**Poison Use [Iconic]**

*Unlike other run of the mill Gut Stabbers, your art is not to kill instantly but to kill slowly.*

**Prerequisites:** Medicine Trained, Assassin Track

As a [ Move ] action you may poison you blade, on your next successful sneak attack your victim becomes [poisoned], each round they must make a fortitude (DC 10+1/2CL+KOM) or take 1d4 damage. The victim remains [poisoned] until they successfully make a fortitude save against the poison.

You may forgo a d6 of sneak attack up to the amount of circles you have in Assassin, for every d6 you forgo the DC of this ability increases by 1 and your opponent takes an additional 1d4 damage per round. Multiple applications of this ability on a [poisoned] target does not stack, the poison with the highest DC is the dominant poison.

At 2nd circle you can forgo two die of damage to render the victim [Sicken] for the duration.

At 4th circle you can use this ability as a [Swift] action.

At 6th circle you can forgo four dice of damage to render the victim [Battered] for the duration.

**Dire [Iconic]**

*Nature has chosen you to survive in the world, everyone else is just on your menu.*

Prerequisite: Utter brute Track

You gain a bonus to your damage equal to your Strength Modifier instead of 1/2 your Strength modifier.

Additionally you ignore [Resistance] and [Damage Reduction] up to the circles you have in Utter Brute.

**Healing Shiv [Iconic]**

You hurt somebody important to you and subsequently learned to use the power of your weapon not only to kill, but also to heal.

**Prerequisites:** Iron Magi track

**Benefit:** You gain access to the Beat of Life ability.

Beat of LifeEX: The Beat can be activated as a [Chain Component], replacing one or more consecutive attacks in a single attack action. For every attack replaced this way, you may restore 1 HP per character level plus your KOM to an ally within [Melee] range.

The Beat can also be used as a [Chain Finisher], for any chain 1 hit or longer. Treat it as if it had replaced a single attack.

Both activation methods are restricted to one use per [Round] each.