GM then organize all the participants from lowest to highest. The lowest result is set as the baseline. The next highest result **chooses** if they want to go before or after the baseline. The next highest result chooses where they want to go in the order, and so on until all participants have chosen.

This rewards those who rolled the best, allowing them to choose where they want to go without suffering a penalty for holding an action.



# EXAMPLE OF COMBAT

## Participants

Braxilia (AP: 6, DEF: 2d6, battle axe:[4 AP, ADP: 3d6])  
Goblin 1 (AP: 5, DEF: 1d6, short sword: [3 AP, ADP: 2d6])  
Goblin 2 (AP: 6, DEF: 1d6, short sword: [3 AP, ADP: 2d6])

## Combat Order:

Goblin 1  
Braxilia  
Goblin 2

Goblin 1 attacks Braxilia, who rolls her DEF first.

Braxilia decides to allocate 1 dice from her available 2d6 DEF pool in addition to the base one die she always rolls. She gets a "5" and "2".



Goblin 1 then rolls their attacking dice pool. Since the goblin's "2" didn't beat Braxilia's "5", the attack misses.



Braxilia attacks Goblin 1, so Goblin 1 rolls their DEF. The goblin allocates their one DEF dice to their roll for a total of 2d6. It gets a "6" and "1".



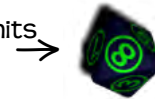
Braxilia rolls to attack, trading in two of her d6 for 1d8 since she can't beat a "6" on a d6. Her "7" beats the goblin's "6", so it's a success! The goblin suffers 1 point of damage.



Goblin 2 attacks Braxilia. Since Braxilia already allocated one of her DEF dice, she allocates the other to defend against this attack.



The goblin chooses to trade 2d6 up to 1d8, and gets an "8." The attack hits with one success, so Braxilia suffers 1 point of damage.



Since this goblin has 6 AP and a short sword only costs 3 AP, it has enough for another attack! Braxilia doesn't have any more dice in her DEF pool, so she only rolls the base 1d6.

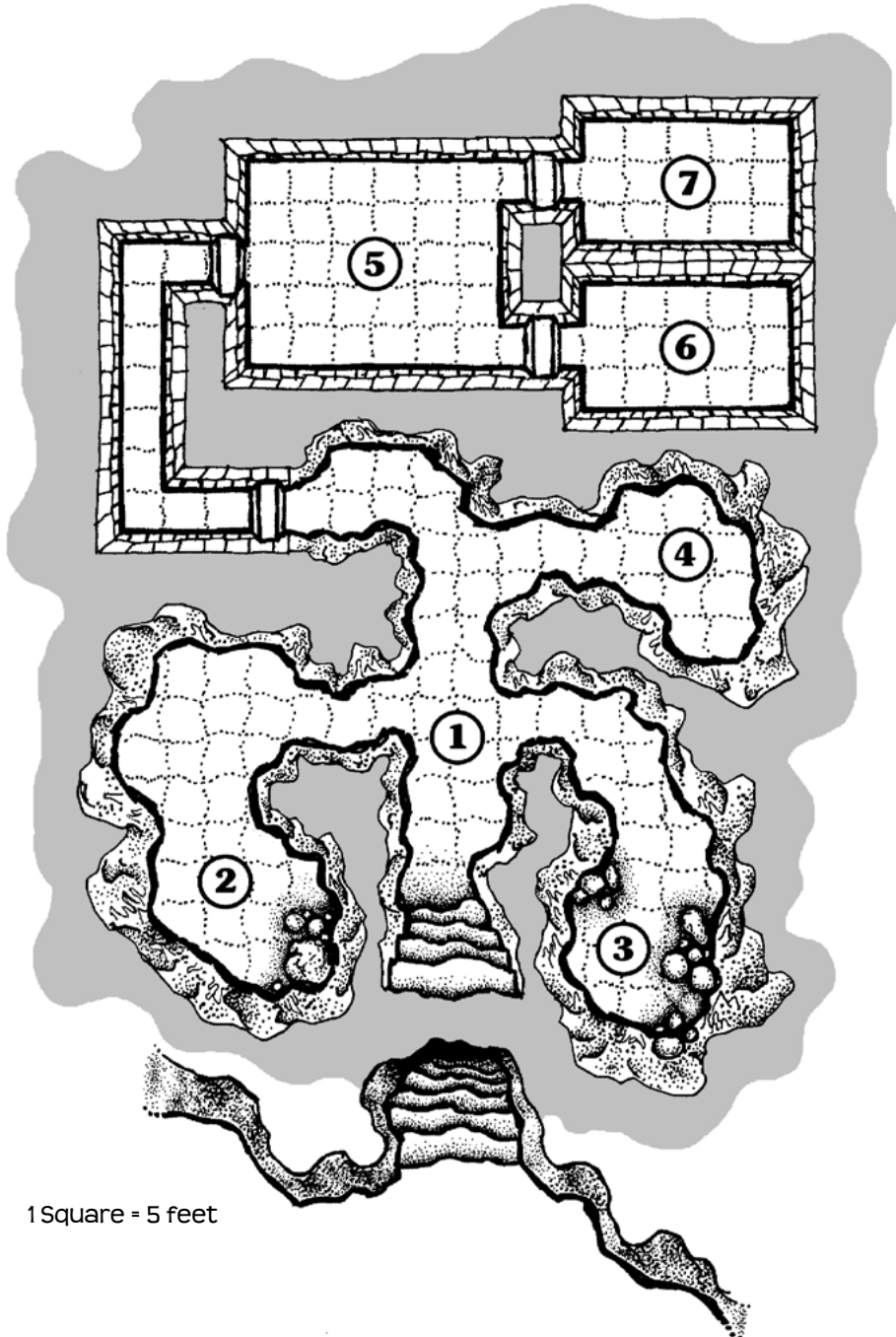


The goblin rolls its attack again. Both the "6" and "4" beat the "3", so not only is it a success, it's an additional success as well, so Braxilia suffers 2 points of damage.



# YOUR TURN!

The following details a brief encounter example to give you a good feel for how the game plays out. A short dungeon will be provided along with instructions and descriptions of each numbered area. The purpose of this section is to get you familiar with the core mechanics, and not focus on role-playing aspects of the game.



You are Alandris Darkshire, a human mercenary warrior. When you progress through the dungeon, you will reference this character sheet. Note that you have 12 vigor. You can spend 3 vigor at any time to increase any dice pool roll by +1d6. You recover 1d6 vigor for every hour resting. If your vitality goes to zero, you die. At the start of your turn, choose one stance to apply until you change it again.

# CHARACTER SHEET

**CHARACTER NAME**  
Alandris Darkshire


**ANCESTRY**  
Human

**BACKGROUND**  
Combat Dancer

**CIRCLE**  
1st

**ARC**  
Courage

**PROFESSION/SPECIALITY:** Mercenary




**EXPERIENCE**

**HERO POINTS**

**VIGOR**  
12  
MAX 12

**VITALITY**  
8  
MAX 8



1+

●●● POWER    ●●● ENDURANCE

●●● AGILITY    ●●● INTELLECT

●●● INTUITION    ●●● WILL

●●● LUCK    ●●● PRESENCE

**DEF**  
4d6

**AP**  
6

**SPEED**  
15

**d6**  
PROFICIENCY DICE

**SPECIAL TRAITS OR FEATURES:**

stances (choose 1: +1 to ADP, +1 DEF, or +2 AP)

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WEAPON TYPE: broadsword    AP: 4    ADP: 3d6    TRAIT: bleeding    RANGE:

WEAPON TYPE: Longbow    AP: 4    ADP: 4d6    TRAIT: hamstring    RANGE: 600ft

WEAPON TYPE:    AP:    ADP:    TRAIT:    RANGE:

**EQUIPMENT**

backpack, bedroll, crowbar, hooded lantern, 2ea medical kits, small mirror, 2ea oil flasks, large pouch, 2ea small pouches, 50ft hemp rope, small sack, 12ea small spikes, 1 person tent, tinder box, 6ea torches, 2ea waterskins, leather armor, light shield

**TREASURE**

3 gp

7 sp

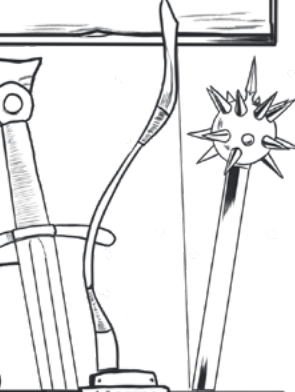
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**NOTES**



# START

You stand before a foreboding cave entrance. Your vision only penetrates 10 feet or so before the darkness obscures your sight. A heavy musky smell emanated from the cave entrance.

Do you search the entrance? (go to A)  
Light a torch and enter? (go to B)

**A:** Attempt an intuition check. You have zero bubbles filled in, but you always start with +1, so you roll 1d6. Did you get a 3 or higher (go to A1) or below (go to B).

**A1:** You detect faint footprints in the dirt going towards the cave. They are booted prints, roughly half the size of a human. You also detect a cleverly hidden tripwire. Smiling at your good sense to check, you easily step over the wire. Go to **Room 1**.

**B:** No sooner have you stepped into the cave, you have triggered a hidden tripwire. An arrow shoots out of a hidden hold in the cave wall, striking you for 1 point of physical damage (reduce your vitality by 1). Go to B1.

**Room 1:** As you descent the tunnel, torch in hand, you find yourself at a crossroads. The tunnel splits north (go to **Room 1b**), east (go to **Room 3**), or west (go to **Room 2**).

**Room 1b:** The tunnel splits again. You see a faint flicker coming from the west as torchlight reflects off a wall (go to Room 5), and can hear faint scratching noises coming from the east (go to **Room 4**).

**Room 2:** Sitting around a small pile of glowing embers are two goblins! They smell you, draw their crude rusted swords, and attack!  
Roll 1d10. The goblins go on 4. If you got a 4 or higher, you choose if you want to go before or after the goblins. If you got a 3 or lower, the goblins decide to go first. Note that your total dice pool for attacking has been pre-calculated for you. Thus, if you're attacking with your broad sword, you roll 3d6.

*Goblins: AP: 5, Move: 10 feet, VIT: 2, DEF: 1d6, swords [AP: 3, ADP: 2d6]. Each goblin carries 1d6 silver plates.*

**Room 3:** Piles of garbage give off a horrid stench in this room. Do you search (go to **Room 3a**) or leave (go back to **Room 1**).

**Room 3a:** Make an endurance check. You have two bubbles in Endurance, so you roll 3d6. If at least one of your dice beats a 4, then you succeed (go to **Room 3b**). If none of your dice beat a 4, then go to **Room 3c**.

**Room 3b:** You begin to feel sick, but shake it off. In the garbage you find a necklace worth 10 gold crowns.

**Room 3c:** The sickness overwhelms you. You become diseased. Decrease all of your challenge rolls by 1d6 until you can finish an 8 hour rest. But not here! Resting here will surely result in your doom as the inhabitants discover you. You will have to leave the dungeon and try again another day.

**Room 4:** The scratching noise gets louder. As you round the corner, you see it's two giant centipedes! Roll 1d10 for combat order. If you beat a 6, you can choose to go before or after the centipedes. If you did not beat a 6, they go first.

*Giant centipedes: AP: 5, Move: 15 feet, VIT: 1, DEF: 1d6, Bite [AP: 3, ADP: 1d6, if successful, you need to beat a 3 on an endurance check or become poisoned, suffering a -1d6 penalty to all of your challenge rolls until the end of your next turn].*

In this chamber is the body of a previous adventure that wasn't so lucky. Their equipment is ruined, but they have a potion of healing on them (recovers 1d6 vitality).

**Room 5:** The rough cavern walls transition to carved stone tunnels. Torch sconces line the wall every 10 feet. Laying in the center of this room is the crumpled form of a human. Do you examine the form (go to **Room 5a**), try the north door (**Room 7**), or the south door (**Room 6**)?

**Room 5a:** Turning the body over, a large scorch mark on their chest reveals the cause of their doom. They are wearing leather armor, have a shield, and a mace. A necklace around their neck has the name "Aleena" etched on it.

**Room 6:** The door is locked. Do you have the key? (go to **Room 6b**) If not, you must find it.

**Room 6b:** The key opens the door, revealing the treasure room of the mad mage. In a treasure chest are 33 gc, 75 sp, three gems worth 10 gc each, and a suit of chain mail armor. Congrats!

**Room 7:** As you enter the door, you disturb the studies of the mad mage! He seems to have been expecting you. Roll 1d10. If you beat a 7, you choose when to go. If not, he goes first.

*Mad Mage: AP: 7, Move: 15 feet, VIT: 3, DEF: 2d6, Elemental Ray [AP: 4, ADP: 3d6, 50 feet range], Paralyze [AP: 5, ADP: 3d6, succeed on a TCN 4 Endurance check or become paralyzed until the end of your next turn]. once per encounter the mad mage can force an opponent to reroll any one Challenge Roll. The mad mage carries a key on his body.*

# COMMON TABLES

Action	Point Cost
Aiming	4
Attacking with a heavy rated weapon	5
Attacking with a light rated weapon	3
Attacking with a medium rated weapon	4
Casting a spell	varies
Combat Maneuver (trip, disarm, etc.)	4
Disarming a trap	6
Disengaging	4
Dodging	6
Doffing heavy armor	8
Doffing light armor	2
Doffing medium armor	4
Donning heavy armor	10
Donning light armor	4
Donning medium armor	6
Drinking a potion	4
Flipping a table	5
Loading a crossbow	3
Picking a lock	5
Picking up or pulling out a weapon	3
Reading a scroll	6
Speaking 5 words	1
Throwing an object (other than weapon)	4
Tossing a rope	3

## USING VIGOR

At any time, you can use your vigor to amplify an action or adjust a scenario. You must have enough vigor currently to meet the cost before invoking the benefit. Several profession abilities use vigor, but other generic examples include:

### Circle 1:

- Grant a bonus PD die = 3 vigor for each bonus die.
- Increase movement = 1 vigor for every 5 feet, up to your Circle.
- Increase defense = spend 2 vigor to add 1 PD to your DEF pool.

Status	Description
Blinded	You can't see and fail any ability check that requires sight. Your DEF decreases by 4, and your attack rolls have a -2 PD penalty.
Confused	Your mind is muddled. Spellcasting or using traits/maneuvers is prohibited.
Cursed	You are under the effects of a curse. The results vary depending on the specific nature of the curse.
Deafened	You can't hear and automatically fail any ability check that requires hearing.
Difficult Terrain	Twice the AP cost to move the same distance. -1 PD penalty to all Physical ability checks.
Fatigued	Your AP pool is reduced by half (rounded up).
Frightened	You have a -2 PD penalty on ability checks and attack rolls.
Glamourous	You can't attack or target the creature that glamourous you with harmful abilities or effects. The charmer has a +1d20 bonus on any Presence checks against the charmed.
Grappled	Your movement is reduced to 0 and all attacks against you gain a +1 PB bonus.
Invisible	Invisible creatures gain a +4 bonus to their DEF against melee attacks, and +6 DEF bonus to ranged attacks.
Incapacitated/Paralyzed	You can't take any actions or responses. Attack Challenge Rolls against you gain a +2d20 bonus.
Petrified	You are made from stone, and cannot move or take actions. You are not aware of your surroundings. Any damage to your statue form will carry over to your fleshy form if a <i>stone to flesh</i> spell revives you.
Poisoned/Diseased	Your AP pool is reduced by 2, and you suffer a -1 PD penalty on all Challenge rolls.
Prone	You gain a +2 DEF bonus against ranged attacks, but a -2 DEF penalty against melee attacks. It costs 3 AP to stand from prone.
Restrained	You cannot move or cast spells. Any attacks you make are at a -3 PD penalty while attacks against you are at a +2d20 bonus.

## **ADDITIONAL SUCCESSES**

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Whenever you make a Challenge Roll, if you have more than one dice result that beats the highest die/value of the TCN, you have completed additional successes.

Additional successes are great, because they allow you to empower your attempt to greater results than normal. You “spend” additional successes to add varying benefits. The below are some common ways to spend additional successes, but feel free to come up with your own at your table. Keep in mind that not every option may be available and they should align with the type of Challenge Roll made (ability check, attack, spell, etc.).

That is, if you’ve achieved an additional success for an attempt to jump a crevasse, it doesn’t make sense to spend an additional success on adding a die to your WDP--that doesn’t make sense and thus wouldn’t apply.

### **Spend 1 additional success to:**

- add 1 point of damage to attacks. This is the default choice, but you can forego extra damage for one of the following other options:
- reduce the AP cost of your next action against the same target by 1 until the start of your next turn.
- reduce the vigor cost of your next action against the same target by 1 until the start of your next turn.
- increase the duration of the ability/power/spell by 50% (rounded up).
- increase the range of the ability/power/spell by 50% (rounded up).
- increase the jump distance, climbing/swim speed, etc. by 25% (rounded up).

### **Spend 2 additional successes to:**

- add 2 points of damage to the attack.
- reduce the vigor cost of your next action against the same target by 2 until the start of your next turn.
- double the duration of the ability/power/spell.
- double the range of the ability/power/spell.
- increase the jump distance, climbing/swim speed, etc. by 50% (rounded up).
- gain resistance to the damage type prompting your CR until the end of your next turn.
- impart vulnerability to the target of the damage type of your attack until the start of your next turn.

### **Spend 3 or more additional successes to:**

- add 3 points of damage to the attack.
- reduce the vigor cost of your next action against the same target by 5 until the start of your next turn.
- reduce the AP cost of your next action against the same target by 2 until the start of your next turn.
- recover the vigor cost of the action you just took.
- triple the duration of the ability/power/spell.
- triple the range of the ability/power/spell.
- double the jump distance, climbing/swim speed, etc.

# CHARACTER SHEET

CHARACTER NAME

ANCESTRY \_\_\_\_\_ BACKGROUND \_\_\_\_\_  
 CIRCLE \_\_\_\_\_ ARC \_\_\_\_\_

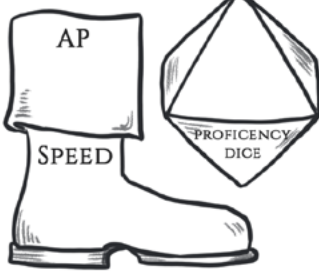
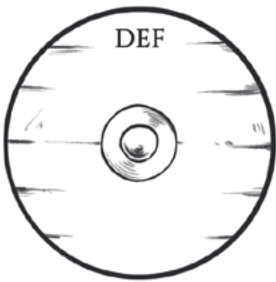
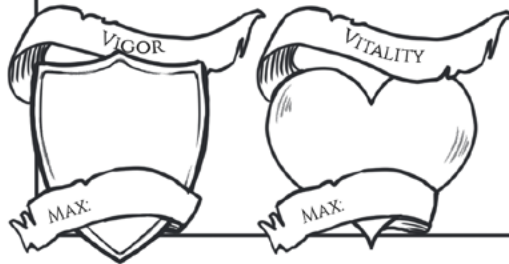
EXPERIENCE

HERO POINTS

PROFESSION/SPECIALITY: \_\_\_\_\_



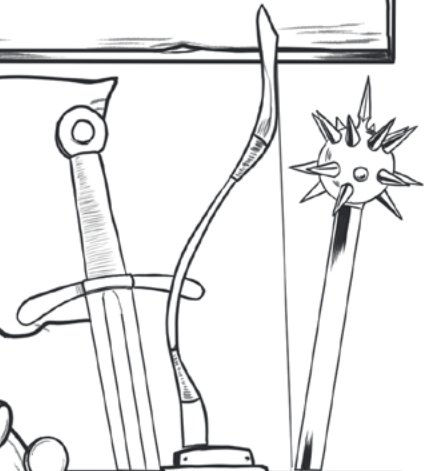
- 1+
- POWER
  - ENDURANCE
  - AGILITY
  - INTELECT
  - INTUITION
  - WILL
  - LUCK
  - PRESENCE



SPECIAL TRAITS OR FEATURES:

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

WEAPON TYPE:	AP:	ADP:	TRAIT:	RANGE:
WEAPON TYPE:	AP:	ADP:	TRAIT:	RANGE:
WEAPON TYPE:	AP:	ADP:	TRAIT:	RANGE:



EQUIPMENT

TREASURE

NOTES

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# OPERATOR

## Operator Circle 1 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Cunning Strike:** When attacking from surprise or from behind, add an additional +2 PD bonus to your attack Challenge Roll. This only applies to your first attack on your turn.

**Ability Bonus:** Distribute 1 point to any ability.

## Circle 2 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Cunning Strike:** Your bonus Cunning Strike attack bonus increases to +3 PD.

**Action Point:** Add an additional 2 to your AP pool.

## Circle 3 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Action Point:** Add an additional 2 to your AP pool.

**Studied Strike:** Add a +1 PD to all attack rolls (including ASP).

**Cunning Strike:** Your bonus Cunning Strike bonus increases to +4 PD.

## Circle 4 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Cunning Strike:** Your bonus Cunning Strike bonus increases to +5 PD.

**Ability Bonus:** Distribute 1 point to any ability.

## Assassin Circle 1 Traits

**Alteration:** You leave behind footprints unlike your own. These can be different humanoid-sized prints, or even animal prints. You can also hold your breath for up to one minute for every vigor spent.

**Disguise:** You can use a disguise kit to alter your appearance. You can change your general appearance, including age by +/- 25 years, your gender, and your height by +/- six inches. This disguise lasts until you choose to remove it. Roll 3 PD to determine the TCN for those trying to see through your disguise.

**Harvest Poison:** You can harvest one dose of poison from a venomous or poisonous creature. The poison can be applied to a weapon (3 AP) or mixed with food/water (if appropriate), applying the same poison to a target creature if it fails the appropriate ability check. That is, if you harvest the poison from a giant spider and apply it to a weapon that then strikes a creature, that creature must succeed on an Endurance check against a TCN based on 1 PD or it will suffer 2 poison damage. Once the poison is used, it is expended.

**Marked Target:** Spend 2 AP to mark a target you can see. The mark lasts for up to one minute or until you are no longer engaged in combat with the creature, whichever occurs first. Attacks against a marked target gain a +2 PD bonus.

**Stealth:** Your stealth checks use the next highest die type.

## Circle 2 Traits

**Bodily Illusion:** You can now alter your ancestry to that of another humanoid and can adjust your height by +/- one foot.

**Climbing:** Your climb speed equals your movement speed. Additionally, you can fall up to 10 feet for every 5 vigor spent without taking fall damage.

**Crippling Strike:** When you apply Cunning Strike damage to a target, it costs the victim twice the normal AP to move until the end of its next turn.

**Poisons:** You can apply poison to your weapon attacks at a cost of 3 AP. The poison lasts for one minute or until you make a successful weapon attack. On a hit, the poison inflicts +1 toxin damage per Circle tier. You can craft this poison by spending an hour collecting nearby supplies and/or ingredients. The poison remains potent for up to 24 hours after creation.

**Silent Walk:** You can walk with complete silence and have mastered eliminating your visual profile, effectively nullifying the detect ability from creatures if they have it. These creatures can only detect you if they are actively looking for you and they beat your stealth TCN.

## Circle 3 Traits

**Backlash:** As a response (3 AP) to being attacked with a ranged weapon of spear-sized or smaller, you can make an unarmed Attack Challenge Roll (The TCN equals the highest attacking die result). If you beat that number, you do not suffer damage but instead, catch the missile and hurl it back at a target you can see within 30 feet. Make an Attack Challenge Roll against that target.

**Deadly Strike:** When making an Attack Roll, for every die beyond the first in your pool that beats the highest DEF die result of your opponent, add an additional +1 point of damage above and beyond any other bonuses.

**Hide in Plain Sight:** You can now attempt to make a stealth check even when you have nothing to hide behind.

**Passwall:** You create a medium-sized portal to appear on a surface that lasts until the end of your turn. The thickness of this portal equals four inches for every 5 vigor spent.

**Translation:** You can now speak the language of any humanoid species you have chosen as your disguise.

## Circle 4 Traits

**Assassinate:** For every 3 vigor you spend, add an additional 1 point of damage against a marked target.

**Invisibility:** 4 AP. You can cause yourself to be invisible for up to one minute for every 5 vigor you spend.

**Master Poisoner:** Your poison damage bypasses any resistances or immunities, and you may apply your Cunning Strike bonus to this attack roll.

**Targeted Aim:** Spend 3 vigor. Add a +2 PD bonus to attack rolls.

**Teleport:** 4 AP. Spend 10 vigor to teleport to an unoccupied space within 50 feet that you can see.



# ASSASSIN

# OPERATOR

## Operator Circle 1 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Cunning Strike:** When attacking from surprise or from behind, add an additional +2 PD bonus to your attack Challenge Roll. This only applies to your first attack on your turn.

**Ability Bonus:** Distribute 1 point to any ability.

## Circle 2 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Cunning Strike:** Your bonus Cunning Strike attack bonus increases to +3 PD.

**Action Point:** Add an additional 2 to your AP pool.

## Circle 3 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Action Point:** Add an additional 2 to your AP pool.

**Studied Strike:** Add a +1 PD to all attack rolls (including ASP).

**Cunning Strike:** Your bonus Cunning Strike bonus increases to +4 PD.

## Circle 4 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Cunning Strike:** Your bonus Cunning Strike bonus increases to +5 PD.

**Ability Bonus:** Distribute 1 point to any ability.

## Executant Circle 1 Traits

**Alluring Performance:** 4 AP. Target a creature that can see or hear you within 30 feet. Your song, dance, or musical instrument becomes laden with magical power. The creature must succeed on a Will ability check against your ASP roll, or it will be glamourized by you as per the Charming Magic spell.

**Barbed Tongue:** 5 AP. Choose a target that can hear you within 50 feet and can understand what an insult is. Hurl an insult at that target. That creature must succeed on a Will ability check against your ASP or suffer psychic damage.

**Entertainer:** You gain a +3 PD bonus to any performance or presence check you attempt.

**Inspire:** 5 AP. Choose up to 1 ally for every 5 vigor spent that can see or hear you within 30 feet. Those allies gain a temporary bonus die that lasts up to one minute or until it's used by that ally to augment their Challenge Roll. The bonus level equals your PD.

**Rhythm Enchantment (free):** You gain the ability to cast arcane magic through song, instrument, or dance. You use your ASP for any attack roll or to determine the TCN for creatures attempting to resist your Rhythm magic.

**Warrior Poet:** You gain proficiency in all weapons, +1 DEF and you may use your Presence ability modifier to add to weapon ADP instead of Power or Agility.

## Circle 2 Traits

**Distraict:** As a response (2 AP) to seeing a creature making an attack roll, choose that target. If it can hear you, it will suffer a -2 PD penalty to its attack rolls until the start of its next turn.

**Driving Insult:** You may apply your Cunning Strike bonus to your magical insult attacks. You may only do this once per turn.

**Give It Your All:** As a response (1 AP), sacrifice vigor. For every 5 vigor sacrificed in this manner, you increase the PD by 1 and the number of affected creatures by 2 from your Alluring Performance trait.

**Lore:** Attempt an Intellect check at a +3 PD bonus when recalling the lore or history behind a person, place, or thing. The GM determines the TCN based on the obscurity of the thing.

**Rejuvenating Song:** 6 AP. For every 5 vigor you invest, allies within 50 feet of you recover 1 PD of vigor.

**Silver Tongue:** +1 PD bonus to your ASP.

## Circle 3 Traits

**Bardic Warrior:** You can spend your vigor to augment your fighting ability. For every 5 vigor points invested, you gain a bonus PD to your attack rolls.

**Lullaby:** 6 AP. Choose up to 1 creature for every 3 vigor spent that can hear you and is not actively hostile toward you or your allies. Those creatures must succeed on a Will check against your Performance roll or they will fall asleep for as long as you maintain your performance.

**Now It's Personal:** Add a +1 PD bonus to your Barbed Tongue attack roll.

**Wracking Tune:** Begin a performance and choose one target that can see or hear you within 30 feet. That creature must succeed on a Will check against your Performance skill or be prevented from using vigor or vitality to fuel abilities for as long as you maintain the performance.

## Circle 4 Traits

**Arcane Tool:** You can summon a magical spectral version of your instrument or costume at-will. All Presence skill checks are made with a bonus 1d20 dice when playing this instrument.

**Bardic Smite:** Choose a visual effect, either glowing musical notes or a swirling pattern of random colors. Create up to 1 of these images for every 3 vigor spent at a cost of 6 AP. As part of this action, select a number of targets up to the number of images created within 100 feet. The images streak towards these targets and hit unerringly. A friendly creature struck will recover up to 1 PD of vigor. A hostile creature struck will suffer 1 point of force damage. You can target a creature with more than one image if you choose.

**Killing Joke:** Add +1 PD to your Barbed Tongue attack rolls.

**Mass Influence:** Begin a performance costing 5 AP. All creatures that can see or hear you become more friendly, shifting their disposition towards you by one category if they fail Will checks against your Performance skill. This lasts for as long as you maintain your performance.

**Rock Star:** Attract a following of groupies. As long as you treat them relatively well, they will follow you wherever you go (except in very dangerous areas), treating you like royalty. These groupies will do nearly anything you ask of them as long as it is not putting them at significant risk.

# EXECUTANT



# OPERATOR

## Operator Circle 1 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Cunning Strike:** When attacking from surprise or from behind, add an additional +2 PD bonus to your attack Challenge Roll. This only applies to your first attack on your turn.

**Ability Bonus:** Distribute 1 point to any ability.

## Circle 2 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Cunning Strike:** Your bonus Cunning Strike attack bonus increases to +3 PD.

**Action Point:** Add an additional 2 to your AP pool.

## Circle 3 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Action Point:** Add an additional 2 to your AP pool.

**Studied Strike:** Add a +1 PD to all attack rolls (including ASP).

**Cunning Strike:** Your bonus Cunning Strike bonus increases to +4 PD.

## Circle 4 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Cunning Strike:** Your bonus Cunning Strike bonus increases to +5 PD.

**Ability Bonus:** Distribute 1 point to any ability.

## Martial Artist Circle 1 Traits

**Battle Dexterity:** If unarmored, gain a +1 bonus to DEF per Circle Tier.

**Deft:** You ignore 10 feet of falling damage for every vigor spent. You may also climb vertical surfaces at your base movement rate and ignore difficult terrain.

**Iron Skin:** You gain resistance to physical damage.

**Warrior Monk:** Gain +1 ADP, and gain +3 to vigor and vitality for each Circle you are in.

**Weapon Master:** Gain proficiency in all weapons.

## Circle 2 Traits

**Burst:** Spend 5 vigor. Your unarmed attacks cost 1 AP less until the start of your next turn.

**Crushing Blow:** AP: 3. You can break up to 1 inch thick slabs of wood or 1/2 inch thick stone for every 3 vigor invested. If used against a construct, add +2 damage to your attack.

**Leap:** Spend 5 vigor. Your jump height and distance are doubled for up to one minute.

**Lightning Reflexes:** You gain a second response you can use per round.

**Magic Attacks:** Your unarmed attacks are considered magical in terms of overcoming resistance.

## Circle 3 Traits

**Battle Dexterity II:** When you roll your DEF dice, reroll all 1s.

**Distance Strike:** The reach of your unarmed and melee attacks increases by 5 feet.

**Fleet of Foot:** Your movement rate increases by 10 feet.

**Hand Master:** When making an unarmed attack, you can apply your Cunning Strike bonus even if you are not attacking from surprise or from the rear. You may only apply Cunning Strike once per turn.

**Steel Mind:** You gain immunity to being frightened or glamourous.

**Weapon Deflection:** As a response to being hit by a weapon (AP: 2), make an Agility Challenge Roll against the damage result you would take from a weapon striking you. If you are successful, you have deflected the weapon and suffer no damage.

## Circle 4 Traits

**Blurring Strike:** As a response to your attack, spend an amount of vigor equaling the highest DEF result of your target to force it to use the next highest DEF die result instead.

**Death Touch:** If your unarmed attack succeeds by 5 or more, as a response costing 4 AP and 10 vigor, you may force the target to succeed on an Endurance ability check against your attack roll result or have its vitality reduced to zero.

**Leap II:** Your jump height and distance are increased to 5x normal instead of doubled.

**Meditation:** Enter a deep meditative state. While in this state, recover 1 vigor and 1 vitality every five minutes.

**Spider Walk:** You can move over liquid surfaces and ceilings using your base movement rate.



# MARTIAL ARTIST

# OPERATOR

## Operator Circle 1 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.  
**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.  
**Cunning Strike:** When attacking from surprise or from behind, add an additional +2 PD bonus to your attack Challenge Roll. This only applies to your first attack on your turn.

**Ability Bonus:** Distribute 1 point to any ability.

## Circle 2 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.  
**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.  
**Cunning Strike:** Your bonus Cunning Strike attack bonus increases to +3 PD.  
**Action Point:** Add an additional 2 to your AP pool.

## Circle 3 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.  
**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.  
**Action Point:** Add an additional 2 to your AP pool.  
**Studied Strike:** Add a +1 PD to all attack rolls (including ASP).  
**Cunning Strike:** Your bonus Cunning Strike bonus increases to +4 PD.

## Circle 4 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.  
**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.  
**Cunning Strike:** Your bonus Cunning Strike bonus increases to +5 PD.  
**Ability Bonus:** Distribute 1 point to any ability.

## Swashbuckler Circle 1 Traits

**Charismatic Fighter:** Add your Presence ability modifier to your DEF.  
**Deft Movement:** Your movement does not provoke responses in other combatants.  
**Duelist:** Gain a +1 PD bonus on Attack Challenge Rolls when using melee or thrown weapons.  
**Parry:** At the start of your turn, you may choose to use your offhand weapon for defense rather than offense, increasing your DEF by 2 until the start of your next turn. You cannot use your off-hand weapons for attacks until the start of your next turn if you do this.  
**Taunt:** Target a creature that can either see or hear you within 50 feet. Attempt a Presence check contested by the creature's willpower (or Mental stat). If successful, the creature will suffer a -2 PD penalty to attack rolls against any creature other than you until the end of its next turn. You may spend 5 vigor to gain a +1 PD bonus to this roll.

**Weapon Specialty:** You unlock the special weapon traits when attacking with weapons.

## Circle 2 Traits

**Feint:** 1 AP. Make a contested Challenge Roll of your Agility vs. a target opponent's Intuition (Mental) if they are within melee range of you. If you succeed, you gain a +2 PD bonus to your next attack roll.  
**Lunge:** Spend 3 vigor to increase the range of your melee weapons by 5 feet until the start of your next turn.  
**Parry II:** Your bonus becomes +4 PD.  
**Riposte:** As a response (2 AP), you can immediately make a free melee attack against any creature that made a melee attack that was attempted at you.  
**Tumble:** You can spend 5 vigor to improve your movement rate by 5 feet per AP spent, gaining a +1 DEF PD bonus until the start of your next turn.

## Circle 3 Traits

**Flick:** Spend 3 vigor as part of your attack. Force your defender to spend one additional DEF die and ignore the highest result.  
**Respite:** If your melee opponent has succeeded on defending against your attack with your primary weapon, your secondary weapon gains a +1 PD bonus to attack.  
**Sword Toss:** You can throw a medium-sized or smaller weapon using your normal attack roll with a range of up to 10 feet for every 3 vigor spent.  
**Swordplay:** Any attempt to disarm an opponent or resist being disarmed while you are armed is made at a +2 PD bonus.  
**Weapon Specialty II:** You gain a +1 PD bonus when making weapon attacks.

## Circle 4 Traits

**Exploit Opening:** If your attack fails by 2 or less, you can spend 5 vigor to grant yourself one success.  
**Parry III:** Your DEF bonus becomes +6.  
**Master Taunt:** You gain a +2 PD bonus on all CRs against creatures you have taunted.  
**Vital Strike:** If your attack succeeds on a hit, you may spend 10 vigor to also impart a fatigued status on the target unless it is immune.  
**Whirl of Blades:** Spend 6 AP. You can make one attack roll with your primary weapon against all creatures within melee range.



# SWASHBUCKLER



# OPERATOR

## Operator Circle 1 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Cunning Strike:** When attacking from surprise or from behind, add an additional +2 PD bonus to your attack Challenge Roll. This only applies to your first attack on your turn.

**Ability Bonus:** Distribute 1 point to any ability.

## Circle 2 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Cunning Strike:** Your bonus Cunning Strike attack bonus increases to +3 PD.

**Action Point:** Add an additional 2 to your AP pool.

## Circle 3 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Action Point:** Add an additional 2 to your AP pool.

**Studied Strike:** Add a +1 PD to all attack rolls (including ASP).

**Cunning Strike:** Your bonus Cunning Strike bonus increases to +4 PD.

## Circle 4 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Cunning Strike:** Your bonus Cunning Strike bonus increases to +5 PD.

**Ability Bonus:** Distribute 1 point to any ability.

## Treasure Hunter Circle 1 Traits

**Lucky:** Suffer only half damage from effects that force you to make an ability check on a failed check, and no damage on a successful check.

**Trap Expertise:** Gain a +2 PD bonus when attempting to open locks, or to detect or disarm traps.

**Appraisal Instinct (free):** You have the instinct and intuition to determine the value of items and objects.

**Lore:** By making a successful Lore (Intellect) ability check after studying an item for an hour, you can determine the traits and features of a magical item. The TCN SL is 2 for each rarity category of the item.

**Night Vision:** You gain night vision up to 50 feet. If you already have night vision, this increases by 50 feet.

**Booby Trap:** You can deploy a small quick trap as an action costing 4 AP. When triggered, this trap will inflict 2 points of physical damage to the creature triggering it. Materials cost 1 gc and weigh 1 pound for each trap. Alternatively,

you can gather materials by spending an hour. If you spend 20 gc, you can change the damage type to any elemental damage type by purchasing the appropriate material (fire trap, acid trap, etc.). Additionally, attacks you make against any target that triggered your trap gain a +1 PD bonus to attack rolls until the end of the target's next turn.

## Circle 2 Traits

**Puzzle Mastery:** When faced with a puzzle, unknown language, or riddle, you gain a +2 PD bonus to your ability check and get another chance to succeed if the first fails. You also speak a basic form of every language ever used.

**Seek Treasure:** You know the general direction and distance of an object you are searching for. Specific details are not known, only the general distance and direction. It is impossible for you to become lost.

**Treasure Savant:** If you are attacking with a jeweled or magical weapon, you gain an additional +1 PD bonus to your attack rolls.

**Trap Recovery:** If you are successful in disarming a trap, you recover it and may deploy it yourself at a later time. Typical deploy times range from one to five minutes, depending on trap complexity. Naturally this only applies to traps that can reasonably be recovered. Pit traps, huge slabs of stone, etc. cannot be recovered in this way. You have to be able to carry it.

**Escape:** As a response (1 AP) to taking damage, you can immediately move up to 20 feet, avoiding any opportunity attacks.

## Circle 3 Traits

**Trap Mastery:** Spend 5 vigor. If you fail a check to detect or disarm a trap, you can re-roll your attempt at a +2 PD bonus. If you fail again, treat it as a standard failure.

**Invoke Item:** You have gained knowledge on how to use magical items that generally would not be accessible to you. You can use magical wands, staves, and cast spells from spell scrolls if you pass an Intellect skill check against a TCN SL equal to three times the spell tier level.

**Instant Trap:** When you deploy a trap, you can do so as an action costing 2 AP as opposed to the normal amount of time needed.

**Deadly Trap:** Your traps inflict an additional +2 points of damage.

**Waterwalk:** By spending 3 vigor for every 5 feet traveled, you can walk across water as if it were a solid surface.

**Treasure Savant II:** When attacking with a jeweled or magic weapon, you gain a +1 PD bonus to the attack roll.

## Circle 4 Traits

**Spider Grip:** You can climb vertical surfaces and ceilings at a rate equal to your base movement rate without spending additional AP.

**Reactionary Teleport:** As a response (2 AP) to taking damage, you can disappear in a puff of smoke, reappearing in an empty space up to 50 feet away.

**Trap Immunity:** As a response, you can choose to spend 3 AP to ignore the effects of any trap or area of effect negative scenario you find yourself in until the start of your next turn.

**Telekinesis:** You can move an object you can see within 50 feet weighing up to 10 pounds. You can move this object at a rate of 30 feet per round as long as you spend 5 AP maintaining concentration.

**Deft Touch:** You can spend 3 AP to unlock any mundane lock instantly, or to palm a small item without being seen.

# TREASURE HUNTER

# PSIONIST

## Circle 1 Traits:

**Action Point:** Increase your maximum AP pool by 2.

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Power:** Learn an additional power from your specialty. You may choose this trait twice in this Circle.

**Psionic Mind:** Learn to use psionic powers costing up to 2 vigor.

**Psionic Warrior:** You gain proficiency in all weapons and armor.

## Circle 2 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Prediction:** Add a +2 bonus to your Combat Order roll.

**Psionic Efficiency:** +1 PD to your pool when using a psionic attack or ability.

**Psionic Mind:** Learn to use psionic powers costing up to 4 vigor.

**Psionic Warrior II:** Every time you purchase a vitality or vigor upgrade, add an additional +1 bonus. This is retroactive.

**Power:** Learn an additional power from your specialty. You may choose this trait twice in this Circle.

**Ability:** Increase one of your abilities by 1.

## Circle 3 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Additional Discipline:** Learn an additional discipline and gain passive abilities from that discipline. You can also learn powers from that discipline.

**Psionic Mind:** Learn to use psionic powers costing up to 8 vigor.

**Prediction II:** Add another +2 bonus to your Combat Order roll.

**Power:** Learn an additional power from your specialty. You may choose this trait twice in this Circle.

**Action Point:** Increase your maximum AP pool by 2.

**Studied Strike:** Add a +1 PD to all attack rolls (including ASP).

## Circle 4 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Psionic Efficiency II:** +1 PD to your pool when using a psionic attack or ability.

**Power:** Learn an additional power from your specialty. You may choose this trait twice in this Circle.

**Ability:** Increase one of your abilities by 1.

## Psycho-metabolism Passive Abilities

### Circle 1

**Hardy:** +2 PD bonus to all ability checks to resist poison, venom, or disease.

### Circle 2

**Robust:** Increase your Endurance by 1.

## Circle 3

**Versatile:** Choose one Circle 1 trait of any ancestry and apply it to your character.

## Circle 4

**Adaptive:** Constantly shift the cells in your body in response to taking physical damage. Against all physical attacks gain a free d12 to all DEF rolls.

## Telekinesis Passive Abilities

### Circle 1

**Telekinesis:** Move an object up to one pound up to 50 feet away, at a rate of 10 feet per AP.

**Mobile:** Your ability to move physical objects impacts your own movement. Ignore difficult terrain.

### Circle 2

**Mobile:** Your mind helps propel you. +5 bonus to base movement rate.

### Circle 3

**Telekinesis:** You can now manipulate up to five objects, each up to one pound in weight.

### Circle 4

**Telekinesis:** Can now manipulate an unlimited number of objects within 50 feet, up to a total weight of 10 pounds.

## Telepathy Passive Abilities

### Circle 1

**Mind shielding:** +2 PD bonus to Challenge Rolls vs. all mind-affecting powers/magic.

**Sense:** the general mood and feelings towards the character by all creatures within a 30 feet radius.

### Circle 2

Gain a **premonition** of hostile creatures around you, sensing the attacks directed at you. Gain a +1 DEF PD bonus.

### Circle 3

Able to **detect** whether any creature within 30 feet is telling the truth, lying, or hiding something.

### Circle 4

**Enhanced mind shield:** Become immune to being glamourous.



# RUNE MAGE

## Circle 4 Traits:

### Circle 1 Traits:

**Vitality:** Increase your vitality by 2. You may select this one time in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Action Point:** Increase your maximum AP pool by 2.

**Rune Casting (free):** You begin with 3 (+1 per Mental score) runes that you have learned. They must be tier I runes.

### Circle 2 Traits:

**Vitality:** Increase your vitality by 2. You may select this one time in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Rune Casting:** You can cast up to tier II runes.

**Reactionary Runes:** Rune spells costing 4 AP or less can be cast as responses. The AP cost must still be met.

**Ability:** Increase one of your abilities by 1.

**Elegant Runes:** Gain a +1 PD bonus to your ASP.

### Circle 3 Traits:

**Vitality:** Increase your vitality by 2. You may select this one time in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Rune Casting:** You can cast up to tier III runes.

**Reactionary Runes:** Rune spells of Tier I and cost 5 AP or less can be cast as responses. The AP cost must still be met.

**Action Point:** Increase your maximum AP pool by 2.

**Studied Strike:** Add a +1 PD to all attack rolls (including ASP).

### Runes

Learn a new rune by spending an XP point.

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**Vitality:** Increase your vitality by 2. You may select this one time in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Rune Casting:** You can cast up to tier IV runes.

**Rune Master:** You can create any durational tier I rune and have it permanent until you dispel it or it gets destroyed.

**Reactionary Runes:** Rune spells of Tier II or less and costing 4 AP or less can be cast as responses. The AP cost must still be met.

**Ability:** Increase one of your abilities by 1.



# RUNE MAGE

# SORCERER

## Circle 1 Traits:

**Vitality:** Increase your vitality by 2. You may select this once in this Circle.  
**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.  
**New Spell:** Choose one sorcery spell to learn. It must be of a level that you can cast. You may choose this trait up to three times for this Circle.  
**Spellcasting (free):** You gain the ability to compel spirits to cast spells. Choose two incantations and two Tier I spells to learn.  
**Action Point:** Increase your maximum AP pool by 2.  
**Wizard:** You learn an additional two incantations.  
**Arcane Recovery:** Once per breather, you pull the arcane/divine forces around you into you, recovering 1 PD of vigor.  
**Concentration:** Gain a +2 PD bonus when trying to maintain concentration for a spell (see Spellcasting).  
**Student of Magic:** Gain a +1 PD bonus to your ASP.

## Circle 2 Traits:

**Vitality:** Increase your vitality by 2. You may select this once in this Circle.  
**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.  
**Arcane Recovery II:** Your recovery now equals 2 PD.  
**Combat Casting:** You cannot be interrupted when casting a spell.  
**Familiar:** You become powerful enough to attract the attention of a familiar.  
**Training:** Gain a +1 bonus to an ability of your choice.  
**New Spell:** Choose one sorcery spell to learn. It must be of a level that you can cast. You may choose this trait up to three times for this Circle.  
**Spellcasting II:** You can cast up to 2nd tier sorcery spells.  
**Ability:** Increase one of your abilities by 1.  
**Crafting:** You gain the ability to craft magical scrolls.

## Circle 3 Traits:

**Vitality:** Increase your vitality by 2. You may select this once in this Circle.  
**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.  
**Arcane Recovery III:** Your recovery now equals 3 PD.  
**New Spell:** Choose one sorcery spell to learn. It must be of a level that you can cast. You may choose this trait up to three times for this Circle.  
**Spellcasting III:** You can cast up to 3rd tier sorcery spells.  
**Action Point:** Increase your maximum AP pool by 2.  
**Archmage:** You gain the permanent ability to read magical writing and learn up to a total of six incantations.  
**Warmage:** Become proficient in up to medium armor, shields, and all weapons.

## Circle 4 Traits:

**Vitality:** Increase your vitality by 2. You may select this once in this Circle.  
**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.  
**Arcane Recovery IV:** Your recovery now equals 4 PD.  
**New Spell:** Choose one sorcery spell to learn. It must be of a level that you can cast. You may choose this trait up to three times for this Circle.  
**Spellcasting IV:** You can cast up to 4th tier sorcery spells.  
**Ability:** Increase one of your abilities by 1.  
**Master Familiar:** Communicate telepathically with familiar and see through its eyes by entering trance.  
**Student of Magic II:** Your ASP bonus becomes +2.

## Draconic

**Circle 1:** You suffer only half damage from damage types of that dragon's breath weapon and can exhale a 15-foot 45-degree cone breath weapon attack by spending vigor. This breath weapon is similar in type to an appropriate dragon's. Your ASP equals 1 PD for every 3 vigor you have invested. Similar to a dragon's breath weapon attack, any creature caught in the area is entitled to an ability check (specific ability depending on breath weapon type) to reduce damage by half. The target TCN equals your ASP roll.  
**Circle 2:** Your skin becomes harder, granting you a +1 DEF. Each time you buy a vigor or vitality upgrade, add an additional 2 vigor or 1 vitality respectively to your current and maximum totals.  
**Circle 3:** You sprout wings and gain a flying speed of 30 feet.  
**Circle 4:** Your breath weapon extends to a 30-foot cone.

## Elementalism

**Circle 1:** Whenever you cast a spell of the element type you have chosen, your CD for that spell increases by one category. Thus, if your CD is a d8, it now becomes a d10. You can create a minor effect of your elemental type at will. That is, you can create small spark of flame if your element is heat, or cause ripples in a pond if water, etc.  
**Circle 2:** You gain resistance to the elemental type. The duration of elemental spells of your chosen elemental type is increased by 50%.  
**Circle 3:** Your spells of the elemental type you chose bypass any resistances that a target creature may have.  
**Circle 4:** You are immune to the elemental type you chose. Spells using your chosen elemental type have the range extended by 50%.

## Fiendish

**Circle 1:** You gain devilish charm. Gain a +2 PD bonus to all checks you make that rely on your Presence sub-abilities.  
**Circle 2:** You gain immunity to poison, and to being frightened or glamour'd.  
**Circle 3:** As a response, enshroud your hand or weapon in infernal fire. Use your ASP +1 PD for attack rolls. Damage type is heat.  
**Circle 4:** You gain the ability to travel through the planes. This costs 6 AP and 10 vigor to invoke. You transport yourself and any gear you are wearing or carrying.

## Necromancy

**Circle 1:** You gain resistance to necrotic damage and become immune to poison.  
**Circle 2:** You can perform a special ritual to animate the dead. This ritual takes six hours and requires a corpse. After the ritual is complete, the creature rises as either a **skeleton** or **zombie** under your control. You can have up to three skeletons and one zombie under your control per Circle level.  
**Circle 3:** Undead need to pass a Will ability check against your ASP to take hostile actions targeting you. You may also create up to MC 2L undead using your create undead ability. You may control one of these at any given time.  
**Circle 4:** You are immune to necrotic damage and can create up to MC 2H undead using your create undead ability. You may control one of these at any given time.

## Ritualist

**Spell Circle 1:** You cast the following spells as rituals: *animal bond, comprehension, detect magic, identification*  
**Spell Circle 2:** You can now cast the following spells as rituals: *arcane lock, lesser recovery, unlock, dispel magic, plant growth, water breathing*  
**Spell Circle 3:** You can now cast the following spells as rituals: *divination, summon elemental spirit, consecrate/desecrate, control weather*  
**Spell Circle 4:** You can now cast the following spells as rituals: *greater recovery, cloud chariot, force summon, mass sleep, teleport, truesight*

## Scholar

**Circle 1:** Gain an additional incantation of your choice. Also learn the *identification* spell for free.  
**Circle 2:** By investing vigor, you may empower your spells further. For every vigor point you invest per spell Circle level, you can increase the duration of a spell by 10% or the range by 5 feet.  
**Circle 3:** If you succeed on a challenge to resist a spell targeting you by 5 or more, not only do you succeed on the check, but you recover 2 PD of vigor as you absorb the energy, up to your maximum.  
**Circle 4:** You can always find a way to tap into magical forces. If you start your turn with zero vigor, you can cast a spell as if you had 5 vigor.

## Summoner

**Circle 1:** You can create small mundane objects weighing no more than 2 pounds. These are simple objects that are non-living and non-mechanical (complex) in nature. The object is created in your hand from thin air. The object remains for up to one minute for every 1 vigor you have invested.  
**Circle 2:** Any spell with "conjure" or "summon" in the name that you cast has an extended duration of 50%.  
**Circle 3:** Any creature you have summoned via a spell will have its vitality increased by 50%, DEF increased by 1, and ADP increased by 1 PD.  
**Circle 4:** You double the number of creatures/objects created when casting a conjuration or summoning spell.

# SORCERER

# WARRIOR

## Warrior Circle 1 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to three times in this Circle.  
**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.  
**Action Point:** Increase your maximum AP pool by 2.

## Circle 2 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to three times in this Circle.  
**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.  
**Ability:** Increase one of your abilities by 1.  
**Battle Fortitude:** Recover an additional 1 vitality for each endurance modifier after completing a rest (up to your maximum).

## Circle 3 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to three times in this Circle.  
**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.  
**Cannon Fodder.** Any opponent you hit with an attack that has a MC of 1M or less is brought to zero vitality, regardless of damage. Attacks against these creatures have the AP cost reduced to 1.  
**Weapon Training II:** Gain +1 PD bonus when attacking with weapons or natural attacks.  
**Action Point:** Increase your maximum AP pool by 2. Studied Strike: Reroll lowest die in your attack rolls (including ASP).

## Circle 4 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to three times in this Circle.  
**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.  
**Ability:** Increase one of your abilities by 1.  
**Weapon Mastery:** Gain a +2 PD bonus when attacking unarmed or with weapons.  
**Cannon Fodder II.** Any opponent you hit with an attack that has a MC of 2L or less is brought to zero vitality, regardless of damage. Attacks against these creatures have the AP cost reduced to 1. Cannon Fodder is a prerequisite to this trait.

## Ancestral Circle 1 Traits

**Ancestral Guardians:** (AP: 3) Summon ancestor spirits to attack a target you can see within 50 feet. Use your ADP as if attacking with a weapon. Damage is necrotic. The spirits disappear after attacking.

**Blessing:** Call upon your ancestors to grant you a Heroic Point if you currently have zero. Usable once per breather.  
**Guided Strike:** 5 vigor. Your ancestors guide your attacks. Gain +1 PD to attacks for one minute.  
**Healing Ancestor:** 5 vigor. Choose a willing target you touch (can be you). Recover 2 vitality.  
**Invigoration:** You are immune to fatigue as a passive bonus.

## Circle 2 Traits

**Ancestral Guardians II:** The ADP for your Ancestral Guardians increases by +1 PD.  
**Ancestral Guide:** 5 vigor. Choose one of the following:

- An ancestral guide appears, guiding your path and detecting any traps or pitfalls within 30 feet of you for up to 1 hour.
- You hear the voice of your ancestral guide in your head, guiding you. You gain a +2 PD bonus on all Mental or Sway ability checks for up to 1 hour.

**Ancestral Mount:** 5 vigor. Summon spirit horse or similar animal that only you can ride. Duration: 2 hours.  
**Guided Strike II:** Your attacks also bypass resistances and immunities when you use Guided Strike.  
**Healing Ancestor II:** 10 vigor. Choose a willing target you touch (can be you). Remove any one negative status.

## Circle 3 Traits

**Ancestral Guardians III:** 5 vigor. Choose up to two targets when you invoke this power.  
**Ancestral Mount II:** Mount you summon gains flying speed equal to its movement rate.  
**Healing Ancestor III:** 5 vigor. Choose a willing target you touch (can be you). Healing becomes 1 PD +1 vitality.  
**Invigoration II:** Your invigoration lasts for one hour.  
**Spirit Blade:** 10 vigor. Spectral energy surrounds your weapon. Gain a +1 PD bonus to ADP and damage becomes divine. Duration: one minute.

## Circle 4 Traits

**Ancestral Guardians IV:** The Guardians' damage bypasses resistance and immunities.  
**Ancestral Mount III:** Mount becomes physical and takes on statblock of type chosen type. It gains the following: add a bonus amount of vitality equal to twice your Circle level, and DEF is increased by an amount equal to your Circle level. Acts on your commands.  
**Healing Ancestor IV:** 25 vigor. Bring back a deceased creature to life with one vitality and 2 PD vigor.  
**Spirit Armor:** While wearing armor, gain immunity to necrotic damage.  
**Spirit Form:** 20 vigor. Your body takes on a spectral form. You are immune to all physical attacks but cannot interact with the physical world. Duration: one minute.

# ANCESTRAL WARRIOR

# WARRIOR

## Warrior Circle 1 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to three times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Action Point:** Increase your maximum AP pool by 2.

## Circle 2 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to three times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Ability:** Increase one of your abilities by 1.

**Battle Fortitude:** Recover an additional 1 vitality for each endurance modifier after completing a rest (up to your maximum).

## Circle 3 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to three times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Cannon Fodder.** Any opponent you hit with an attack that has a MC of 1M or less is brought to zero vitality, regardless of damage. Attacks against these creatures have the AP cost reduced to 1.

**Weapon Training II:** Gain +1 PD bonus when attacking with weapons or natural attacks.

**Action Point:** Increase your maximum AP pool by 2. Studied Strike: Reroll lowest die in your attack rolls (including ASP).

## Circle 4 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to three times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Ability:** Increase one of your abilities by 1.

**Weapon Mastery:** Gain a +2 PD bonus when attacking unarmed or with weapons.

**Cannon Fodder II.** Any opponent you hit with an attack that has a MC of 2L or less is brought to zero vitality, regardless of damage. Attacks against these creatures have the AP cost reduced to 1. Cannon Fodder is a prerequisite to this trait.

## Arcane Warrior Circle 1 Traits

**Arcane Weaponry:** As a response costing 1 AP, change the damage type of your weapons to another damage type until the end of your turn.

**Infuse Weapon:** You are able to create a weapon made from pure energy, calling forth that weapon as a response (1 AP). It remains until you dispel it or it is dispelled from other means. You can have one infused weapon at any given time equaling your Circle level.

**Shield Spell:** You can cast spells while wielding a shield or other off-hand weapon.

**Bladecasting (free):** You gain the ability to cast Bladespells. See Bladecasting.

**Tactical Arcane Combat:** As a response (1 AP), increase any one ASP roll cast by a creature you can see by +1 PD.

## Circle 2 Traits

**Arcane Combat:** +1 ASP. If you have used a Bladespell this turn, you gain a +1 PD bonus to attack rolls until the start of your next turn.

**Infuse Weapon II:** The weapon you create gains an additional +1 PD bonus to your ADP.

**Magic Ammunition:** You no longer need ammunition for ranged weapons (including daggers or darts or javelins). The ammunition appears as magical weapons of energy and confers a +1 PD bonus to your ADP.

**Magic Transference:** When you complete a sacrifice to convert vitality to vigor, you gain double the amount of vigor.

**Shield Reduction:** Your shield grants a +2 DEF bonus to its DEF rating from magical attacks.

## Circle 3 Traits

**Arcane Armor:** Summon a suit of magical spectral armor you are proficient in. This armor weighs nothing but grants protection equal to its mundane version. You can dispel the armor at-will or through a dispel magic spell.

**Arcane Scholar I:** You recognize the type and effect of spells you can see being cast.

**Arcane Shield:** Apply your shield's DEF bonus as a bonus to your ability check rolls to resist area of effect spells or magic that impact you. I.e., if your shield DEF bonus is 3, then add a +3 PD bonus to your ability check roll.

**Mage Slayer:** Gain a +2 PD bonus to all attack rolls made against creatures that cast spells or use spell-like abilities.

**Infuse Weapon III:** (Requires: Infuse Weapon II) The weapon you create gains an additional +1 PD bonus to ADP.

## Circle 4 Traits

**Arcane Scholar II:** The vigor cost for casting bladespells is reduced by half (minimum 1).

**Combat Master:** You master harnessing the chaos energy of combat, allowing you to gain twice the vigor during combat than normal.

**Energy Tap:** Tap into the magical energies around you. If you hit with a weapon, add 1 point of force damage to the total damage.

**Infuse Armor:** The DEF of your arcane armor increases by 2. Quickspell: Your bladespells cost one less AP (minimum 1) to invoke.

# ARCANE WARRIOR

# WARRIOR

## Warrior Circle 1 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to three times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Action Point:** Increase your maximum AP pool by 2.

## Circle 2 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to three times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Ability:** Increase one of your abilities by 1.

**Battle Fortitude:** Recover an additional 1 vitality for each endurance modifier after completing a rest (up to your maximum).

## Circle 3 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to three times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Cannon Fodder.** Any opponent you hit with an attack that has a MC of 1M or less is brought to zero vitality, regardless of damage. Attacks against these creatures have the AP cost reduced to 1.

**Weapon Training II:** Gain +1 PD bonus when attacking with weapons or natural attacks.

**Action Point:** Increase your maximum AP pool by 2. Studied Strike: Reroll lowest die in your attack rolls (including ASP).

## Circle 4 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to three times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Ability:** Increase one of your abilities by 1.

**Weapon Mastery:** Gain a +2 PD bonus when attacking unarmed or with weapons.

**Cannon Fodder II.** Any opponent you hit with an attack that has a MC of 2L or less is brought to zero vitality, regardless of damage. Attacks against these creatures have the AP cost reduced to 1. Cannon Fodder is a prerequisite to this trait.

## Banneret Circle 1 Traits

**Rally:** Spend 4 AP and 3 vigor to issue a rallying command to an ally you can hear within 50 feet of you. That ally gains a +1 PD bonus on their next Challenge Roll if used within the next minute.

**Shield Mastery:** 1 AP, 3 vigor. As a response to an ally being attacked, apply your shield's DEF PD bonus to an ally within

5 feet of you on your shield-bearing side. Your ally gains this bonus from your shield until the start of your next turn as long as they remain within 5 feet of you.

**Tactical Combat:** 3 AP: As a response to an ally you can see within 50 feet being attacked, lend them one of your DEF dice until the start of your next turn.

**Tactical Planning:** Spend 3 vigor to swap the combat order of any two willing creatures. This is done at the start of the combat encounter.

**You Can Do It!:** 4 AP. Choose an ally that can hear you within 50 feet. Spend 1 PD of vigor to motivate that creature, causing it to recover a like amount of vitality, up to their maximum. A creature can benefit from this once per breather per Circle you are in.

## Circle 2 Traits

**Assist:** When you do the help action, the bonus becomes 1 PD per Circle tier you are in.

**Discover Weakness:** Spend 5 AP to study an enemy. Learn the resistances, vulnerabilities, and immunities of that creature, and all further attacks against that creature by your allies bypass one resistance or immunity of your choice for the remainder of the combat encounter.

**Leader:** When attempting any presence or intimidation check, add a +1d20 bonus die to your Challenge Roll.

**Leader's Stance:** You gain a new stance option. While taking this stance, all allies including yourself within 10 feet of you gain a +1 PD bonus for ability skill check rolls.

**Shake It Off!:** Choose an ally that can hear you within 50 feet. Spend 4 AP and 5 vigor to remove any one negative trait it is suffering from.

## Circle 3 Traits

**Combat Discipline:** Gain immunity to being frightened.

**Drill Sergeant:** All allies that can see or hear you increase their movement rate by 5 feet.

**Marked Enemy:** 4 AP. Spend 5 vigor and choose one target you can see within 50 feet. All attacks against that target gain a +1 PD bonus to attacks until the start of your next turn.

**No One Left Behind:** As a response (1 AP) to an ally falling to 0 or fewer vitality from a physical attack (weapon or magic), you can move up to 25 feet and, if applicable, apply a bandage or other healing method to that ally.

**You Can Do It! II:** The amount of vitality recovered increases to twice the amount rolled.

## Circle 4 Traits

**Combat Discipline II:** As a response, spend 10 vigor to gain 5 AP immediately. You may not go above your maximum amount and can only do this once per round.

**Heroic Motivation:** As a response (1 AP) to an ally that you can see failing an ability check, spend 10 vigor and turn that failure into a success.

**No One Left Behind II:** As a response (1 AP) to an ally you can see within 50 feet of you falling to 0 or fewer vitality due to an attack, spell, or trap, you can spend 15 vigor and cause that ally to fall to 1 vitality instead.

**Sacrificial Move:** As a response (1 AP) to an ally you can see taking damage, spend 10 vigor and move that damage to yourself instead, reducing it by half.

**We are Legion:** All allies within 10 feet gain a +2 DEF bonus.

# BANNERET

# WARRIOR

## Warrior Circle 1 Traits:

- Vitality:** Increase your vitality by 2. You may select this up to three times in this Circle.
- Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.
- Action Point:** Increase your maximum AP pool by 2.

## Circle 2 Traits:

- Vitality:** Increase your vitality by 2. You may select this up to three times in this Circle.
- Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.
- Ability:** Increase one of your abilities by 1.
- Battle Fortitude:** Recover an additional 1 vitality for each endurance modifier after completing a rest (up to your maximum).

## Circle 3 Traits:

- Vitality:** Increase your vitality by 2. You may select this up to three times in this Circle.
- Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.
- Cannon Fodder.** Any opponent you hit with an attack that has a MC of 1M or less is brought to zero vitality, regardless of damage. Attacks against these creatures have the AP cost reduced to 1.
- Weapon Training II:** Gain +1 PD bonus when attacking with weapons or natural attacks.
- Action Point:** Increase your maximum AP pool by 2. Studied Strike: Reroll lowest die in your attack rolls (including ASP).

## Circle 4 Traits:

- Vitality:** Increase your vitality by 2. You may select this up to three times in this Circle.
- Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.
- Ability:** Increase one of your abilities by 1.
- Weapon Mastery:** Gain a +2 PD bonus when attacking unarmed or with weapons.
- Cannon Fodder II.** Any opponent you hit with an attack that has a MC of 2L or less is brought to zero vitality, regardless of damage. Attacks against these creatures have the AP cost reduced to 1. Cannon Fodder is a prerequisite to this trait.

## Brute Circle 1 Traits

- Berserk:** Spend 5 vigor to gain a PD bonus equal to your Circle Level for weapon and natural attacks. Duration: one minute.

- Brick Wall:** Each time you increase vitality, increase it by +1.
- Defense:** Add your Circle Level to your DEF when not wearing armor.
- Intimidate:** 6 AP. Spend 5 vigor. All creatures you choose within 15 feet become frightened for one minute if their Will challenge is failed against your Presence Challenge Roll. Gain an additional +1 PD to this roll for each Power modifier.
- Mobility:** Add 5 to your base movement rate.
- Weapon Specialization:** You are able to use the Weapon Traits feature of weapons.

## Circle 2 Traits

- Advantageous Attack:** If your attack is successful, the target suffers an additional 1 point of physical damage.
- Berserk II:** While Berserk is active, attacks against you ignore the highest die in their attack pool.
- Weakness is for the...uh..weak:** If you miss with an attack roll, your next attack gains a bonus +2 PD if taken by the end of the next round.
- Mobility II:** Your climb and swim speed equal your base movement rate.
- Power Through:** You ignore the fatigued status.

## Circle 3 Traits

- Battle Cry:** The radius of your Intimidate increases to 30 feet.
- Bloodied Vengeance:** If you are winded and are below your maximum vitality, you gain an additional +2 PD bonus to your attack rolls.
- Brutal Strike:** Your attacks ignore the target's resistances.
- Leap:** Your long and high jump distances double.
- Resilient:** Ignore effects from extreme cold or heat conditions. Gain resistance to cold and heat damage.

## Circle 4 Traits

- Bloodied Vengeance II:** If you are winded and below your maximum vitality, your reach for melee attacks increases by 5 feet.
- Determined Strike:** Your attacks ignore the target's immunities.
- Iron Mind:** Gain immunity to mind-affecting attacks while Berserk is active.
- Pulverize:** Reroll any 1s in your attacking dice pool.
- Raging Defense:** You are immune to negative statuses while Berserk is active.



# BRUTE



# WARRIOR

## Warrior Circle 1 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to three times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Action Point:** Increase your maximum AP pool by 2.

## Circle 2 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to three times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Ability:** Increase one of your abilities by 1.

**Battle Fortitude:** Recover an additional 1 vitality for each endurance modifier after completing a rest (up to your maximum).

## Circle 3 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to three times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Cannon Fodder.** Any opponent you hit with an attack that has a MC of 1M or less is brought to zero vitality, regardless of damage. Attacks against these creatures have the AP cost reduced to 1.

**Weapon Training II:** Gain +1 PD bonus when attacking with weapons or natural attacks.

**Action Point:** Increase your maximum AP pool by 2. Studied Strike: Reroll lowest die in your attack rolls (including ASP).

## Circle 4 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to three times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Ability:** Increase one of your abilities by 1.

**Weapon Mastery:** Gain a +2 PD bonus when attacking unarmed or with weapons.

**Cannon Fodder II.** Any opponent you hit with an attack that has a MC of 2L or less is brought to zero vitality, regardless of damage. Attacks against these creatures have the AP cost reduced to 1. Cannon Fodder is a prerequisite to this trait.

## Hierophant Circle 1 Traits

**Divine Healing:** 3 AP. Spend 5 vigor. Heal any single creature you touch (including yourself) for 1 PD of vitality. A creature may benefit from this only once per rest.

**Divine Protection:** Attacks, spells, or effects from opponents that reduce your vigor no longer do so. You are immune to corruption. +1 DEF.

**Divine Recovery:** 2 AP. Your divine patron blesses you, removing any negative status you suffer from.

**Divine Warrior:** Gain a bonus +2 PD to all attack rolls against your nemesis.

**Rebuke Nemesis:** 5 AP. Present your holy symbol. A target nemesis that can see the symbol within 50 feet must succeed on a Will ability check contested against your Will check or be forced to spend their turn moving away from you to the best of their ability until the end of their next turn.

## Circle 2 Traits

**Divine Defense:** Always use your entire DEF pool against attacks by your nemesis. This does not count against your allocation.

**Divine Warrior II:** Blessings from your deity(ies) are imparted into you. You gain a +2 PD bonus on any check to resist a hostile spell or effect.

**Faithful Steed:** Your divine patron blesses you with a spectral steed that you can summon by spending an hour ritual calling it. The steed is large-sized and can take any form but has the stats of a warhorse. If slain, you can summon a new steed the following day.

**Purifying Touch:** 2 AP. Touch a creature to remove any poisoned or diseased status upon it.

**Revive:** 3 AP. Spend 5 vigor and touch a creature brought to zero or less vitality in the past minute. That creature recovers 1 PD of vitality and is unconscious until the start of its next turn.

## Circle 3 Traits

**Charge:** While mounted, if your steed moves at least 20 feet before you attack, your next attack roll will gain a +1 PD bonus for every 5 vigor you spend, up to a maximum +4 PD.

**Divine Smite:** Your weapon gains divine power. Against your nemesis, the weapon inflicts an additional +1 divine damage for each success.

**Empowered Steed:** Your faithful steed now also gains resistance to non-magical attacks, and gains a bonus 4 vitality.

**Holy Strike:** Your attacks against your nemesis ignore their resistances.

**Purifying Touch II:** 3 AP. Touch a creature to remove any cursed, paralyzed, or petrified status.

## Circle 4 Traits

**Destroy Nemesis:** 5 AP. Spend 10 vigor and present your holy symbol. Any of your nemesis that can see this symbol must succeed on a contested Will ability check against your Will ability check or be destroyed. The total amount of creatures affected equal one 3H, or two 3M, or three 3L, or four 2H, and so on.

**Divine Aura:** Holy energy surrounds you in a 5-foot radius. Any creature within this aura, including yourself, gains a +1d12 bonus die to any ability check when resisting magic, a trap, or a creature's special ability.

**Divine Protection II:** Your patron grants you immunity to fear, toxin, and disease.

**Epic Steed:** Your mount is now immune to non-magical attacks, and all attacks from your mount gain a +2 PD. Your mount's DEF also increases by +1.

**Holy Champion:** You are immune to all mind-affecting attacks or influences.

# HIEROPHANT

# WARRIOR

## Warrior Circle 1 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to three times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Action Point:** Increase your maximum AP pool by 2.

## Circle 2 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to three times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Ability:** Increase one of your abilities by 1.

**Battle Fortitude:** Recover an additional 1 vitality for each endurance modifier after completing a rest (up to your maximum).

## Circle 3 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to three times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Cannon Fodder.** Any opponent you hit with an attack that has a MC of 1M or less is brought to zero vitality, regardless of damage. Attacks against these creatures have the AP cost reduced to 1.

**Weapon Training II:** Gain +1 PD bonus when attacking with weapons or natural attacks.

**Action Point:** Increase your maximum AP pool by 2. Studied Strike: Reroll lowest die in your attack rolls (including ASP).

## Circle 4 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to three times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Ability:** Increase one of your abilities by 1.

**Weapon Mastery:** Gain a +2 PD bonus when attacking unarmed or with weapons.

**Cannon Fodder II.** Any opponent you hit with an attack that has a MC of 2L or less is brought to zero vitality, regardless of damage. Attacks against these creatures have the AP cost reduced to 1. Cannon Fodder is a prerequisite to this trait.

## Mercenary Circle 1 Traits

**Weapon Specialization:** You are able to utilize the Weapon Traits feature from weapons.

**Shield Mastery:** Your shield absorbs the first point of damage when resisting area-of-effect spells/attacks.

**Training:** Gain a +1 PD bonus to any ability skill check.

**Sniper:** Gain a +1 PD bonus when attacking with ranged weapons.

**Suck It Up:** Use a response action (2 AP) to recover 1 PD of vitality. You may use this once per breather.

## Circle 2 Traits

**Shield Wall:** You and all allies who also wield a shield within 5 feet of you gain a +1 bonus to your DEF.

**Armor Mastery:** Gain a +1 bonus per Circle Tier to your DEF PD when wearing armor.

**Precise Strike:** As a response (1 AP) to a successful attack of yours landing, spend 1 PD of vigor for each extra point of damage you wish to inflict.

**Riposte:** As a response (1 AP) to getting melee attacked, spend 5 vigor to make one melee attack at the creature that successfully hit you.

**Suck It Up II:** Amount recovered increases to 2 PD.

## Circle 3 Traits

**Back In The Fight:** As a response (3 AP), spend 5 vigor and end one negative status affecting you.

**Sacrifice:** As a response (1 AP) to an ally within 5 feet being attacked, spend 5 vigor and step in the way of an attack targeting that ally. Move that attack to yourself.

**Training:** Gain an additional +1 PD bonus to any ability skill check.

**Combat Mastery:** Gain a +2 PD bonus when attempting a Martial maneuver or resisting a Martial maneuver.

**Robust:** If at the start of your turn you are in the winded status and do not have any desperation points, grant yourself a desperation point.

## Circle 4 Traits

**Long Reach:** The reach of your weapons increases by 5 feet. If it is ranged, add 50% distance.

**Whirlwind:** Spend 6 AP to either attack every creature within 5 feet of you with a chosen melee weapon, or attack each creature in a 5-foot radius for ranged attacks provided you have enough ammunition to do so.

**Precision Strike:** As a response (1 AP) to a successful attack of yours landing, spend 5 vigor to bypass any resistances or immunities the creature might have to your attack until the start of its next turn.

**Imposing:** Creatures are considered one size smaller when you use a trait or maneuver or item that is size limited. I.e., if you could grapple a large-sized or smaller creature previously, you can now grapple huge-sized or smaller creatures.

**Immovable:** You cannot be moved or pushed against your will. If you do not move during your turn, you gain a +2 DEF bonus until the start of your next turn.



# MERCEANARY

# WILDER

## Wilder Circle 1 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Action Point:** Increase your maximum AP pool by 2.

## Circle 2 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Ability:** Increase one of your abilities by 1.

**Strider (free):** Difficult terrain does not negatively affect your movement rate. You gain this trait for free without spending an XP point.

## Circle 3 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Hardy (free):** Gain resistance to poison damage and immunity to disease. You gain this trait for free without spending an XP point.

**Action Point:** Increase your maximum AP pool by 2.

**One with Nature:** Your One with Forest trait now applies to all natural terrains and habitats, and you gain a +1 bonus to your DEF and Attack Challenge Rolls while in any of these terrains.

**Wild Strike:** Add a +1 PD to all attack rolls (including ASP).

## Circle 4 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Ability:** Increase one of your abilities by 1.

**Druid Sleep:** Enter a hibernation state for a period of time of your choosing or until woken up. While in this state, you age at 10% of your normal rate and do not need sustenance.

## Circle 1 Traits:

**Enhanced Bond:** +1 PD when attacking with an animist power and gain a +1 PD bonus to all invoked spirit Challenge Rolls.

**Shared Spirit:** You choose one spirit type to have a permanent bond with. Choose one of the following traits:

- **Mountain:** Gain 4 vitality and an additional 2 vitality every time you advance to a new Circle.
- **Wise Owl:** Add a +1 PD to all ability check rolls. At 3rd Circle gain +1 to one of your Mental abilities.
- **Predator:** Add +1 PD to attack rolls.

**New Spirit:** Bond with an additional spirit. This can be chosen multiple times as long as you spend XP for each one.

## Circle 3 Traits:

**Major Bond:** Gain the ability to invoke major powers.

## Circle 4 Traits:

**Master Bond:** Invoking spirits costs 1 less AP than normal.



# ANIMIST

# WILDER

## Wilder Circle 1 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Action Point:** Increase your maximum AP pool by 2.

## Circle 2 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Ability:** Increase one of your abilities by 1.

**Strider (free):** Difficult terrain does not negatively affect your movement rate. You gain this trait for free without spending an XP point.

## Circle 3 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Hardy (free):** Gain resistance to poison damage and immunity to disease. You gain this trait for free without spending an XP point.

**Action Point:** Increase your maximum AP pool by 2.

**One with Nature:** Your One with Forest trait now applies to all natural terrains and habitats, and you gain a +1 bonus to your DEF and Attack Challenge Rolls while in any of these terrains.

**Wild Strike:** Add a +1 PD to all attack rolls (including ASP).

## Circle 4 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Ability:** Increase one of your abilities by 1.

**Druid Sleep:** Enter a hibernation state for a period of time of your choosing or until woken up. While in this state, you age at 10% of your normal rate and do not need sustenance.

## Hunter Circle 1 Traits

**Beast Friend:** You can spend 4 AP trying to sooth a beast. You can turn any hostile beast neutral, or any neutral beast friendly.

**Poultices:** You have the knowledge of using herbs to make poultices. Use a poultice to recover 1 PD vitality. You may have a number of poultices at any given time equal to your Mental modifier. Each poultice takes 1 hour to craft and will last for 24 hours before spoiling.

**Sniper:** You gain a +2 PD bonus to any ranged attack you make. If you take the Aim maneuver, you add an additional +1 PD.

**Survival:** You gain +1d20 bonus to any skill check related to survival (hunting, fishing, finding shelter, etc.)

**Toughness:** You gain 4 vitality, and an additional 2 vitality each time you advance a Circle.

**Tracking:** You gain a +1d20 bonus whenever attempting to make an Intuition check to track a creature or creatures. On a successful check, you know the number and type of creatures you're tracking and the time elapsed since they left the trail.

## Circle 2 Traits

**Enhanced Poultice:** Instead of healing, you can choose to have one of your poultices cure a mundane disease or neutralize a poison. This must be determined at the creation of the poultice.

**Hated Enemy:** Choose one type of creature (beasts, giants, etc.). Attacks you make against those creatures are made with a +2 bonus to PD.

**Nature's Defender:** You gain proficiency with all weapons and medium armor.

**Sense Prey:** By spending 4 AP, you focus on the scents, sounds, and sights around you, picking up spores and hints in the air. You can detect the location of any creature within 50 feet of you.

**Survival II:** You can't become lost in rural areas. Additionally, you and your group can move at a normal rate of speed through difficult terrain.

## Circle 3 Traits

**Medicine Poultice:** Your healing poultices can heal 2 PD of vitality per usage.

**Nature's Warrior:** You gain a +1 PD bonus to all attack rolls.

**Pathfinder:** Your movement rate increases by 5 feet, and you gain a +2 PD bonus to detect natural pitfalls or booby traps.

**Purify:** 5 AP. You can purify up to a gallon of water or 5 pounds of food.

**Trapper:** You can employ traps and pitfalls by spending one minute if you have the trap already made, or one hour if you have to craft it from scratch. The trap will have a TCN equal to your PD + an additional PD for each Mental modifier you have. Damage is equal to 1 point for every PD you rolled to determine the TCN. Instead of damage, you may wish to have the trap restrain the target when triggered.

## Circle 4 Traits

**Beast Speech:** You can speak with beasts. Note that their intelligence may limit them to basic concepts of communication.

**Hated Enemy II:** You gain an additional +2 PD bonus to attacks against your designated hated creature types.

**Master Poultice:** Your enhanced poultices can cure magical diseases or poisons.

**Nature's Champion:** +2 PD against any creature that hasn't acted yet during the round in which you take your action.

**Pathfinder II:** You base movement speed increases by 10 feet.

# HUNTER

# WILDER

## Wilder Circle 1 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Action Point:** Increase your maximum AP pool by 2.

## Circle 2 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Ability:** Increase one of your abilities by 1.

**Strider (free):** Difficult terrain does not negatively affect your movement rate. You gain this trait for free without spending an XP point.

## Circle 3 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Hardy (free):** Gain resistance to poison damage and immunity to disease. You gain this trait for free without spending an XP point.

**Action Point:** Increase your maximum AP pool by 2.

**One with Nature:** Your One with Forest trait now applies to all natural terrains and habitats, and you gain a +1 bonus to your DEF and Attack Challenge Rolls while in any of these terrains.

**Wild Strike:** Add a +1 PD to all attack rolls (including ASP).

## Circle 4 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Ability:** Increase one of your abilities by 1.

**Druid Sleep:** Enter a hibernation state for a period of time of your choosing or until woken up. While in this state, you age at 10% of your normal rate and do not need sustenance.

## Pack Master Circle 1 Traits

**Beast Tongue:** You gain the ability to understand basic communication with beasts. They understand your commands but remember that their intelligence remains, so the form and content of their communication back to you will be simple regarding how they perceive the scenario. Smells and sounds will typically dominate descriptions rather than visual cues that we humans like to describe things with.

**Defensive Beasts:** Each of your beasts gain a +1 bonus to DEF.

**Efficient:** Each of your beasts gain a +1 bonus to its AP.

**Influence:** The total MC of beasts in your pack increases.

**Mount:** If the beast is one size larger or more than you, you may use the beast as a mount in combat, gaining a +1 PD bonus to your attack rolls while mounted.

**Passive Commands.** If a command is not given to a pack member, it may spend AP to do one of the following:

(5 AP) If within 5 feet of a target that another pack member attacks, that pack member gains a +1 PD bonus to its attack rolls this turn.

(5 AP) If within 5 feet of another pack member, that creature gains +1 DEF until the start of its next turn.

**Pack Speed (free).** Your base movement rate increased by 5 feet.

## Circle 2 Traits

**Defensive Beasts II:** Each of your beasts gain a +1 bonus to DEF.

**Enchanted Claws:** Natural attacks from members of your pack are considered magical in terms of overcoming resistance and immunities.

**Intercept:** If you are within 5 feet of an attacked member of your pack, you can spend 5 vigor and move that attack to yourself as a response, as if the attack was on you instead.

**Recovery:** Spend 5 vigor (AP: 2) to touch a pack member within 5 feet of you to remove any one negative status afflicting that creature.

**Specialist:** The dice pool for attack and ability Challenge Rolls that your beasts use increases to 2 PD rather than 1 PD.

**Influence II:** The total MC of beasts in your pack increases.

**Enhanced Attacks.** Pack members can spend additional AP to do the following:

- (+2 AP): The target may be grappled instead of inflicting damage. The target must succeed on a contested Power check or be knocked prone. For each pack member that successfully attacks in this way, the target suffers a -1 PD penalty to this check.
- (+2 AP): The pack member can add the bleeding feature to its attacks. If the attack succeeds, the target will suffer an additional 1 point of bleeding damage at the start of their next turn unless bandaged or healed.

**Pack Speed (free).** Your base movement rate increased by 5 feet.

## Circle 3 Traits

**Beast Flurry:** (AP: 4) Reduce the AP costs of attacks of all members of your pack by 1 (minimum 1) until the start of the next round.

**Overwhelm:** If you and your pack all attack the same creature this turn, each of you adds a bonus PD to your attack Challenge Rolls.

**Telepathy:** You can now communicate telepathically with members of your pack up to a range of 1 mile.

**Influence III:** The total MC of beasts in your pack increases.

**Ferocious.** Pack members can spend additional AP to do the following:

- (+4 AP): If attack hits, target must succeed on contested Agility check (TCN = original attack roll) or become blinded until end of next turn.
- (+3 AP): If attack hits, target must succeed on contested endurance check (TCN = original attack roll) or be hindered, losing 1 AP until the end of its next turn.

**Pack Speed (free).** Your base movement rate increased by 5 feet.

## Circle 4 Traits

**Efficient II:** Each of your pack members gain an additional +1 to their AP pool.

**Monster Hunter:** You can have monsters as part of your pack.

**Pack Form:** (AP: 6) Spend 10 vigor to change your form and all equipment carried into that of a creature type that is a member of your pack. This change lasts until your vigor or vitality is reduced to zero or you spend another 6 AP to change back.

**Specialist II:** The dice pool for attack and ability Challenge Rolls that your beasts use increases to 3 PD rather than 2 PD.

**Influence IV:** The total MC of beasts in your pack increases.

# PACK MASTER

# WILDER

## Wilder Circle 1 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Action Point:** Increase your maximum AP pool by 2.

## Circle 2 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Ability:** Increase one of your abilities by 1.

**Strider (free):** Difficult terrain does not negatively affect your movement rate. You gain this trait for free without spending an XP point.

## Circle 3 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Hardy (free):** Gain resistance to poison damage and immunity to disease. You gain this trait for free without spending an XP point.

**Action Point:** Increase your maximum AP pool by 2.

**One with Nature:** Your One with Forest trait now applies to all natural terrains and habitats, and you gain a +1 bonus to your DEF and Attack Challenge Rolls while in any of these terrains.

**Wild Strike:** Add a +1 PD to all attack rolls (including ASP).

## Circle 4 Traits:

**Vitality:** Increase your vitality by 2. You may select this up to two times in this Circle.

**Vigor:** Increase your vigor by +1 PD. You may select this up to three times in this Circle.

**Ability:** Increase one of your abilities by 1.

**Druid Sleep:** Enter a hibernation state for a period of time of your choosing or until woken up. While in this state, you age at 10% of your normal rate and do not need sustenance.

## Symbiote Circle 1 Traits

**Beast Tongue:** You gain the ability to speak with beasts. Their intelligence remains the same, so communication from them would be very rudimentary and in the context of what the animals would know and recognize. You also have a +1 bonus PD on Influence checks when trying to persuade or calm a beast.

**Aspect of the Beast (free):** At a cost of 4 AP and 1 vigor, alter your form to be slightly more animalistic. Grow fangs, gills, claws, or cover yourself in fur for example. It costs another 4 AP to shift back or into another aspect. This power does not allow major changes such as growing wings or completely changing your shape. However, the changes are sufficient enough to accomplish one of the

following:

- Natural weapons (AP: 3) +1 PD to attacks
- Water breathing
- Increase movement rate by 5 feet
- Double jump or climb distance
- Hardened hide (+2 DEF).

**Beast Friend:** Cast the charming magic spell at a cost of 5 AP that targets beasts only.

**Heightened Senses:** Gain the Detect trait (see Bestiary). The value equals your Presence modifier + your Intuition modifier + Circle tier. You also gain a +2 PD bonus when actively searching for a hidden creature.

**Bestial Stamina:** When you shift into bestial form, gain 2 temporary vitality. Take damage from this amount first. When you revert back to humanoid shape, you lose any remaining temporary vitality.

## Circle 2 Traits

**Plainswalker:** Your base movement rate increases by 10 feet.

**Traits of the Beast:** While shape-changed into beast form, you gain a +2 DEF PD bonus and you do not automatically revert to your natural form if you reach 0 or less vigor. Instead, you only revert by spending 4 AP or automatically when you reach 0 or fewer vitality.

When making natural attack rolls, you gain a +1 PD bonus.

**Sacrificial Bond:** As a response (1 AP) to a beast within 10 feet of you taking damage, spend 5 vigor and move that damage to you and reduce it by half, rounded up.

**Bestial Stamina II:** The temporary vitality increases to 4.

**Beast Recovery:** At a cost of 5 AP, you can remove any one negative status upon a beast you can see within 5 feet of you, including yourself if you are in beast form.

**Symbiosis:** The amount of vigor and vitality you recover while in a meditative state as described above is increased to 2.

## Circle 3 Traits

**Bestial Stamina III:** The temporary vitality increases to 6.

**Beast Telepathy:** Gain telepathy with any beast you can see within 100 feet of you.

**Enhanced Shapechange:** When attacking while in a beast form, your attacks gain a +1 PD bonus to attack and are considered magical weapons in terms of bypassing resistances.

**Bestial Rage:** Spend 3 vigor to impart bleeding to your natural attacks. If your attack succeeds, the target will suffer 1 additional point of bleeding damage at the start of its next turn unless bandaged or healed.

**Longstrider:** Increase your base movement rate by 5 feet.

## Circle 4 Traits

**Bestial Desperation:** Your DEF increases by +2.

**Linked Mind:** The distance between you and a target beast is unlimited; you do not need to see the creature.

**Deadly Claw:** Your bestial attacks increase by +1 PD.

**Elemental Form:** You can now shapechange into an elemental.

**Animal Summoning:** Cast the conjure animals spell as per the sorcery spell of the same name at the cost of 5 AP. Double the number of animals summoned and increase the beast MC by one step. You can do this once per rest.

**Symbiosis II:** The amount of vigor and vitality you recover while in a meditative state as described above is increased to 4.

# SYMBIOTE