

## **DUNGEONS & DRAGONS**

### **LIVING FORGOTTEN REALMS**

#### *PREQ5~1 EDGE OF JUSTICE*

##### **PREQ06 Know Fear, No Fear**

You and your allies confronted your greatest fears and overcame them. One time only, you may tap your newfound courage and void this Story Award to choose one of the following benefits. Activating this power does not require an action (treat as No Action).

- Remove one condition caused by a fear effect from yourself or an ally within 5 squares.
- You gain resist 10 psychic until the end of your next turn.
- You gain a +5 bonus to a skill check made for the purpose of overcoming fear (this could be your own fear, or you might be helping someone else overcome their fear; DM's discretion).

##### **PREQ07 Shadows on Your Side**

You restored Mirabeta's memories, allowing her to remember terrible secrets. Though this is traumatic for her, the information is of utmost importance. You also gain the ability to remember a single forgotten secret or piece of information.

One time only, you miraculously recall some obscure bit of information. Void this Story Award to automatically succeed at one knowledge check with a Hard DC (or less).

##### **PREQ08 A New Start**

You caused Mirabeta's memories to be lost forever. The information would have been valuable to Cormyr, but considering the secrets she knew... perhaps this was an act of mercy.

One time only, you can forget a bad experience and try again. Void this Story Award to reroll one skill check after the DM tells you that you have failed.

##### **PREQ09 A Favor Given, a Favor Received**

You succeeded on a quest for a sponsor. This Story Award counts as one favor with the following meta-organization:

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