

## TRAITS, TACTICS, TRAINING & TRADITIONS

Every other level, beginning at Level 8, you gain an additional advantage — a Personal Trait, an Enemy Tactic, a Racial Tradition or a Training ability. Each time you reach an even-numbered level, you can select another advantage from the appropriate list. You don't have to select in order — you may take any of the available choices.

Level	Advantage
8	Personal Trait (1st)
10	Training (1st)
12	Enemy Tactic (1st)
14	Personal Trait (2nd)
16	Enemy Tactic (2nd)
18	Racial Tradition (1st)
20	Training (2nd)
22	Personal Trait (3rd)
24	Enemy Tactic (3rd)
26	Racial Tradition (2nd)
28	Personal Trait (4th)
30	Training (3rd)
32	Enemy Tactic (4th)
34	Racial Tradition (3rd)
36	Personal Trait (5th)
38	Enemy Tactic (5th)
40	Training (4th)
42	Personal Trait (6th)
44	Racial Tradition (4th)
46	Personal Trait (7th)
48	Personal Trait (8th)
50	Training (5th)

### Personal Traits

Are you brawny or nimble? Durable, insightful or clever? Pick one at Level 8, and improve the attribute of your choice. Whatever you choose, you've started distinguishing yourself from the other characters of your Archetype and race. At Level 14, you can improve one of your resistances, and at Level 22, you improve your Hit Points or Power.

#### Level 8

<i>Brawny</i>	+4 Strength
<i>Nimble</i>	+4 Agility
<i>Durable</i>	+4 Stamina
<i>Insightful</i>	+4 Wisdom
<i>Clever</i>	+4 Intelligence

#### Level 14

<i>Hardy</i>	+3% Poison Resist
<i>Cold Blooded</i>	+3% Heat Resist
<i>Warm Blooded</i>	+3% Cold Resist
<i>Hygienic</i>	+3% Disease Resist
<i>Intent</i>	+3% Mental Resist

#### Level 22

<i>Sturdy</i>	+2.5% HP
<i>Focused</i>	+2.5% Power
<i>Healthy</i>	+5% HP regen
<i>Calm</i>	+5% Power regen

#### Level 28

<i>Muscular</i>	+4 Strength
<i>Spry</i>	+4 Agility
<i>Enduring</i>	+4 Stamina
<i>Enlightened</i>	+4 Wisdom
<i>Savvy</i>	+4 Intelligence

#### Level 36

<i>Resistant</i>	+3% Poison Resist
<i>Fireborn</i>	+3% Heat Resist
<i>Frostborn</i>	+3% Cold Resist
<i>Pristine</i>	+3% Disease Resist
<i>Willed</i>	+3% Mental Resist

#### Level 42

<i>Stout</i>	+2.5% HP
<i>Centered</i>	+2.5% Power
<i>Stalwart</i>	+5% HP regen
<i>Lucid</i>	+5% Power regen

#### Level 46

<i>Tough</i>	+3% Slash Resist
<i>Flexible</i>	+3% Crush Resist
<i>Resilient</i>	+3% Pierce Resist
<i>Recondite</i>	+3% Magic Resist
<i>Devout</i>	+3% Divine Resist

#### Level 48

<i>Powerful</i>	+4 Strength
<i>Deft</i>	+4 Agility
<i>Resolute</i>	+4 Stamina
<i>Visionary</i>	+4 Wisdom
<i>Brilliant</i>	+4 Intelligence

### Enemy Tactics

Once you've been around the block a couple of times — and down through Antonica and the Commonlands — you start to pick up a few tricks for killing specific beasts. At Level 12 you gain your first Tactic, against gnolls or orcs — your choice. At Level 16, you choose another, against ghosts, skeletons or zombies, and so forth. What is the advantage? Depends on your Archetype.

**Fighters** get a chance to deal an extra attack for every attack landed against your chosen enemy. The effect lasts for 1 minute and can be re-used every 6 minutes.

**Mages** get a high-powered, low-resist nuke against their chosen enemy. It can be re-used every minute.

**Priests** get an attack debuff against their chosen enemy that slows and reduces Stamina, Strength and Agility, while also inflicting a minor DD. It can be re-used every minute.

**Scouts** get a defensive debuff against their chosen enemy that significantly reduces AC, while reducing Stamina, Strength and Agility and inflicting minor damage. It can be re-used every minute.

#### Level Enemies to Choose From

12	Gnoll	Orc		
16	Ghost	Skeleton	Zombie	
24	Centaur	Giant	Treant	
32	Fairy	Goblin	Golem	Bixie
38	Nightblood	Elemental	Lizardman	Shadowman

### Training

Training allows further specialization in two or three areas every ten levels. Each time you gain a new Training technique, you can improve a previous specialization, or start a new one.

### Racial Traditions

It's in your blood, so you might as well take advantage of it. There are ten Traditions for every race, listed with that race's description on pages XX-XX. You may select any of the ten each time you gain a new Tradition. They give you bonuses ranging from free food to higher Hit Points and Power. Where there is a duration (in other words, if you aren't creating food, drink or a light source), the effect lasts 3 minutes.



## BARBARIAN

Racial Traditions	Effect [Re-Use Delay]
<i>Blood of Halas</i>	+5 Cold Resist [10m]
<i>Halasian Staple</i>	Summon Lager (no value, no rent) [30m]
<i>Strength of the North</i>	+3 STR [10m]
<i>Remembrance of Halas</i>	+3 Defense [20m]
<i>Strong Jawed</i>	+3 Resist Crushing [10m]
<i>War Wounds</i>	+3 HP regen, +2 STA [30m]
<i>Teachings of Tundra Jack</i>	+3 Tracking [20m]
<i>Brewmaster</i>	Boosts Provisioner skills [20m]
<i>Herbology</i>	Boosts Alchemist skills [20m]
<i>Cold Retribution</i>	Cold special dam. (+.1/sec) [30m]

## DARK ELF

Racial Traditions	Effect [Re-Use Delay]
<i>Elven Reflexes</i>	+3 AGI [10m]
<i>Embrace of Hate</i>	Magic-absorbing rune (+.4/sec) [30m]
<i>Sinister Cunning</i>	+3 INT [10m]
<i>Strength of Will</i>	+5 Mental Resist [10m]
<i>Shadow Shroud</i>	Hide (no movement) [30m]
<i>Fueled by Hate</i>	+3 Power regen, +2 Magic Resist [30m]
<i>Poison Crafter</i>	Boosts Alchemist skills [20m]
<i>Pursuit of the Arcane</i>	Boosts Sage skills [20m]
<i>Wrath of the Teir'Dal</i>	Divine reactive dam. (+.1/sec) [30m]
<i>Innoruuk's Cauldron</i>	+3% Power [30m]

## DWARF

Racial Traditions	Effect [Re-Use Delay]
<i>Vital Provisions</i>	Summon Ale (no value, no rent) [30m]
<i>Endurance</i>	+3 STA [10m]
<i>Spell Shrug</i>	+3 Magic Resist [10m]
<i>Hearty Constitution</i>	+5 Disease Resist [10m]
<i>Butcherblock Body</i>	+3 HP regen, +2 STR [30m]
<i>Fortitude of Kaladim</i>	+3 Defense [20m]
<i>Weapon Forger</i>	Boosts Weaponsmith skills [20m]
<i>Master of the Tumpy Tonic</i>	Boosts Provisioner skills [20m]
<i>Brell's Blessing</i>	+3% HP [30m]
<i>Stormhammer</i>	Divine special dam. (+.1/sec) [30m]

## ERUDITE

Racial Traditions	Effect [Re-Use Delay]
<i>Ethereal Absorption</i>	+3 Power regen, +2 INT [30m]
<i>Trained Mind</i>	+5 Mental Resist [10m]
<i>Scholarly Pursuit</i>	Boosts Sage skills [20m]
<i>Chemist</i>	Boosts Alchemist skills [20m]
<i>Knowledge of the Ether</i>	+3 Magic Resist [10m]
<i>Erud's Teachings</i>	+3% Power, +2 INT [10m]
<i>Path of Learning</i>	+3 INT [10m]
<i>Ward of Glyphs</i>	Magic-absorbing rune (+.4/sec) [30m]
<i>Summon Wisp</i>	Summons light source pet/object [30m]
<i>Infusion</i>	Magic reactive dam. (+.1/sec) [30m]

## GNOME

Racial Traditions	Effect [Re-Use Delay]
<i>AK'Anon Innovation</i>	+3 INT [20m]
<i>Flash of Insight</i>	+3% Power [30m]
<i>Sniffle Stopper</i>	+5 Disease Resist [20m]
<i>Forge Invention</i>	Boosts Weaponsmith skills [20m]
<i>Chemical Calculations</i>	Boosts Alchemist skills [20m]
<i>Power surge</i>	+3 Power regen, +2 AGI [30m]
<i>Lost in the Crowd</i>	Hide (no movement) [30m]
<i>Confusing Babble</i>	Decrease Hate (Aggro) [30m]
<i>Gnomish Innovation</i>	Heat special dam. (+.1/sec) [30m]
<i>Singed Eyebrows</i>	+5 Heat Resist [10m]

## HALF ELF

Racial Traditions	Effect [Re-Use Delay]
<i>Elven Reflexes</i>	+3 AGI [20m]
<i>Tend Wounds</i>	+3 HP regen, +2 STR [30m]
<i>Ayr'Dal Assault</i>	Slash special dam. (+.1/sec) [30m]
<i>Camouflage</i>	Hide (no movement) [30m]
<i>Tenet of Takish'Hz</i>	+3 Magic Resist [10m]
<i>Ayr'Dal Adornment</i>	Boosts Jeweler skills [20m]
<i>Gift of the Faydark</i>	Boosts Woodworking skills [20m]
<i>Perseverance</i>	+3 STA [10m]
<i>Sinister Cunning</i>	+3 INT [10m]
<i>Dual Breed</i>	+3% Power, +2 STA [30m]

## HALFLING

Racial Traditions	Effect [Re-Use Delay]
<i>Light on the Feet</i>	+3 Avoidance [20m]
<i>Always Prepared</i>	Summon Food [30m]
<i>Niami's Tutelage</i>	Boosts Provisioner skills [20m]
<i>Halfling Grand Tactics</i>	Hide (no movement) [30m]
<i>Lunch Time</i>	+3 HP regen, +2 AGI [30m]
<i>Protection of the Lucky Cabbage</i>	Melee protection rune (+.4/sec) [30m]
<i>Pants Patcher</i>	Boosts Tailor Skills [20m]
<i>Distracting Hoax</i>	Decrease Hate (Aggro) [30m]
<i>Mischief Maker</i>	Mental special dam. (+.1/sec) [30m]
<i>Jumjum Regimen</i>	+3% HP [30m]

## HIGH ELF

Racial Traditions	Effect [Re-Use Delay]
<i>Elven Reflexes</i>	+3 AGI [20m]
<i>Gilding of Felwithe</i>	Boosts Jeweler skills [20m]
<i>Estoric Study</i>	Boosts Scribe skills [20m]
<i>Harmonious Mind</i>	+3 Power regen, +2 WIS [30m]
<i>Firiona's Zeal</i>	Divine special dam. (+.1/sec) [30m]
<i>Tenet of Takish'Hz</i>	+3 Magic Resist [10m]
<i>Graceful Movements</i>	+3 Avoidance [20m]
<i>Apperception</i>	+3 INT [10m]
<i>Gift of Tunare</i>	+3 WIS [10m]
<i>Strength of the Koada'Dal</i>	+3% Power [30m]

## HUMAN

Racial Traditions	Effect [Re-Use Delay]
<i>Physical Adaptability</i>	+3 Defense [20m]
<i>Environmental Adaptability: Heat</i>	+5 Resist Heat [10m]
<i>Environmental Adaptability: Cold</i>	+5 Resist Cold [10m]
<i>Metallurgy</i>	Boosts Armorer skills [20m]
<i>Clothier</i>	Boosts Tailor skills [20m]
<i>Tend Wounds</i>	+3 HP regen, +2 STR [30m]
<i>Leadership</i>	+3 Defense of another [30m]
<i>Perseverance</i>	+3 STA [10m]
<i>Domination</i>	Divine special dam. (.1/sec) [30m]
<i>Determination</i>	+3% Power [30m]

## IKSAR

Racial Traditions	Effect [Re-Use Delay]
<i>Toughened Scales</i>	+3 Defense [20m]
<i>Natural Regeneration</i>	+3 HP regen, +2 STR, +2 AGI [30m]
<i>Proficient Swimmer</i>	Enduring breath [10m]
<i>Whipstitch</i>	Boosts Tailor skills [20m]
<i>Dark Medicine</i>	Boosts Alchemist skills [20m]
<i>Honed Body</i>	+3 AGI [10m]
<i>Greenmist Salvation</i>	+5 Resist Disease [10m]
<i>Legacy of the Shissar</i>	+3% Power [30m]
<i>Sebilisan Strike</i>	Crush special dam. (+.1/sec) [30m]
<i>Defensive Coloration</i>	Hide (no movement) [30m]

## KERRA

Racial Traditions	Effect [Re-Use Delay]
<i>Fleetness of Foot</i>	+3 AGI [10m]
<i>Commune with the Spirits</i>	+3 Power regen, +2 WIS [30m]
<i>Spiritual Enlightenment</i>	+3 WIS [10m]
<i>Ancestral Protection</i>	+3 Divine Resist [10m]
<i>Eyes of the Night</i>	Ultravision [10m]
<i>Warm Fur</i>	+5 Cold Resist [10m]
<i>Gift of the Land</i>	Boosts Alchemist skills [20m]
<i>Tree Crafter</i>	Boosts Woodworker skills [20m]
<i>Hunter's Instinct</i>	+3 Tracking [20m]
<i>Unsheathed claws</i>	Slash special dam. (+.1/sec) [30m]

## OGRE

Racial Traditions	Effect [Re-Use Delay]
<i>Blessing of Zek</i>	+3 STR [10m]
<i>Rallosian Conditioning</i>	+3 STA [10m]
<i>Battle Rest</i>	+3 HP regen, +2 STR [30m]
<i>War Ready</i>	+3% HP [30m]
<i>Murdunk's Tactics</i>	Slash special dam. (+.1/sec) [30m]
<i>Toughened Hide</i>	+3 Defense [20m]
<i>Oggokian Trade</i>	Boosts Weaponsmith skills [20m]
<i>Rallosian Readiness</i>	Boosts Armorer skills [20m]
<i>Lifted Curse</i>	+3 INT [10m]
<i>Battlefield Command</i>	+3 Defense for party member [30m]

## RATONGA

Racial Traditions	Effect [Re-Use Delay]
<i>Swift Scurry</i>	+3 Avoidance [20m]
<i>Increased Immunities</i>	+5 Disease Resist [10m]
<i>Pitiful Plea</i>	Decrease Hate (Aggro) [20m]
<i>Concealed Presence</i>	Hide (no movement) [30m]
<i>Poison Play</i>	Boosts Alchemist skills [20m]
<i>Instruments of the Underfoot</i>	Boosts Weaponsmith skills [20m]
<i>Rodent Reflexes</i>	+3 AGI [10m]
<i>Filth Forage</i>	+3 HP regen, +2 AGI [30m]
<i>Dark Agenda</i>	Poison special dam. (+.1/sec) [30m]
<i>Toxic Tolerance</i>	+5 Poison Resist [10m]

## TROLL

Racial Traditions	Effect [Re-Use Delay]
<i>Natural Regeneration</i>	+3 HP regen, +2 STR, +2 STA [30m]
<i>Gift of Innathule</i>	+5 Disease Resist [10m]
<i>Troll Gourmet</i>	Boosts Provisioner skills [20m]
<i>Mender of the Mire</i>	Boosts Armorer skills [20m]
<i>Grobb Grub</i>	Summon food [30m]
<i>Swamp Breath</i>	Breathe longer underwater [10m]
<i>Bog Bully</i>	+3 STR [10m]
<i>Manical Madness</i>	+3% Power [30m]
<i>Brutal Barshings</i>	Crush special dam. (+.1/sec) [30m]
<i>Resilience</i>	+3 STA [10m]

## WOOD ELF

Racial Traditions	Effect [Re-Use Delay]
<i>Elven Reflexes</i>	+3 AGI [10m]
<i>Forage</i>	+3 HP regen, +2 STA [30m]
<i>Camouflage</i>	Hide (no movement) [30m]
<i>Gift of the Faydark</i>	Boosts Woodworker skills [20m]
<i>Faydwer Fashions</i>	Boosts Tailor skills [20m]
<i>Tunare's Footsteps</i>	+3 Tracking [20m]
<i>Wind Warrior</i>	+3 Avoidance [20m]
<i>Herbal Protection</i>	+5 Disease Resist [10m]
<i>Precision in Combat</i>	Pierce special dam. (+.1/sec) [30m]
<i>Vitality of the Feir'Dal</i>	+3% Power [30m]