Legal Disciplines

April 17, 2000

Archer

```
Talent: Avoid Blow                           |1|N|
Talent: Direction Arrow                      |1|Y|
Talent: Karma Ritual (Archer)                |1|N|
Talent: Missile Weapons                      |1|Y|
Talent: Mystic Aim                           |1|Y|
Talent: True Shot                            |1|N|
Talent: Durability (6/5)                     |2|N|
Talent: Sprint                               |2|N|
Talent: Throwing Weapons                     |2|N|
Talent: Flame Arrow                          |3|Y|
Talent: Wound Balance                        |3|N|
Talent: Melee Weapons                        |4|N|
Talent: Thread Weaving (Arrow Weaving)       |4|Y|
Talent: First Impression                     |5|N|
Talent: Stopping Aim                         |5|Y|
Talent: Bank Shot                            |6|Y|
Talent: Speak Language                       |6|N|
Talent: Anticipate Blow                      |7|N|
Talent: Call Arrow                           |7|Y|
Talent: Called Shot                          |8|Y|
Talent: Eagle Eye                            |8|Y|
Talent: Impressive Shot                      |9|Y|
Talent: Silent Walk                          |9|N|
Talent: Trace Missile                        |9|Y|
Talent: Dominate Arrow                       |10|Y|
Talent: Rushing Attack                       |10|Y|
Talent: Blind Fire                           |11|N|
Talent: Quick Shot                           |11|Y|
Talent: Create Arrow                         |12|Y|
Talent: Shield Beater                        |12|N|
Talent: Defense                              |13|N|
Talent: Screaming Arrow                      |13|Y|
Talent: Multi-Shot                           |14|Y|
Talent: Second Attack                        |14|N|
Talent: Ethereal Weapon                      |15|Y|
Talent: Wind Bow                             |15|Y|

Modifier: Physical Def:     (5)      1
Modifier: Initiative:       (7)      1
Modifier: Spell Def:        (8)      1
```

```
Modifier: Recovery Test:   (9)      1
Modifier: Initiative:      (10)     2
Modifier: Physical Def:    (12)     2
Modifier: Recovery Test:   (13)     2
Modifier: Physical Def:    (14)     1
Modifier: Spell Def:       (14)     2
Modifier: Karma Max:       (15)     25
Modifier: Physical Def:    (15)     1

Ability: (4)  May spend a Karma point on 'Dexterity only' actions
Ability: (6)  May spend a Karma point on any 'Missile attack' damages
Ability: (11) May spend a Karma point on 'Perception/Strength only' actions
Ability: (13) May spend a Karma point on a Recovery Test
```

Beastmaster

Forbidden Race: T'skrang

```
Talent: Animal Bond                      |1|Y|
Talent: Claw Shape                       |1|Y|
Talent: Dominate Beast                   |1|Y|
Talent: Karma Ritual (Beastmaster)       |1|N|
Talent: Tracking                         |1|Y|
Talent: Unarmed Combat                   |1|N|
Talent: Animal Training                  |2|Y|
Talent: Creature Analysis                |2|Y|
Talent: Durability (7/6)                 |2|N|
Talent: Borrow Sense                     |3|Y|
Talent: Cat's Paw                        |3|Y|
Talent: Frighten Animal Servants         |4|Y|
Talent: Thread Weaving (Beast Weaving)   |4|Y|
Talent: Heal Animal Servant              |5|Y|
Talent: Incite Stampede                  |5|Y|
Talent: Endure Cold                      |6|N|
Talent: Lizard Leap                      |6|Y|
Talent: Claw Frenzy                      |7|Y|
Talent: Sense Poison                     |7|Y|
Talent: Lion Heart                       |8|Y|
Talent: Poison Resistance                |8|Y|
Talent: Animal Possession                |9|Y|
Talent: Bestial Toughness                |9|N|
Talent: Howl                             |9|Y|
Talent: Animal Leadership                |10|N|
Talent: Lion Spirit                      |10|N|
Talent: Develop Animal Sense             |11|Y|
Talent: Tame Mount                       |11|Y|
Talent: Bestial Resilience               |12|Y|
Talent: Chameleon                        |12|Y|
Talent: Pin                              |13|N|
Talent: Shield Beater                    |13|N|
Talent: Echo Location                    |14|Y|
Talent: Spirit Strike                    |14|N|
Talent: Venom                            |15|Y|
```

```
Talent: Web Astral                     |15|Y|

Modifier: Physical Def:    (5)      1
Modifier: Recovery Test:   (7)      1
Modifier: Social Def:      (9)      2
Modifier: Spell Def:       (10)     2
Modifier: Recovery Test:   (11)     2
Modifier: Spell Def:       (14)     3
Modifier: Karma Max:       (15)     25
Modifier: Physical Def:    (15)     2

Ability: (4)  May spend a Karma point on a Recovery Test
Ability: (6)  May spend a Karma point on 'Strength only' actions
Ability: (8)  May spend a Karma point on 'Willpower only' actions
Ability: (12) May spend a Karma point on 'Dexterity/Charisma only' actions
Ability: (13) Death Claw ('Companion' page 10)
```

Cavalryman

```
Talent: Animal Bond                    |1|N|
Talent: Avoid Blow                     |1|N|
Talent: Charge                         |1|Y|
Talent: Karma Ritual (Cavalryman)      |1|N|
Talent: Melee Weapons                  |1|N|
Talent: Trick Riding                   |1|Y|
Talent: Blood Share                    |2|Y|
Talent: Durability (7/6)               |2|N|
Talent: Empathic Command               |2|Y|
Talent: Spirit Mount                   |3|Y|
Talent: Wheeling Attack                |3|N|
Talent: Resist Taunt                   |4|Y|
Talent: Thread Weaving (Rider Weaving) |4|Y|
Talent: Sure Mount                     |5|Y|
Talent: Wheeling Defense               |5|Y|
Talent: Dominate Beast                 |6|N|
Talent: Durability Mount               |6|N|
Talent: Lasting Impression             |7|N|
Talent: Missile Weapons                |7|N|
Talent: Fearsome Charge                |8|Y|
Talent: Mount Attack                   |8|Y|
Talent: Call Mount                     |9|Y|
Talent: Down Strike                    |9|N|
Talent: Rally                          |9|Y|
Talent: Armor Mount                    |10|N|
Talent: Champion Challenge             |10|N|
Talent: Heal Animal Servant            |11|Y|
Talent: Tame Mount                     |11|N|
Talent: Frighten Animal Servants       |12|Y|
Talent: Momentum Attack                |12|N|
Talent: Mystic Aim                     |13|N|
Talent: Shield Beater                  |13|Y|
Talent: Spot Armor Flaw                |14|N|
Talent: Trample                        |14|Y|
```

```
Talent: Multi-Charge                   |15|Y|
Talent: Life Check                     |15|N|

Modifier: Physical Def:    (5)      1
Modifier: Spell Def:       (7)      1
Modifier: Social Def:      (8)      1
Modifier: Physical Def:    (9)      2
Modifier: Physical Def:    (11)     2
Modifier: Spell Def:       (12)     2
Modifier: Karma Max:       (14)     25
Modifier: Physical Def:    (14)     1
Modifier: Social Def:      (14)     1
Modifier: Physical Def:    (15)     1
Modifier: Spell Def:       (15)     2

Ability: (4)  May spend a Karma point on 'Mount only' actions
Ability: (6)  May spend a Karma point on a Recovery Test
Ability: (10) Store Karma in Mount ('Companion' page 11)
Ability: (10) May spend a Karma point on 'Dexterity only' actions
Ability: (13) Resurrect Mount ('Companion' page 11)
```

Elementalist

```
Talent: R/W Language                   |1|N|
Talent: R/W Magic                      |1|Y|
Talent: Karma Ritual (Elementalist)    |1|N|
Talent: Spellcasting                   |1|Y|
Talent: Thread Weaving (Elementalism)  |1|Y|
Talent: Durability (4/3)               |2|N|
Talent: Fire Heal                      |2|Y|
Talent: Air Speaking                   |3|Y|
Talent: Elemental Tongues              |3|Y|
Talent: Elemental Hold                 |4|Y|
Talent: Cold Purify                    |5|Y|
Talent: Willforce                      |5|N|
Talent: Temperature                    |6|Y|
Talent: Unshakable Earth               |6|Y|
Talent: Reshape Object                 |7|Y|
Talent: Safe Path                      |8|N|
Talent: Metal Ward                     |9|Y|
Talent: Water Dancing                  |9|N|
Talent: Animate Object                 |10|N|
Talent: Plant Shelter                  |10|Y|
Talent: Summon                         |11|Y|
Talent: Summoning Circle               |11|Y|
Talent: Bargain With Summoned Creature |12|Y|
Talent: Astral Sight                   |13|N|
Talent: Moving Earth                   |13|N|
Talent: Earth Armor                    |14|N|
Talent: Hold Thread                    |15|N|

Talent: Spell Matrix         |1|N|
Talent: Spell Matrix         |1|N|
```

```
Talent: Spell Matrix         |2|N|
Talent: Spell Matrix         |4|N|
Talent: Enhanced Matrix      |7|N|
Talent: Enhanced Matrix      |8|N|
Talent: Armored Matrix       |9|N|
Talent: Armored Matrix       |12|N|
Talent: Share Matrix         |14|N|
Talent: Share Matrix         |15|N|

Modifier: Spell Def:       (4)      1
Modifier: Spell Def:       (6)      1
Modifier: Social Def:      (8)      1
Modifier: Physical Def:    (11)     2
Modifier: Spell Def:       (12)     1
Modifier: Social Def:      (13)     1
Modifier: Recovery Test:   (14)     1
Modifier: Spell Def:       (14)     2
Modifier: Physical Def:    (15)     1

Ability: (5)  May spend a Karma point on 'Perception only' actions
Ability: (7)  May spend a Karma point on 'Charisma only' actions
Ability: (9)  May spend a Karma point on a Recovery Test
Ability: (10) Fire and Ice ('Companion' page 12)
Ability: (12) May spend a Karma point on 'Willforce/Willpower only' actions
Ability: (13) Earth and Wind ('Companion' page 12)
Ability: (15) Metal Strength('Companion' page 12)
```

Illusionist

```
Talent: R/W Language                 |1|N|
Talent: R/W Magic                    |1|Y|
Talent: Karma Ritual (Illusionist)   |1|N|
Talent: Spellcasting                 |1|Y|
Talent: Thread Weaving (Illusion)    |1|Y|
Talent: Durability (4/3)             |2|N|
Talent: Disguise Self                |2|Y|
Talent: Dead Fall                    |3|Y|
Talent: Speak Language               |3|N|
Talent: False Sight                  |4|Y|
Talent: Anticipate Blow              |5|N|
Talent: Willforce                    |5|N|
Talent: Fast Hand                    |6|N|
Talent: Engaging Banter              |7|N|
Talent: Mind Wave                    |8|Y|
Talent: True Sight                   |8|Y|
Talent: Detect Falsehood             |9|Y|
Talent: Memorize Image               |9|N|
Talent: Missile Weapons              |10|N|
Talent: Safe Thought                 |10|Y|
Talent: Thoughtful Expression        |11|Y|
Talent: Matrix Strike                |12|N|
Talent: Resist Taunt                 |12|N|
Talent: Astral Sight                 |13|N|
```

```
Talent: Multi-Weaving              |14|Y|
Talent: Second Chance              |15|N|

Talent: Spell Matrix               |1|N|
Talent: Spell Matrix               |1|N|
Talent: Spell Matrix               |2|N|
Talent: Spell Matrix               |4|N|
Talent: Enhanced Matrix            |6|N|
Talent: Enhanced Matrix            |7|N|
Talent: Armored Matrix             |9|N|
Talent: Armored Matrix             |11|N|
Talent: Share Matrix               |13|N|
Talent: Share Matrix               |14|N|
Talent: Share Matrix               |15|N|

Modifier: Spell Def:       (5)      1
Modifier: Social Def:      (6)      1
Modifier: Physical Def:    (8)      1
Modifier: Spell Def:       (9)      2
Modifier: Recovery Test:   (11)     1
Modifier: Karma Max:       (13)     25
Modifier: Spell Def:       (13)     2
Modifier: Physical Def:    (14)     2
Modifier: Social Def:      (14)     1
Modifier: Initiative:      (15)     2
Modifier: Spell Def:       (15)     1

Ability: (4)  Glamour ('Rules' page 74)
Ability: (7)  May spend a Karma point on 'Dexterity only' actions
Ability: (10) May spend a Karma point on 'Willforce/Willpower only' actions
Ability: (11) May spend a Karma point on a Recovery Test
Ability: (12) Hide Matrix ('Companion' page 13)
```

Liberator

Authorized Races: Ork

```
Talent: Freedom Search             |1|Y|
Talent: Karma Ritual (Liberator)   |1|N|
Talent: Melee Weapons              |1|N|
Talent: Mind Armor                 |1|Y|
Talent: Mind Blade                 |1|Y|
Talent: Ritual of Atonement        |1|Y|
Talent: Durability (7/6)           |2|N|
Talent: Free Mind                  |2|Y|
Talent: Unarmed Combat             |2|N|
Talent: Heart of Freedom           |3|Y|
Talent: Shackle Shrug              |3|Y|
Talent: False Shackles             |4|N|
Talent: Thread Weaving (Freedom Weaving)  |4|Y|
Talent: Lion Spirit                |5|N|
Talent: Lock Pick                  |5|N|
Talent: Dead Fall                  |6|N|
```

```
Talent: Freedom Song                |6|Y|
Talent: Power Mask                  |7|N|
Talent: Shout of Justice            |7|Y|
Talent: Heart of Rebellion          |8|N|
Talent: Prison Call                 |8|N|
Talent: Escape Divination           |9|N|
Talent: Hoard Blows                 |9|N|
Talent: Heal Slave                  |10|N|
Talent: Impossible Hide             |10|N|

Modifier: Physical Def:    (5)      1
Modifier: Social Def:      (6)      1
Modifier: Spell Def:       (7)      1
Modifier: Initiative:      (9)      1
Modifier: Recovery Test:   (10)     1

Ability: (4)  May spend a Karma point on 'Willpower only' actions
Ability: (8)  May spend a Karma point on any test made against opponent's Social Defense
Ability: (10) May spend a Karma point on a Recovery Test
```

Nethermancer

Forbidden Races: Windling

```
Talent: Karma Ritual (Nethermancer)       |1|N|
Talent: R/W Language                      |1|N|
Talent: R/W Magic                         |1|Y|
Talent: Spellcasting                      |1|Y|
Talent: Thread Weaving (Nethermancy)      |1|Y|
Talent: Astral Sight                      |2|Y|
Talent: Durability (4/3)                  |2|N|
Talent: Frighten                          |2|N|
Talent: Taunt                             |3|N|
Talent: Willforce                         |4|N|
Talent: Animal Possession                 |5|N|
Talent: Spirit Hold                       |5|Y|
Talent: Spirit Talk                       |6|Y|
Talent: Lifesight                         |7|Y|
Talent: Spirit Dodge                      |7|Y|
Talent: Orbiting Spy                      |8|Y|
Talent: Arcane Mutterings                 |9|N|
Talent: Astral Pocket                     |9|Y|
Talent: Summon                            |10|Y|
Talent: Summoning Circle                  |10|Y|
Talent: Bargain With Summoned Creature    |11|Y|
Talent: Matrix Strike                     |12|Y|
Talent: Netherwalk                        |12|Y|
Talent: Spell Crystal Lock                |13|Y|
Talent: Ethereal Weapon                   |14|N|
Talent: Soul Shatter                      |15|Y|

Talent: Spell Matrix                |1|N|
Talent: Spell Matrix                |1|N|
```

```
Talent: Spell Matrix               |3|N|
Talent: Spell Matrix               |4|N|
Talent: Enhanced Matrix            |6|N|
Talent: Enhanced Matrix            |8|N|
Talent: Armored Matrix             |9|N|
Talent: Armored Matrix             |11|N|
Talent: Share Matrix               |13|N|
Talent: Share Matrix               |14|N|
Talent: Share Matrix               |15|N|

Modifier: Spell Def:       (5)      1
Modifier: Social Def:      (6)      1
Modifier: Initiative:      (7)      1
Modifier: Spell Def:       (8)      1
Modifier: Physical Def:    (10)     1
Modifier: Spell Def:       (10)     1
Modifier: Initiative:      (12)     1
Modifier: Recovery Test:   (13)     1
Modifier: Spell Def:       (13)     2
Modifier: Karma Max:       (14)     25
Modifier: Spell Def:       (14)     1
Modifier: Physical Def:    (15)     1

Ability: (4)  May spend a Karma point on 'Perception only' actions
Ability: (9)  May spend a Karma point on 'Willforce/Willpower only' actions
Ability: (11) Otherworldly control('Companion' page 14)
Ability: (12) Help Spirit test ('Companion' page 14)
Ability: (14) May spend a Karma point on a Recovery Test
Ability: (15) Astral Face ('Companion' page 14)
```

Outcast Warrior

Authorized Races: Troll

```
Talent:  Avoid Blow                     |1|Y|
Talent:  Battle Shout                   |1|N|
Talent:  Karma Ritual (Outcast Warrior) |1|N|
Talent:  Melee Weapons                  |1|Y|
Talent:  Taunt                          |1|N|
Talent:  Unarmed Combat                 |1|Y|
Talent:  Anticipate Blow                |2|Y|
Talent:  Durability (9/7)               |2|N|
Talent:  Shield Charge                  |2|N|
Talent:  Swift Kick                     |3|Y|
Talent:  Throwing Weapons               |3|N|
Talent:  Fireblood                      |4|N|
Talent:  Thread Weaving (War Weaving)   |4|Y|
Talent:  Battle Bellow                  |5|N|
Talent:  Gliding Stride                 |5|Y|
Talent:  Down Strike                    |6|Y|
Talent:  Steely Stare                   |6|N|
Talent:  Disarm                         |7|N|
Talent:  Missile Weapons                |7|N|
```

```
Talent:  Crushing Blow                 |8|N|
Talent:  Momentum Attack               |8|N|

Modifier: Physical Def:  (6)  1
Modifier: Recovery Test: (7)  1
Modifier: Social Def:    (8)  1

Ability: (4)  May spend a Karma point on 'Willpower only' actions
Ability: (5)  May spend a Karma point on 'Strength only' actions
```

Scout

Forbidden Race: Troll

```
Talent: Avoid Blow                        |1|Y|
Talent: Climbing                          |1|Y|
Talent: Karma Ritual (Scout)              |1|N|
Talent: Melee Weapons                     |1|N|
Talent: Silent Walk                       |1|Y|
Talent: Tracking                          |1|Y|
Talent: Durability (6/5)                  |2|N|
Talent: Maneuver                          |2|N|
Talent: R/W Language                      |2|N|
Talent: Astral Sight                      |3|Y|
Talent: Sprint                            |3|N|
Talent: Riposte                           |4|N|
Talent: Thread Weaving (Scout Weaving)    |4|Y|
Talent: Lock Sense                        |5|N|
Talent: Trap Initiative                   |5|Y|
Talent: Borrow Sense                      |6|N|
Talent: Great Leap                        |6|N|
Talent: Detect Trap                       |7|Y|
Talent: Endure Cold                       |7|N|
Talent: Gliding Stride                    |8|N|
Talent: Missile Weapons                   |8|N|
Talent: Anticipate Blow                   |9|N|
Talent: Creature Analysis                 |9|Y|
Talent: Detect Weapon                     |9|N|
Talent: Missile Twister                   |10|N|
Talent: Trace Missile                     |10|N|
Talent: Cat's Paw                         |11|N|
Talent: Wound Balance                     |11|N|
Talent: Defense                           |12|N|
Talent: Quickblade                        |12|N|
Talent: Momentum Attack                   |13|N|
Talent: Safe Path                         |13|Y|
Talent: Matrix Strike                     |14|N|
Talent: Poison Resistance                 |14|N|
Talent: Echo Location                     |15|N|
Talent: Ethereal Weapon                   |15|N|

Modifier: Physical Def:    (6)     1
Modifier: Spell Def:       (7)     1
```

```
Modifier: Initiative:      (8)     1
Modifier: Physical Def:    (9)     1
Modifier: Recovery Test:   (9)     1
Modifier: Spell Def:       (11)    1
Modifier: Social Def:      (11)    1
Modifier: Recovery Test:   (12)    1
Modifier: Spell Def:       (13)    1
Modifier: Physical Def:    (13)    2
Modifier: Karma Max:       (14)    25
Modifier: Initiative:      (14)    1
Modifier: Physical Def:    (15)    1
Modifier: Social Def:      (15)    1

Ability: (4) Enhanced Senses ('Companion' page 150)
Ability: (5) May spend a Karma point on 'Dexterity/Perception only' actions
Ability: (10) Blend ('Companion' page 151)
Ability: (12) May spend a Karma point on a Recovery Test
```

Shaman

```
Talent: Create Fetish                |1|Y|
Talent: Karma Ritual (Shaman)        |1|N|
Talent: Learn Spell Pattern          |1|Y|
Talent: Thread Weaving (Shamanism)   |1|Y|
Talent: Spellcasting                 |1|Y|
Talent: Astral Sight                 |2|Y|
Talent: Durability (4/3)             |2|N|
Talent: Avoid Blow                   |3|N|
Talent: Melee Weapons                |3|N|
Talent: Arcane Mutterings            |4|N|
Talent: Empathic Sense               |5|Y|
Talent: Willforce                    |5|N|
Talent: Endure Cold                  |6|N|
Talent: Lifesight                    |7|Y|
Talent: Sense Poison                 |7|Y|
Talent: Safe Path                    |8|N|
Talent: Cat's Paw                    |9|Y|
Talent: Frighten                     |9|N|
Talent: Matrix Strike                |10|N|

Talent: Spell Fetish                 |1|N|
Talent: Spell Fetish                 |1|N|
Talent: Spell Fetish                 |2|N|
Talent: Spell Fetish                 |4|N|
Talent: Spell Fetish                 |6|N|
Talent: Enhanced Fetish              |8|N|
Talent: Enhanced Fetish              |9|N|
Talent: Enhanced Fetish              |10|N|

Modifier: Spell Def:       (4)      1
Modifier: Physical Def:    (5)      1
Modifier: Social Def:      (7)      1
Modifier: Recovery Test:   (8)      1
```

```
Modifier: Spell Def:       (9)      1
Modifier: Recovery Test:   (10)     1
Modifier: Spell Def:       (10)     1

Ability: (6)  May spend a Karma point on 'Charisma only' actions
Ability: (9)  May spend a Karma point on 'Perception only' actions
```

Sky Raider

Forbidden Races: Elf, Windling

```
Talent: Air Sailing                 |1|Y|
Talent: Avoid Blow                  |1|N|
Talent: Battle Shout                |1|Y|
Talent: Fireblood                   |1|Y|
Talent: Karma Ritual (Sky Raider)   |1|N|
Talent: Melee Weapons               |1|Y|
Talent: Durability (8/6)            |2|N|
Talent: Great Leap                  |2|Y|
Talent: Shield Charge               |2|Y|
Talent: Swift Kick                  |3|N|
Talent: Wind Catcher                |3|N|
Talent: Thread Weaving (Sky Weaving)|4|Y|
Talent: Throwing Weapons            |4|N|
Talent: Battle Bellow               |5|Y|
Talent: Fence                       |5|N|
Talent: Momentum Attack             |6|Y|
Talent: Steely Stare                |6|Y|
Talent: Missile Weapons             |7|N|
Talent: Speak Language              |7|N|
Talent: Crushing Blow               |8|Y|
Talent: Unarmed Combat              |8|N|
Talent: Critical Hit                |9|N|
Talent: Lion Heart                  |9|N|
Talent: Thunder Axe                 |9|Y|
Talent: Endure Cold                 |10|N|
Talent: Shield Beater               |10|N|
Talent: Defense                     |11|N|
Talent: Weapon Breaker              |11|N|
Talent: Howl                        |12|N|
Talent: Vitality                    |12|N|
Talent: Matrix Strike               |13|N|
Talent: Screaming Arrow             |13|N|
Talent: Quickblade                  |14|N|
Talent: Second Attack               |14|N|
Talent: Stone Skin                  |15|N|
Talent: True Shot                   |15|N|

Modifier: Social Def:      (5)     1
Modifier: Physical Def:    (6)     1
Modifier: Spell Def:       (8)     1
Modifier: Recovery Test:   (10)    1
Modifier: Recovery Test:   (11)    1
```

```
Modifier: Spell Def:       (11)    1
Modifier: Initiative:      (12)    2
Modifier: Social Def:      (13)    1
Modifier: Spell Def:       (13)    2
Modifier: Karma Max:       (14)    25

Ability: (4)  May spend a Karma point on 'Strength only' actions
Ability: (7)  May spend a Karma point on any 'Melee weapon' damage
Ability: (9)  May spend a Karma point on 'Charisma/Willpower only' actions
Ability: (10) May spend a Karma point on a Recovery Test
Ability: (14) Strength of the Sky ('Companion' page 15)
Ability: (15) Lightning Song ('Companion' page 15)
```

Swordmaster

```
Talent: Avoid Blow                          |1|N|
Talent: Karma Ritual (Swordmaster)          |1|N|
Talent: Maneuver                            |1|Y|
Talent: Melee Weapons                       |1|Y|
Talent: Taunt                               |1|N|
Talent: Wound Balance                       |1|N|
Talent: Durability (7/6)                    |2|N|
Talent: Parry                               |2|Y|
Talent: Winning Smile                       |2|N|
Talent: Heartening Laugh                    |3|N|
Talent: Riposte                             |3|Y|
Talent: Thread Weaving (Blade Weaving)      |4|Y|
Talent: Trap Initiative                     |4|N|
Talent: Second Weapon                       |5|Y|
Talent: Cloak Attack                        |5|Y|
Talent: Disarm                              |6|Y|
Talent: Speak Language                      |6|N|
Talent: Resist Taunt                        |7|N|
Talent: Second Attack                       |7|Y|
Talent: Anticipate Blow                     |8|N|
Talent: Engaging Banter                     |8|N|
Talent: Piercing Strike                     |9|Y|
Talent: Cobra Strike                        |9|N|
Talent: Pin                                 |9|Y|
Talent: Critical Hit                        |10|Y|
Talent: Whirlwind                           |10|Y|
Talent: Quickblade                          |11|N|
Talent: Shield Beater                       |11|Y|
Talent: Defense                             |12|N|
Talent: Life Check                          |12|N|
Talent: Champion Challenge                  |13|N|
Talent: Spirit Strike                       |13|N|
Talent: Matrix Strike                       |14|N|
Talent: Multi-Strike                        |14|N|
Talent: Ethereal Weapon                     |15|Y|
Talent: Vital Strike                        |15|N|
Talent: Weapon Breaker                      |15|N|
```

```
Modifier: Social Def:    (6)   1
Modifier: Physical Def:  (7)   1
Modifier: Initiative:    (9)   1
Modifier: Spell Def:     (9)   1
Modifier: Recovery Test: (10)  1
Modifier: Karma Max:     (11) 25
Modifier: Recovery Test: (11)  1
Modifier: Social Def:    (12)  1
Modifier: Spell Def:     (12)  1
Modifier: Recovery Test: (14)  2
Modifier: Spell Def:     (14)  1
Modifier: Social Def:    (15)  2
Modifier: Spell Def:     (15)  1

Ability: (4)  May spend a Karma point on 'Dexterity only' actions
Ability: (5)  May spend a Karma point on 'Sword attack' damages
Ability: (8)  May spend a Karma point on 'Willpower only' actions
Ability: (10) May spend a Karma point on a Recovery Test
Ability: (13) Keen Blade ('Companion' page 16)
```

Thief

Forbidden Race: Troll

```
Talent: Climbing                       |1|N|
Talent: Karma Ritual (Thief)           |1|N|
Talent: Lock Pick                      |1|Y|
Talent: Melee Weapons                  |1|N|
Talent: Picking Pockets                |1|Y|
Talent: Silent Walk                    |1|Y|
Talent: Surprise Strike                |1|Y|
Talent: Durability (5/4)               |2|N|
Talent: Lock Sense                     |2|Y|
Talent: Avoid Blow                     |3|Y|
Talent: Fence                          |3|Y|
Talent: Thread Weaving (Thief Weaving) |4|Y|
Talent: Trap Initiative                |4|Y|
Talent: Disarm Mechanical Trap         |5|Y|
Talent: Detect Trap                    |5|N|
Talent: Disguise                       |6|N|
Talent: Missile Weapons                |6|N|
Talent: Detect Weapon                  |7|N|
Talent: Throwing Weapons               |7|Y|
Talent: Conceal Weapon                 |8|Y|
Talent: Wound Balance                  |8|N|
Talent: Gold Sense                     |9|N|
Talent: Lip Reading                    |9|Y|
Talent: Speak Language                 |9|N|
Talent: Disarm Magical Trap            |10|Y|
Talent: Slough Blame                   |10|N|
Talent: Bank Shot                      |11|Y|
Talent: Sprint                         |11|N|
Talent: Quickblade                     |12|N|
```

```
Talent: Sense Poison                  |12|N|
Talent: Called Shot                   |13|N|
Talent: Chameleon                     |13|N|
Talent: Defense                       |14|N|
Talent: Fast Hand                     |14|N|
Talent: Gain Surprise                 |15|N|
Talent: True Sight                    |15|N|

Modifier: Spell Def:      (5)   1
Modifier: Social Def:     (6)   1
Modifier: Physical Def:   (8)   1
Modifier: Spell Def:      (9)   1
Modifier: Physical Def:   (11)  2
Modifier: Recovery Test:  (12)  1
Modifier: Social Def:     (12)  1
Modifier: Spell Def:      (13)  2
Modifier: Karma Max:      (14) 25
Modifier: Social Def:     (15)  1

Ability: (4)  May spend a Karma point on 'Perception only' actions
Ability: (7)  Evaluate Metal ('Rules', page 82)
Ability: (9)  May spend a Karma point on a Recovery Test
Ability: (10) Shadowcloak ('Companion', page 17)
Ability: (13) Thieves Tongues ('Companion', page 17)
Ability: (14) May spend a Karma point on 'Dexterity/Willpower only' actions
Ability: (15) Shadow Heal ('Companion', page 17)
```

Traveled Scholar

Authorized Races: Dwarf

```
Talent: Karma Ritual (Traveled Scholar)      |1|N|
Talent: Melee Weapons                        |1|N|
Talent: R/W Language                         |1|Y|
Talent: R/W Magic                            |1|N|
Talent: Steel Thought                        |1|N|
Talent: Weapon History                       |1|Y|
Talent: Durability (6/5)                     |2|N|
Talent: Item History                         |2|Y|
Talent: Speak Language                       |2|Y|
Talent: Astral Sight                         |3|N|
Talent: Book Memory                          |3|N|
Talent: Book Recall                          |4|Y|
Talent: Thread Weaving (Scholar Weaving)     |4|Y|
Talent: Empathic Sense                       |5|N|
Talent: Evidence Analysis                    |5|Y|
Talent: Avoid Blow                           |6|N|
Talent: Haggle                               |6|N|
Talent: Engaging Banter                      |7|N|
Talent: First Impression                     |7|N|
Talent: Arcane Mutterings                    |8|N|
Talent: Graceful Exit                        |8|N|
Talent: Lifesight                            |9|N|
```

```
Talent: Memorize Image                      |9|Y|
Talent: Multi-Tongue                        |9|Y|
Talent: Hypnotize                           |10|N|
Talent: Slough Blame                        |10|N|

Modifier: Social Def:     (6)  1
Modifier: Spell Def:      (7)  1
Modifier: Recovery Test:  (10) 1

Ability: (4) May spend a Karma point on'Perception only' tests
Ability: (5) May spend an additional Karma point on'Item/Weapon History' tests
Ability: (8) Fast readings ('Denizens 2' page 113)
Ability: (9) May spend a Karma point on'Willpower only' tests
```

Troubadour

```
Talent: Disguise                          |1|N|
Talent: Emotion Song                      |1|Y|
Talent: First Impression                  |1|N|
Talent: Karma Ritual (Troubadour)         |1|N|
Talent: Melee Weapons                     |1|N|
Talent: Mimic Voice                       |1|Y|
Talent: Durability (6/5)                  |2|N|
Talent: Item History                      |2|N|
Talent: Speak Language                    |2|Y|
Talent: Empathic Sense                    |3|Y|
Talent: R/W Language                      |3|Y|
Talent: Thread Weaving (Story Weaving)    |4|Y|
Talent: Taunt                             |4|N|
Talent: Engaging Banter                   |5|Y|
Talent: Throwing Weapons                  |5|N|
Talent: Haggle                            |6|N|
Talent: Resist Taunt                      |6|Y|
Talent: Incite Mob                        |7|Y|
Talent: Missile Weapons                   |7|N|
Talent: Graceful Exit                     |8|N|
Talent: Hypnotize                         |8|Y|
Talent: Bardic Voice                      |9|Y|
Talent: Blade Juggle                      |9|Y|
Talent: True Sight                        |9|N|
Talent: Multi-Tongue                      |10|N|
Talent: Slough Blame                      |10|Y|
Talent: Impressive Shot                   |11|Y|
Talent: Song of Deflection                |11|Y|
Talent: Thought Link                      |12|Y|
Talent: Truth Skit                        |12|N|
Talent: Blood Guilt Weapon                |13|N|
Talent: Detect Influence                  |13|Y|
Talent: Life Check                        |14|N|
Talent: Spirit Talk                       |14|N|
Talent: Aura Armor                        |15|N|
Talent: Confront Horror                   |15|N|
```

```
Modifier: Social Def:      (6)     1
Modifier: Physical Def:    (8)     1
Modifier: Recovery Test:   (10)    1
Modifier: Physical Def:    (10)    1
Modifier: Spell Def:       (12)    2
Modifier: Physical Def:    (13)    1
Modifier: Social Def:      (13)    1
Modifier: Spell Def:       (14)    1
Modifier: Physical Def:    (14)    2
Modifier: Social Def:      (15)    2
Modifier: Spell Def:       (15)    1

Ability: (4)  May spend a Karma point on 'Dexterity only' actions
Ability: (5)  Support social actions ('Rules' page 84)
Ability: (7)  The Kiss ('Rules' page 84)
Ability: (9)  The Tale ('Companion' page 18)
Ability: (11) May spend a Karma point on 'Perception only' actions
Ability: (11) May spend a Karma point on 'Willpower only' actions
Ability: (13) Ghost Song ('Companion' page 19)
```

Warrior

```
Talent: Acrobatic Strike                     |1|N|
Talent: Air Dance                            |1|N|
Talent: Karma Ritual (Warrior)               |1|N|
Talent: Melee Weapons                        |1|Y|
Talent: Unarmed Combat                       |1|Y|
Talent: Wood Skin                            |1|Y|
Talent: Anticipate Blow                      |2|Y|
Talent: Durability (9/7)                     |2|N|
Talent: Throwing Weapons                     |2|N|
Talent: Avoid Blow                           |3|Y|
Talent: Tiger Spring                         |3|N|
Talent: Down Strike                          |4|Y|
Talent: Thread Weaving (War Weaving)         |4|Y|
Talent: Gliding Stride                       |5|Y|
Talent: Swift Kick                           |5|Y|
Talent: Life Check                           |6|Y|
Talent: Missile Weapons                      |6|N|
Talent: Earth Skin                           |7|N|
Talent: Second Attack                        |7|N|
Talent: Cobra Strike                         |8|Y|
Talent: Spirit Strike                        |8|Y|
Talent: Cat's Paw                            |9|N|
Talent: Missile Twister                      |9|N|
Talent: Second Weapon                        |9|N|
Talent: Body Blade                           |10|Y|
Talent: Matrix Strike                        |10|N|
Talent: Elemental Tongues                    |11|N|
Talent: Vitality                             |11|N|
Talent: Chameleon                            |12|N|
Talent: Unmount                              |12|Y|
Talent: Safe Path                            |13|N|
```

```
Talent: Stone Skin                          |13|Y|
Talent: Elemental Hold                      |14|N|
Talent: Vital Strike                        |14|N|
Talent: Aura Armor                          |15|Y|
Talent: Multi-Strike                        |15|Y|

Modifier: Spell Def:        (5)      1
Modifier: Recovery Test:    (6)      1
Modifier: Physical Def:     (7)      1
Modifier: Spell Def:        (8)      1
Modifier: Physical Def:     (11)     1
Modifier: Social Def:       (11)     1
Modifier: Initiative:       (12)     2
Modifier: Karma Max:        (13)     25
Modifier: Physical Def:     (14)     2
Modifier: Initiative:       (14)     1
Modifier: Spell Def:        (15)     1
Modifier: Physical Def:     (15)     1
Modifier: Social Def:       (15)     1

Ability: (4)  May spend a Karma point on 'Willpower only' actions
Ability: (9)  May spend a Karma point on 'Dexterity only' actions
Ability: (9)  May spend a Karma point on 'Strength only' actions
Ability: (10) May spend a Karma point on any 'Melee/Unarmed' attack damages
Ability: (13) Death Stand ('Companion' page 19)
```

Weaponsmith

```
Talent: Avoid Blow                          |1|N|
Talent: Forge Blade                         |1|Y|
Talent: Karma Ritual (Weaponsmith)          |1|N|
Talent: Melee Weapons                       |1|N|
Talent: Steel Thought                       |1|N|
Talent: Weapon History                      |1|Y|
Talent: Durability (6/5)                    |2|N|
Talent: Haggle                              |2|Y|
Talent: R/W Language                        |2|N|
Talent: Abate Curse                         |3|Y|
Talent: Detect Weapon                       |3|N|
Talent: Speak Language                      |4|N|
Talent: Thread Weaving (Thread Smithing)    |4|Y|
Talent: Temper Self                         |5|Y|
Talent: Warp Missile                        |5|Y|
Talent: Conceal Weapon                      |6|N|
Talent: Spot Armor Flaw                     |6|Y|
Talent: Disarm                              |7|N|
Talent: Temper Other                        |7|Y|
Talent: Improve Blade                       |8|Y|
Talent: Metal Ward                          |8|N|
Talent: R/W Magic                           |9|N|
Talent: Sense Magic Weapon                  |9|Y|
Talent: Show Armor Flaw                     |9|Y|
Talent: Fireblood                           |10|N|
```

```
Talent: Spellcasting                      |10|N|
Talent: Forge Armor                       |11|Y|
Talent: Thread Weaving (Elementalism)     |11|N|
Talent: Soften Blade                      |12|N|
Talent: Critical Hit                      |13|N|
Talent: Improve Armor                     |13|Y|
Talent: First Ring of Perfection          |14|N|
Talent: Second Chance                     |15|N|

Talent: Enhanced Matrix                   |12|N|
Talent: Armored Matrix                    |14|N|
Talent: Share Matrix                      |15|N|

Modifier: Social Def:      (5)      1
Modifier: Spell Def:       (6)      1
Modifier: Recovery Test:   (8)      1
Modifier: Physical Def:    (9)      1
Modifier: Recovery Test:   (10)     1
Modifier: Initiative:      (12)     1
Modifier: Spell Def:       (12)     1
Modifier: Physical Def:    (13)     2
Modifier: Karma Max:       (13)     25
Modifier: Spell Def:       (15)     3

Ability: (4)  Evaluate Weapon
Ability: (7)  May spend a Karma point on 'Dexterity only' actions
Ability: (9)  May spend a Karma point on 'Melee weapons' damages of any attack
Ability: (10) May spend a Karma point on 'Willpower only' actions
Ability: (11) Blood Edge ('Companion' page 20)
Ability: (14) Create Orichalcum ('Companion' page 20)
```

Wind-Dancer

Authorized Races: Windling

```
Talent: Insect Communication             |1|Y|
Talent: Karma Ritual (Wind-Dancer)       |1|N|
Talent: Mimic Voice                      |1|Y|
Talent: R/W Language                     |1|Y|
Talent: Speak Language                   |1|Y|
Talent: Wind Dance                       |1|Y|
Talent: Durability (6/5)                 |2|N|
Talent: Item History                     |2|N|
Talent: Winning Smile                    |2|N|
Talent: Cat's Paw                        |3|N|
Talent: Melee Weapons                    |3|N|
Talent: Spellcasting                     |4|N|
Talent: Thread Weaving (Elementalism)    |4|Y|
Talent: Book Memory                      |5|N|
Talent: R/W Magic                        |5|N|
Talent: Spirit Talk                      |6|N|
Talent: Throwing Weapons                 |6|N|
Talent: Endure Cold                      |7|N|
```

```
Talent: Lasting Impression                |7|Y|
Talent: Dive Attack                       |8|N|
Talent: Graceful Exit                     |8|Y|
Talent: Air Speaking                      |9|N|
Talent: Bardic Voice                      |9|N|
Talent: Impressive Shot                   |9|N|
Talent: Multi-Tongue                      |10|N|
Talent: Slough Blame                      |10|N|

Talent: Spell Matrix                      |4|N|

Ability: (4) The Wind-Dancer gains the ability to cast Elementalist spells.

Modifier: Social Def:    (6)  1
Modifier: Spell Def:     (7)  1
Modifier: Physical Def:  (8)  1
Modifier: Social Def:    (9)  2
Modifier: Recovery Test: (10) 1
```

Windmaster

Authorized Races: Windling

```
Talent: Avoid Blow                        |1|Y|
Talent: Dive Attack                       |1|Y|
Talent: Karma Ritual (Windmaster)         |1|N|
Talent: Melee Weapons                     |1|Y|
Talent: Throwing Weapons                  |1|N|
Talent: Unarmed Combat                    |1|N|
Talent: Anticipate Blow                   |2|N|
Talent: Durability (9/7)                  |2|N|
Talent: Taunt                             |2|N|
Talent: Detect Weapon                     |3|N|
Talent: Wood Skin                         |3|N|
Talent: Thread Weaving (Warrior Weaving)  |4|Y|
Talent: Wind Dance                        |4|N|
Talent: Fast Grab                         |5|N|
Talent: Maneuver                          |5|Y|
Talent: Armor Bypass                      |6|Y|
Talent: Disarm                            |6|Y|
Talent: Air Dance                         |7|Y|
Talent: Momentum Attack                   |7|N|
Talent: Down Strike                       |8|N|
Talent: Fearsome Charge                   |8|N|
Talent: Critical Hit                      |9|N|
Talent: Fireblood                         |9|N|
Talent: Sense Magic Weapon                |9|N|
Talent: Impressive Shot                   |10|N|
Talent: Whirlwind                         |10|Y|

Ability: (4) May spend a Karma point on 'Strength only' actions.
Ability: (9) May spend a Karma point on 'Dexterity only' actions.
```

```
Modifier: Initiative:    (5)  1
Modifier: Physical Def:  (6)  1
Modifier: Recovery Test: (7)  1
Modifier: Spell Def:     (8)  1
Modifier: Physical Def:  (10) 1
```

Windscout

Authorized Races: Windling

```
Talent: Air Dance                        |1|N|
Talent: Avoid Blow                       |1|Y|
Talent: Karma Ritual (Windscout)         |1|N|
Talent: Melee Weapons                    |1|N|
Talent: Missile Weapons                  |1|N|
Talent: Silent Walk                      |1|Y|
Talent: Air Tracking                     |2|Y|
Talent: Anticipate Blow                  |2|N|
Talent: Durability (6/5)                 |2|N|
Talent: Down Strike                      |3|N|
Talent: Maneuver                         |3|N|
Talent: Thread Weaving (Scout Weaving)   |4|Y|
Talent: Tracking                         |4|Y|
Talent: Battle Bellow                    |5|N|
Talent: Scent Identifier                 |5|Y|
Talent: Dive Attack                      |6|N|
Talent: Bank Shot                        |6|N|
Talent: Sense Poison                     |7|Y|
Talent: Throwing Weapons                 |7|N|
Talent: Eagle Eye                        |8|Y|
Talent: Surprise Strike                  |8|N|
Talent: Missile Twister                  |9|N|
Talent: Safe Path                        |9|N|
Talent: Unarmed Combat                   |9|N|
Talent: Acrobatic Strike                 |10|N|
Talent: Wood Skin                        |10|N|
```

```
Ability: (4) May spend a Karma point on 'Perception only' actions.
```

```
Modifier: Physical Def:  (5)  1
Modifier: Initiative:    (6)  1
Modifier: Spell Def:     (7)  1
Modifier: Recovery Test: (8)  1
Modifier: Social Def:    (9)  1
Modifier: Initiative:    (10) 2
```

Wizard

```
Talent: R/W Language                |1|Y|
Talent: R/W Magic                   |1|Y|
Talent: Karma Ritual (Wizard)       |1|N|
Talent: Spellcasting                |1|Y|
Talent: Thread Weaving (Wizardry)   |1|Y|
```

```
Talent: Durability (4/3)              |2|N|
Talent: Evidence Analysis             |2|Y|
Talent: Book Memory                   |3|Y|
Talent: Book Recall                   |3|Y|
Talent: Arcane Mutterings             |4|Y|
Talent: Astral Sight                  |4|Y|
Talent: Lip Reading                   |5|N|
Talent: Willforce                     |5|N|
Talent: Speak Language                |6|N|
Talent: Hold Thread                   |7|Y|
Talent: Melee Weapons                 |7|N|
Talent: Resist Taunt                  |8|N|
Talent: Matrix Strike                 |9|N|
Talent: Range Pattern                 |9|Y|
Talent: Life Check                    |10|N|
Talent: Spirit Strike                 |10|N|
Talent: Casting Pattern               |11|Y|
Talent: Wound Transfer                |12|N|
Talent: True Sight                    |13|N|
Talent: Orbiting Spy                  |14|Y|
Talent: Effect Pattern                |15|Y|

Talent: Spell Matrix                  |1|N|
Talent: Spell Matrix                  |1|N|
Talent: Spell Matrix                  |2|N|
Talent: Enhanced Matrix               |6|N|
Talent: Enhanced Matrix               |8|N|
Talent: Armored Matrix                |9|N|
Talent: Armored Matrix                |11|N|
Talent: Armored Matrix                |12|N|
Talent: Share Matrix                  |13|N|
Talent: Share Matrix                  |14|N|
Talent: Share Matrix                  |15|N|

Modifier: Spell Def:       (5)      1
Modifier: Social Def:      (6)      1
Modifier: Recovery Test:   (8)      1
Modifier: Spell Def:       (9)      2
Modifier: Physical Def:    (11)     1
Modifier: Social Def:      (11)     1
Modifier: Spell Def:       (12)     1
Modifier: Karma Max:       (13)     25
Modifier: Spell Def:       (14)     1
Modifier: Physical Def:    (15)     1
Modifier: Social Def:      (15)     2

Ability: (4)  May spend a Karma point on 'Charisma only' actions
Ability: (7)  May spend a Karma point on 'Willforce/Willpower only' actions
Ability: (10) Matrix Split ( 'Companion' page 21 )
Ability: (12) May spend a Karma point on a Recovery Test
Ability: (13) May spend a Karma point on 'Charisma only' actions
Ability: (13) May spend a Karma point on 'Dexterity only' actions
Ability: (14) Casting Triangle ( 'Companion' page 21 )
```