

# CAVES OF QUD

## Caves of Qud Jump V1.2 (WIP)

by Arionix

-mm. Mmm? Jumper?

Live and drink. Come in- come sit 'neath the cool shade, 'cross a pillow there. And welcome.  
You may drink our freshwater, too, and quench your thirst.

>> Can you tell me about Qud?

-mm, there? Land slopes up and is toothed in chrome steeples, ageless things. Looming over the old-earth tunnels, pillowed in rotting jungle and fungus groves. And broken against the mounts of the north, they are, in the shadow of the Spindle...

There are people, friends, communities. And friends-to-noone, too. History is thick as the high salt sun, Jumper, and where the past is ground up like matz meal, a mix of life sets in.

-mm, adventurous ones set off for their own splinter of artifact. To both Fates, life and death...

Take **1000 Choice Points** for your adventures through Qud, live and drink

## Useful Information

Here is some useful information about the setting:

### Temperature:

Caves of Qud doesn't use Celcius or Fahrenheit. Rather, it uses T or °. In Qud, the default ambient temperature of the world is 25T. For each object, there are usually four important temperature thresholds:

- Brittle temperature, the temperature an object becomes frozen (by default, this is -100T)
- Freezing temperature, the temperature an object starts to freeze (default 0T)
- Flaming temperature, the temperature an object is set on fire (default 350T)
- Vapor temperature, the temperature an object is vaporized (and instantly destroyed). (default 10,000T)

Read more at: <https://wiki.cavesofqud.com/wiki/Temperature>

### AV and DV:

Caves of Qud uses AV and DV. These are defined as following:

- AV:  
Your armor value (AV) is a measurement of how well protected you are against physical attacks that hit you. The higher your score, the less likely an opponent's attack will do severe damage to you. Most characters start with a base AV score of 0. High Tier armors have an AV of 10.
- DV:  
DV, Dodge Value is a stat that indicates how likely this creature is to dodge an attack. DV improves as Agility increases.

Read more at: [https://wiki.cavesofqud.com/wiki/Armor\\_\(AV\)](https://wiki.cavesofqud.com/wiki/Armor_(AV)),  
[https://wiki.cavesofqud.com/wiki/Dodge\\_\(DV\)](https://wiki.cavesofqud.com/wiki/Dodge_(DV))

### Attributes:

Caves of Qud works on an attribute based system. While this isn't required to know during the jump (I tried to avoid using it), here's a small summary of what they do:

1. Strength – Determines how hard you hit with melee weapons and how much you can carry.
2. Agility – Affects your accuracy with missile weapons and acrobatics (also, how well you can dodge)
3. Toughness – Affects how healthy you are and how fast you recover from injuries.
4. Willpower – Determines your Magical Armor and lets you use skills quicker.
5. Intelligence – Affects how well you can disassemble items, deactivate artifacts and your ability to not get lost.
6. Ego – Determines the strength of mental mutations (if you have access to mutations), haggling and persuasion.

Read more at: <https://wiki.cavesofqud.com/wiki/Attributes>

# Starting Location

*You may freely choose your starting location. Alternatively, pay **50 CP** to roll 1d5 to choose randomly.*

## 1. Joppa

A village in a salt marsh. The villagers here teach Harvestry, and jumpers starting here will be slightly more liked by insects and fish. They also start with Croccasins, boots that make them more liked by unshelled reptiles.

## 2. Salt Dunes Village

A village in the salt dunes. The villagers here teach Fasting Way, and jumpers starting here will be more liked by reptiles. They also start with an Issachari Banner, which makes them more liked and trusted by the Issachari tribe.

## 3. Desert Canyons Village

A village in the desert canyons. The villagers here teach Mind's Compass, and jumpers starting here will be slightly more liked by equines, tortoises, and vines.

## 4. Hills Village

A village in the hills. The villagers here teach Butchery, and jumpers starting here will be more liked by hermits. They also start with a blood-stained neck-ring, which makes them exceptionally liked by baboons.

## 5. Grit Gate

Beneath these ruins are the Barathrumites, expert tinkers. They teach Tinker I, and jumpers starting here will be more liked by the Barathrumites. They also start with three random blueprints.

# Origin

## Age and Gender

The Lands of Qud care little for your age and gender. You may be any reasonable age.

## Origin

You may select from the origins present below. Origins are separated into genotypes, and then subtypes. The available genotypes are Drop-In, Mutated Human and True Kin.

Mutated Humans have access to mutations while True Kin have access to cybernetics. These are then divided into different subtypes – callings and castes respectively – which start with different skills, equipment and bonuses to their attributes.

The Drop-In genotype only has Drop-In as a subtype, which has none of the starting skills, equipment or attribute bonuses. They may choose mutations and cybernetics.

Either way, you show up in Qud without a background, memories, or documentation.

### **Genotype:**

#### **Drop-In [Free]**

You arrive at Qud as the same person you are now.

#### **Mutated Human [100 CP]**

You are a mutant, having access to the mutations exhibited by many in the lands of Qud. Those of the Putus Templar, if they see you, won't stop until one of you is dead. You generally have worse starting gear compared to True Kin, and generally get diminished benefits from tonics.

#### **True Kin [100 CP]**

You are one of the direct, unmutated descendants of the Eaters, an ancient technologically advanced civilization that once inhabited Qud. You have access to cybernetics. You generally start with better gear and get stronger positive effects from tonics which you consume and cannot suffer adverse reactions, but can overdose.

You have left your respective arcology for reasons unknown, reasons only you may know of. These arcologies exist beyond Qud.

You can also rebuke robots, a skill that can either turn hostile robots non-hostile or make them companions.

### **Subtypes:**

#### **Drop In:**

##### **Blank Start [Free]**

You arrive at Qud as the same person you are now.

### **Mutated Human Callings:**

#### **Apostle [75 CP]**

You are an Apostle, having travelled to Qud for some purpose or mission.

Your persuasion based skills are more effective and during trading, prices are lowered. (+2 Ego)

#### **Arconaut [75 CP]**

You have always had a habit of seeing through what others have discarded.

You are harder to hit and you have increased accuracy. You perform skills that require finesse, like missile weapons skills and acrobatics, better. (+2 Agility)

#### **Greybeard [50 CP]**

Though old, you still possess the spirit of adventure as the others. You are slightly more liked by bears than usual, making it easier to befriend them.

You have much better mental armor and you perform skills and abilities much faster. You are much better at self-discipline skills and recover quicker.

Your hits are a little weaker and you find it slightly harder to perform skills that focus on brute force and heavy lifting. (+3 Willpower, -1 Strength)

#### **Gunslinger [100 CP]**

There isn't much known about you, except that you are skilled with guns. Mysterious strangers don't quite think of you as one of their own, but they respect you a lot more than others.

You are harder to hit and you have increased accuracy. You perform skills that require finesse, like missile weapons skills and acrobatics, better. (+2 Agility)

#### **Marauder [100 CP]**

You have lived a life of banditry, giving you a certain viciousness above others.

Your melee weapons hit harder, and you perform skills that focus on brute force and heavy lifting better. (+2 Strength)

#### **Pilgrim [75 CP]**

You are a traveller with a purpose, or at least you used to be.

You have better mental armor and you perform skills and abilities faster. You are better at self-discipline skills and recover quicker. (+2 Willpower)

#### **Nomad [100 CP]**

You have never stayed in one place for long, but have mostly stayed around the salt pans. The Issachari Tribe, bandits that live in the salt pans, trust you a little.

You are tougher than others, making your endurance based skills better. You recover health faster and have an easier time resisting illness and poison. (+2 Toughness)

### **Scholar [100 CP]**

You have made it your mission to learn and teach.

When you gain **CP** for skills, you gain 5-10 extra **CP**. You also perform skills of tinkering, cooking and gathering, and wayfaring better. Skills that involve observation and history are performed better too. (+2 Intelligence)

### **Tinker [100 CP]**

You like nothing more than breaking things down to their Bits and crafting them anew. The Barathrumites, expert tinkers of their own right, like you a little more than others.

When you gain **CP** for skills, you gain 5-10 extra **CP**. You also perform skills of tinkering, cooking and gathering, and wayfaring better. Skills that involve observation and history are performed better too. (+2 Intelligence)

### **Warden [150 CP]**

You have dedicated your life to protecting those who can not protect themselves. The Fellowship of Wardens, a diverse, but loosely organized, group that defend most of the larger settlements of Qud, see you as one of their own.

Your melee weapons hit harder, and you perform skills that focus on brute force and heavy lifting better. (+2 Strength)

### **Water Merchant [100 CP]**

Fresh water is hard to come by in Qud and often used to equal values during trading. The mysterious Water Barons like you just a bit more.

Your persuasion based skills are more effective and during trading, prices are lowered. (+2 Ego)

### **Watervine Farmer [100 CP]**

You have taken to harvesting the watervine that grows in the salt marshes of Qud. You are well liked by the villagers of Joppa.

You are tougher than others, making your endurance based skills better. You recover health faster and have an easier time resisting illness and poison. (+2 Toughness)

### **True Kin Castes:**

#### **The Toxic Arboreta of Ekumekiyye, the Holy City**

The metabolic rhythms of the Holy City's denizens are synchronized to their diurnal rituals: during the day, repose in prayer beneath the shade of a fluted ziggurat; during the night, prowl the toxic arboreta for sacrifices.

– Nocturnal Apex –

### **Horticulturist [150 CP]**

You are a hunter who serves the Holy City. Perhaps you arrived at Qud for its riches, or was it simple curiosity? Take a bonus +3 to Intelligence. It is easier for you to stop bleeding on your own.

When you gain **CP** for skills, you gain 10-15 extra **CP**. You also perform skills of tinkering, cooking and gathering, and wayfaring much better. Skills that involve observation and history are performed better too. (+3 Intelligence)

### **Priest of All Suns [150 CP]**

You have shared your teachings at the Holy City, serving her people with healing, and making sure the path of truth remained followed. Now, you are in Qud for reasons only you are privy to. It is easier for you to stop bleeding on your own.

Your persuasion based skills are much more effective and during trading, prices are lowered. (+3 Ego)

### **Priest of All Moons [150 CP]**

You have served the Holy City, making sure her people are fed. Still, you have arrived at Qud. It is easier for you to stop bleeding on your own.

You are tougher than others, making your endurance based skills better. You recover health faster and have an easier time resisting illness and poison.

You have better mental armor and you perform skills and abilities faster. You are better at self-discipline skills and recover quicker. (+2 Toughness, +2 Willpower)

### **Syzygyrior [150 CP]**

You were once a proud warrior of the Holy City, and now you have arrived at Qud. It is much easier for you to stop bleeding on your own.

You are much harder to hit and you have increased accuracy. You perform skills that require finesse, like missile weapons skills and acrobatics, better. (+3 Agility)

### **The Ice-Sheathed Arcology of Ibul**

Carnal instructions dictate the reformation of the face's bone structure and plump tissue mass into a soft and angelic countenance. Through such thaumaturgy, the people of hoary Ibul, cradled in the breast of a collapsed ice shelf, wander its lamplighted streets in rosy-cheeked disinterest.

– Cherubic Visage –

### **Artifex [150 CP]**

Write, create, break and understand. That had been your purpose, but now you find yourself in the lands of Qud. You are 15% more resistant to the cold than usual.

When you gain **CP** for skills, you gain 10-15 extra **CP**. You also perform skills of tinkering, cooking and gathering, and wayfaring much better. Skills that involve observation and history are performed better too. (+3 Intelligence)

### **Consul [150 CP]**

Many a time you have been the one to settle differences between others. Now, you have arrived in Qud, perhaps to do the same. You are 15% more resistant to the cold than usual.

Your persuasion based skills are much more effective and during trading, prices are lowered. (+3 Ego)

### **Praetorian [150 CP]**

You have served others, protected them for the sake of duty. Now, in Qud, perhaps you search for duty, or maybe purpose. You are 15% more resistant to the cold than usual.

Your melee weapons hit harder, and you perform skills that focus on brute force and heavy lifting better.

You are a little tougher than others, making your endurance based skills better. You recover health faster and have an easier time resisting illness and poison.

You have a little better mental armor and you perform skills and abilities faster. You are better at self-discipline skills and recover quicker. (+2 Strength, +1 Toughness, +1 Willpower)

### **Eunuch [150 CP]**

You are one who has served others in ways they cannot. Perhaps it was another job, or a choice that brought you to Qud. You are 15% more resistant to the cold than usual.

You are harder to hit and you have increased accuracy. You perform skills that require finesse, like missile weapons skills and acrobatics, better.

When you gain **CP** for skills, you gain 5-10 extra **CP**. You also perform skills of tinkering, cooking and gathering, and wayfaring better. Skills that involve observation and history are performed better too. (+2 Agility, +2 Intelligence)

### **The Crustal Mortars of Yawningmoon**

Near the Fuming God Sea, where seawater crashes into sunrock and erupts into mephitic vapor, a labyrinth of volcanic grottos form a dimensionless space where the utility of sight wanes. For the children of the deep, new senses wax in its stead.

– Air Current Microsensor –

### **Child of the Hearth [150 CP]**

For some time, you'd believed you would spend the rest of your life at Yawningmoon, but when the Dromands spoke of the riches of Qud, there was only one thing you had in mind. You are 15% more resistant to the heat than usual.

Your melee weapons hit much harder, and you perform skills that focus on brute force and heavy lifting better. (+3 Strength)

### **Child of the Wheel [150 CP]**



Pottery has always been one of your hobbies, with other forms of art following closely behind. It took you hearing about Qud once before you set off to capture it. You are 15% more resistant to the heat than usual.

Your melee weapons hit a little harder, and you perform skills that focus on brute force and heavy lifting better.

You are harder to hit and you have increased accuracy. You perform skills that require finesse, like missile weapons skills and acrobatics, better.

Your persuasion based skills are a little more effective and during trading, prices are lowered. (+1 Strength, +2 Agility, +1 Ego)

### **Child of the Deep [150 CP]**

Like most of Yawningmoon, you've happily done your job, mining and exploring for your people. When you learned of Qud's vast unknown lands, you didn't think twice before setting off. You are 15% more resistant to the heat than usual.

You are much tougher than others, making your endurance based skills better. You recover health faster and have an easier time resisting illness and poison. (+3 Toughness)

### **Fuming God-Child [150 CP]**

You haven't had the best place in Yawningmoon's society, but that has made you stronger. You heard of Qud and set off without a word. You are 15% more resistant to the heat than usual.

You have great mental armor and you perform skills and abilities faster. You are better at self-discipline skills and recover quicker. (+4 Willpower)

## Perks

*Origins get their 100cp perks for free and the rest are discounted to 50%.*

### General Perks

#### **Explorer's Pack [0 CP] – Mandatory**

You are given a few things to aid in your travels. These include:

1. A complete map of Qud.
2. A quest log which labels the map on where you need to go.
3. A journal that keeps track of interesting secrets, locations and history.
4. An endless bag for your inventory.

#### **Making Camp [0 CP]**

Qud is vast and wide, with wilderness stretching between settlements. This allows you to make a campfire anywhere you need, with the ability to cook up a basic meal that fully sates your hunger and thirst, provided you have fresh water.

Note that you can only make a campfire if there are no hostiles nearby or in sight.

#### **Physical Fitness [100 CP]**

You can't go through the Lands of Qud easily. This perk allows you to walk without tiring, swim without sinking and travel over all kinds of terrain. You are able to carry 300 lb of items.

#### **Your thirst is mine, my water is yours [Free → 200 CP]**

Water is sacred in the lands of Qud, and one of its chief uses is the water ritual.

This perk enables you to perform the water ritual with anyone, boosting your reputation with them and their faction. Through this, you may share secrets, learn skills and even signature dishes.

For an additional **200 CP**, you can take this perk into future jumps.

### Drop-In Perks

#### **Trinkets Galore [300 CP]**

If you are ever in a pinch for money, you may sell any usual item from your warehouse as a trinket. These trinkets will be kept by the person you have sold it to and can't be retrieved.

After the jump ends, the items regenerate.

#### **True Neutrality [500 CP]**

When entering Qud, the factions already have their biases and thoughts about you. Not anymore. This perk makes all naturally hostile factions neutral towards you; Only the aggressive ones of that faction will attack you, and you won't be allowed in their holy places.

You are more liked by highly entropic beings too.

## **Mutated Human Perks**

### **Hidden Threat [300 CP]**

The Putus Templar is always on the hunt for mutants. This perk enables you to hide your mutations in any way possible. You could be **Two-Headed**, with **Multiple Arms** and have a **Carapace**, but most people will just overlook or ignore them.

When you do encounter the Putus Templar, as long as you don't show your mutated abilities, they won't be immediately hostile. Though, they may stalk you for a bit.

### **Guarded Glimmer [500 CP]**

Your psychic glimmer represents how noticeable you are in the vast psychic aether. As your mental mutations increase in level, so does your psychic glimmer and the frequency, strength, and number of those who desire to absorb your mind. This perk renders your glimmer invisible to such hunters.

If you have taken the **Extradimensional Hunters** drawback, this perk makes it much harder for them to recognize you.

## **True Kin**

### **Noble Presence [300 CP]**

You may or may not be of noble birth, but those who see you certainly seem to think so. This makes it easier for you to befriend intelligent creatures (especially if they hate someone you do), scare off weaker creatures and makes haggling much easier.

### **Tinker of Cybernetics [500 CP]**

Generally, cybernetics are hard to come across in Qud – being only found in Cybernetics Racks or within the bodies of other True Kin. This enables them to be the same type of objects as artifacts, letting them be worked on with the Tinkering skills.

For this purpose, the skill Tinker III is required to create cybernetic implants.

## **Mutations and Cybernetics**

*The land of Qud can bestow jumpers with Mutations or cybernetics, depending on their origin. True Kin may not select Mutations and Mutated Humans may not select Cybernetics.*

### **On Alt-Forms:**

*During the jump, you may acquire either mutations or cybernetics. At the end of the jump, only Defects are rendered toggleable. All other Mutations will be permanent to your person, which will be made into an Alt-form, after the jump.*

*Mutations for other Alt-forms will be toggleable.*

### **Mutations**

*Mutants start with 12 mutation points (MP) to select their mutations. These points do not carry over to the jump, so leftover points will be lost. More MP can be gained by certain drawbacks.*

*A mutant / Drop-in gains 1 MP on every fourth notable event. This may be discovering a special location (settlement, lair, historical site, etc), completing a quest or taking down a legendary enemy.*

*MP can be used to purchase new mutations or upgrade existing ones. Mutations can be upgraded to a maximum of 10 times. Mutations costing 1 MP cannot be upgraded.*

**On buying mutations:**

*When a jumper possesses 4 MP, they can buy a new mutation. For this purpose, they will be presented by three random mutations, limited by morphotypes.*

Mutations come in two types – Physical and Mental. Before selecting your mutations, you may or may not select a morphotype. Morphotypes can only be selected here.

**Morphotypes:**

**Chimera [1 MP]**

You may only manifest physical mutations and defects.

This has the additional effect that occurs when you buy a new mutation via MP or gain one through Unstable Genome: When you are prompted to pick a mutation, one of the three options will denote that picking it will cause you to grow a new limb, in addition to gaining that mutation. This limb can be any biological body part (including parts from non-human bodies), but is weighted toward being a head, face, back, arm, hand, foot, hands, or feet slot.

The limb can grow out of any existing limb on your body, including other limbs grown via Chimera. These limbs function as any other limb of their type would, with their location only affecting dismemberment. For example, a head attached to an arm will be removed if the arm's severed, while a head attached to the body is only vulnerable to its own dismemberment.

Hands or hand-equivalents acquired by Chimera have a base 15% chance to attack and are affected by the Multiweapon Fighting skills. They will also participate if you use Flurry.

If you have Irritable Genome (D), you will instead have a 1 in 3 chance to acquire the additional limb upon gaining a mutation, as it will not offer you a choice of mutation when buying one. Mutations gained through Unstable Genome will still offer you a choice and allow you to pick mutations that grant limbs, however.

*You may not take this with Esper.*

**Esper [1 MP]**

You may only manifest mental mutations and defects. This does not affect temporary physical mutations gained from equipment or cooking.

*You may not take this with Chimera.*

### **Unstable Genome [3 MP]**

You possess an unstable genome. Whenever you gain MP through a notable event, there's a 33% chance that your genome destabilizes and you get to choose from 3 random mutations.

#### **Physical Mutations:**

Starting with every 5th MP gained through a notable event, and every 10th MP gained through notable event, your genome will enter an excited state, and you'll be given the option to rapidly advance one of your physical mutations, causing it to gain a permanent 3 level bonus. Levels gained in this way do not count towards the usual 10 level limit, and they can exceed the limit.

If you have at least 4 MP when your genome rapidly mutates, you are given the option to buy a mutation before rapid advancement.

### **Adrenal Control [5 MP]**

You regulate your body's release of adrenaline.

You can increase your body's adrenaline flow for 20 seconds. While it's flowing, you get a boost to your quickness and other physical mutations.

This is an activated ability, and has a base cooldown of 200 seconds.

The boost to quickness and other mutations is as:

Quickness Boost	9 + Level % increase
Other Mutations Rank Bonus	(Level / 3) + 1

### **Beak [1 MP]**

Your face bears a slightly beak and you occasionally peck at your opponents.

This may appear as a beak, a bill, a rostrum, a frill, or a proboscis.

The beak functions as a short blade natural weapon, but can only be used this way if the face with the beak is not occupied by equipment.

Gives a permanent minor boost to your Ego, affecting how much items are traded for, boosting your persuasion based skills and mental mutations.

### **Burrowing Claws [3 MP] – On your left and right hands**

You bear spade-like claws that can burrow through the earth.

Most walls will fall after 4 successful attacks against them. Claws are also short blade class natural weapons that deal a small amount of damage equivalent to a bronze dagger.

Upgrading this mutation strengthens and sharpens your claws, making them more effective against walls and creatures.

### **Carapace [3 MP] – On your back – Cannot be bought with Quills**

You are protected by a durable carapace.

This slightly limits your ability to dodge, but grants you a boost to your natural defense and protects against the heat and the cold. It also makes you well-liked by tortoises.

You may also tighten your carapace, which doubles the provided defense but further limits your ability to dodge attacks. If you move or perform any physical action, your carapace untightens. You can use most mental mutations without loosening the carapace.

Upgrading this mutation increases the amount of armor provided – it starts off being about as strong as chain mail, and at level 10, will outclass most armor you'll find in Qud – and the resistance to the heat and the cold. These resistances are determined by the following formula:

Heat Resistance	$5 + (\text{Level} \times 5)\%$
Cold Resistance	$5 + (\text{Level} \times 5)\%$

### **Corrosive Gas Generation [3 MP]**

You release a burst of corrosive gas around yourself. This gas damages walls and creatures. You are also immune to all sources of corrosive gas.

It takes you about 40 seconds to build up enough gas to release around yourself.

Upgrading this mutation increases the intensity of the gas, letting it do more damage against walls and creatures. It also increases the duration you expel this gas. The duration is determined by the following formula:

Duration	$(2 + \text{Level}) \text{ seconds}$
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### **Double-muscled [3 MP]**

You are possessed of hulking strength.

You have a chance to daze opponents on a successful melee hit for 2-3 seconds. Upgrading this mutation increases the strength of your muscles and the chance you have to daze. The chance to daze increases as:

Daze Chance	$13 + 2 \times \text{Level} \%$
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### **Electrical Generation [4 MP]**

You accrue electrical charge that you can use and discharge to deal damage. The maximum charge you can acquire, and your recharge rate, both depend on the mutation's level. On upgrading, you increase both these values.

You discharge electricity on a target within melee range; This discharge can arc to adjacent targets but dealing less damage as it travels. The amount of damage caused depends on the amount of charge you had when discharging.

You let out an involuntary discharge when hit by EMP. You can drink charge from energy cells and capacitors, and gain a bit of charge when hit.

You can also provide charge to equipped devices that have integrated power systems.

### **Electromagnetic Pulse [2 MP]**

You generate an electromagnetic pulse in an area around you that disables nearby artifacts and machines. This doesn't affect the artifacts or machines you carry.

This is an activated ability, and has a base cooldown of 60 minutes.

The radius and duration depend on the mutation's level:

Area of effect (centred around you):

If Level < 5	Radius is 3 meters
If 5 <= Level < 9	Radius is 6 meters
If Level >= 9	Radius is 10 meters

Duration also depends on the level:

Duration (Minimum)	4 + (Level x 2) seconds
Duration (Maximum)	13 + (Level x 2) seconds

### **Flaming Ray [4 MP] – On your hands, feet or face – Cannot be bought with Freezing Ray**

You emit a ray of flame from your hands, feet or face (Select only one for this).

It takes you about 10 seconds to recharge after firing.

You emit a 12 meter ray of flame in the direction of your choice. It deals a good amount of heat damage (depends on level) and forces a temperature change dependent on the mutation level. Your melee attacks also heat opponents depending on the level.

If this is present on the same limb as other natural equipment (such as the claws of **Burrowing Claws**), that equipment will be flaming. This will not be the case if the natural equipment occupies that limb's slot, such as in the case of the hooks granted by **Hooks for Feet**. For each additional limb similar to the one that hosts the Flaming Ray, it gets stronger.

If you lose the limb it is on, you will lose the ability until the limb is restored.

This can be upgraded:

Temperature Change	$310^{\circ} + (25^{\circ} \times \text{Level})$
Melee Temperature Change	$(\text{Level})d8^{\circ}$

### **Freezing Ray [5 MP] – On your hands, feet or face – Cannot be bought with Flaming Ray**

You emit a ray of frost from your hands, feet or face (Select only one for this).

It takes about 20 seconds to recharge after firing.

You emit a 12 meter ray of frost in the direction of your choice. It deals a good amount of cold damage (depends on level) and forces a temperature change dependent on the mutation level. Your melee attacks also cool opponents depending on the level. Your brittle temperature also decreases.

If this is present on the same limb as other natural equipment (such as **Beak**), that equipment will be icy. This will not be the case if the natural equipment occupies that limb's slot, such as in the case of the hooks granted by **Hooks for Feet**. For each additional limb similar to the one that hosts the Freezing Ray, it gets stronger.

If you lose the limb it is on, you will lose the ability until the limb is restored.

This can be upgraded:

Temperature Change	$-120^{\circ} + (7^{\circ} \times \text{Level})$
Melee Temperature Change	$-(\text{Level})d4^{\circ}$
Brittle Temperature	$-600^{\circ} + (-300^{\circ} \times \text{Level})$

### **Heightened Hearing [2 MP]**

You are possessed of unnaturally acute hearing.

You detect the presence of creatures within a radius around determined by the level. You also have a chance to identify nearby detected creatures.



This can be upgraded:

Radius if Level < 10	$3 + \text{Level} \times 2 \text{ meters}$
Chance to Identify	$\frac{((100 + 10 \times \text{Level})}{(\text{Distance} + 9)^2} \times 100.0$

If mutation level is 10, the radius is instead equal to 40 meters.

### **Heightened Quickness [3 MP]**

You are gifted with tremendous speed.

This can be upgraded:

Quickness Bonus	$13 + (2 \times \text{Level})\%$
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### **Horns [4 MP]**

Horns jut out of your head.

This can be presented as a pair of horns, a singular horn, a casque, antlers or a spiral horn.

You have a 20% chance on melee attack to gore your opponent. Goring attacks may cause bleeding. Horns are a short-blade class melee weapon and serve as armor, starting as being as defensive as a leather cap at level 1.

This can be upgraded. Upgrading slightly increases the amount of damage dealt, the damage dealt from bleeding and makes it harder for targets to stop their bleeding. At level 10, it outclasses most helmets you'll find in Qud.

When a creature with horns uses Charge, the chance to attack with horns is 100%.

### **Multiple Arms [4 MP]**

You have an extra pair of arms.

You have decreased proficiency in your added arms, but they are capable of holding shields or torches. Your proficiency with these hands rises with each level up.

Whenever you make a melee attack, you have a level-based chance to make additional melee attacks with your other arms. This is affected by Multiweapon Fighting and stacks with it.

This can be upgraded:

Attack Chance	$7 + (\text{Level} \times 3) \%$
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### Multiple Legs [5 MP]

You have an extra set of legs. This gives level-based increases to movement speed and carry capacity.

The movement speed formula is as follows:

Movement Speed	$(\text{Level} \times 20) \%$
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### Night Vision [1 MP]

You see in the dark.

This allows you to see in the dark in an area around you with a radius of 10 meters.

### Phasing [4 MP]

You may phase through solid objects for brief periods of time.

During this time, you may phase through walls and creatures. While phasing, you are unable to be damaged by most attacks and abilities, except those which are able to ignore phase states.

After unphasing, you must wait before you can safely phase again.

If you unphase in a wall, you will be shunted into the closest empty spot.

This can be upgraded:

Duration	$(6 + \text{Level})$ seconds
Cooldown	$(31 - \text{Level})$ minutes

### Photosynthetic Skin [2 MP] – Cannot be bought with Albino or Carnivorous

You replenish yourself by absorbing sunlight through your hearty green skin.

You can bask in the sunlight instead of eating a meal to gain a special metabolizing effect for a few days: gaining a boost to natural healing rate and Quickness. While in the sunlight, you accrue starch and lignin that you can use as ingredients in meals you cook (for a few servings each).

While in foliage, you are much harder to hit. This chance increases with the mutation's level.

You are much more liked by roots, trees, vines, and the Consortium of Phyta.

Note that you take high damage from defoliants. You bleed sap as well as blood.

This can be upgraded:

Bask Bonus Duration	$(\text{Level} - 1)/4 + 1$ days
Regeneration Bonus	$20 + (\text{Level} \times 10) \%$

Quickness Bonus	$13 + (\text{Level} \times 2) \%$
Max Servings (for each)	$(\text{Level} - 1) / 4 + 1$

### **Quills [3 MP] – Cannot be bought with Carapace**

Hundreds of needle-pointed quills cover your body.

The amount of quills that cover your body increases with the mutation's level. You may expel 10% of them in a burst around you, dealing damage. The rate at which you regenerate quills and the amount of armor gained, both also depend on the mutation's level.

When you are covered by less than 50% of your quills, you are less defensive.

Creatures attacking you in melee may impale themselves on your quills, breaking roughly 1% of them and reflecting 3% damage per quill broken. Cannot wear body armor. You are immune to other creature's quills.

### **Regeneration [4 MP]**

Your wounds heal very quickly.

Your full natural healing rate applies in combat. You gain a level-based increase to your natural healing rate, and have a level-based chance to regrow a missing limb each second. You have a level-based chance to remove a minor physical debuff at random each second.

This can be upgraded:

Healing Rate Bonus	$0.1 + (0.1 \times \text{Level}) \%$
Limb Regen Chance	Level x 10 % chance per second
Remove Debuff Chance	$1 + (\text{Level} / 3) \%$ chance per second

By level 5, this ability extends to major physical debuffs, including diseases and their onset conditions. At level 10, you can no longer be decapitated – in that case, your head will grow back instantly.

### **Sleep Gas Generation [3 MP]**

You release a burst of sleep gas around yourself. You are also immune to all sources of sleep gas.

It takes you about 40 seconds to build up enough gas to release around yourself.

The intensity of sleep gas starts at 1, where it puts most creatures who breathe to sleep for  $4d6+1$  seconds. Upgrading this mutation increases its intensity – making it more effective – and how long you expel it for.

This can be upgraded.

Release Duration	(4 + Level) seconds
Sleep Duration	4d6+Level seconds

### **Slime Glands [1 MP]**

You produce a viscous slime that you can spit at things. This roughly covers a circular area having a radius of 5-6 meters with slime at a maximum distance of 10 meters away from you.

It takes you about 40 seconds to build up enough slime to spit.

This mutation also grants slimewalking, a passive ability that prevents slipping on and getting stuck in various liquids.

### **Spinnerets [3 MP]**

You can spin sticky silk webs.

While spinning, you leave webs in your wake as you move. You don't get stuck in other creatures' webs. You are much more liked by arachnids.

After spinning, it takes you about 80 seconds to build up enough silk to spin again.

This can be upgraded:

Spin Duration	Level + 5 seconds
Max weight held by webs	120 + (80 x Level) pounds
Max weight held by phase webs	520 + (80 x Level) pounds

Your webs get stronger with each level up, making them harder to break out of.

### **Stinger (Confusing Venom) [3 MP] – Tail – Can't be bought with Stinger (Paralysing Venom) and Stinger (Poisoning Venom)**

You bear a tail with a stinger that delivers a confusing venom to your enemies.

20% chance on melee attacks that you sting your opponent that hurts and delivers a confusing venom. The stinger is classified as a long-blade weapon. You always sting on charge or lunge and the stinger applies venom on damage (only 20% chance if the stinger is your primary weapon).

Alternatively, once per 25 seconds, you may directly sting your opponents, injecting venom. This makes you more liked by arachnids.

Confusion makes victims move semi-randomly until the effect wears down. This also makes affected creatures easier to hit and makes them weaker to mental attacks. Creatures that lack a brain, such as robots and oozes, cannot be confused.

This can be upgraded:

Duration if Level $\geq 3$	$((\text{Level} - 2) / 3 + 4) + 4$ seconds
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Below level 3, the duration is  $2d3 + 2$  seconds. Upgrading increases the damage dealt and makes it harder to break out of confusion. A creature's Toughness affects their chance to break out of the effect.

**Stinger (Paralyzing Venom) [4 MP] – Tail – Can't be bought with Stinger (Confusing Venom) and Stinger (Poisoning Venom)**

You bear a tail with a stinger that delivers a paralyzing venom to your enemies.

20% chance on melee attacks that you sting your opponent that hurts and delivers a paralyzing venom. The stinger is classified as a long-blade weapon. You always sting on charge or lunge and the stinger applies venom on damage (only 20% chance if the stinger is your primary weapon).

Alternatively, once per 25 seconds, you may directly sting your opponents, injecting venom. This makes you more liked by arachnids.

Paralysis stops affected creatures from moving or dodging attacks. Non-biological creatures, such as robots, cannot be paralysed.

This can be upgraded:

Duration if Level $\geq 3$	$1d3 + (\text{Level}/3 + 1)$ seconds
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Below level 3, the duration is 3-5 seconds. Upgrading increases the damage dealt and makes it harder to break out of paralysis. A creature's Toughness affects their chance to break out of the effect.

**Stinger (Poisoning Venom) [4 MP] – Tail – Can't be bought with Stinger (Confusing Venom) and Stinger (Paralysing Venom)**

You bear a tail with a stinger that delivers a poisonous venom to your enemies.

20% chance on melee attacks that you sting your opponent that hurts and delivers a paralyzing venom. The stinger is classified as a long-blade weapon. You always sting on charge or lunge and the stinger applies venom on damage (only 20% chance if the stinger is your primary weapon).

Alternatively, once per 25 seconds, you may directly sting your opponents, injecting venom. This makes you more liked by arachnids.

When venom is applied, the target will become poisoned for 10-15 seconds, taking damage depending on the mutation's level per second. Additionally, poison halts natural healing, halves the effectiveness of healing items, and makes the target ill after wearing off.

This can be upgraded, making the poison more dangerous and harder to break out of. A creature's Toughness affects their chance to break out of the effect.

### Thick Fur [1 MP]

You are covered in a thick coat of fur, which protects you from the elements. You gain a 5% resistance against the heat and the cold.

You are more liked by apes, baboons, bears and grazing hedonists.

### Triple-jointed [3 MP]

Your joints stretch much further than usual. This gives a boost to your Agility – boosting your accuracy with weapons and making you harder to hit – and gives a chance that Agility-based skills don't go on cooldown after use. These skills are:

- Juke
- Lunge (Aggressive Stance)
- Hobble
- Ultra Fire
- Shank
- Empty the Clips
- Flurry

This can be upgraded, boosting your agility and increasing the chance that these skills don't go on cooldown.

Cooldown Cancel Chance	$7 + (\text{Level} \times 3)\%$
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### Two-headed [3 MP]

You have two heads. Mental actions are made quicker, and there is a 50% chance initially and each second to shake off a negative mental status effect.

This can be upgraded, increasing the speed with which mental actions are made.

### Two-hearted [3 MP]

You have two hearts. You gain a bonus to your Toughness and can sprint for longer without tiring.

This can be upgraded, boosting toughness and sprinting duration.

### Wings [4 MP]

You fly.

You travel over land at higher speeds, with a reduced chance of becoming lost. While outside, you may fly. You cannot be hit in melee by grounded creatures while flying. You have a chance of falling clumsily to the ground and you gain an increase in move speed while sprinting. You can jump and charge farther.

You are exceptionally more liked by birds and winged mammals.

This can be upgraded, increasing your travel speed, your movement speed while sprinting, your jump distance, and charge distance. Each level also reduces the chance of you getting lost and you falling to the ground.

### Mental Mutations:

Mental mutations are made more effective by your Ego; the more it is, the more effective these mutations are.

**Beguiling [5 MP]**

You beguile a nearby creature into serving you loyally. This is a mental attack against a creature's mental armor, growing stronger with each upgrade.

If a creature fails to be beguiled, it will turn hostile. You can only beguile one creature at the time. If you beguile a different creature, the previous one will return to its previous opinion of you.

Beguiled creatures gain a bonus to their health, which depends on the mutation's level. It's more effective if your Ego is high.

This is an activated ability, and has a base cooldown of 50 seconds.

**Burgeoning [3 MP]**

You cause plants to spontaneously grow in a nearby area, hindering your enemies.

This has a range of 10 meters, which grows allied plants in a roughly circular area having a radius of 5-6 meters. These plants will attack anything that is hostile towards you. You are more liked by the Consortium of Phyta.

This can be upgraded, increasing the tier of plants and decreasing its base cooldown. The formulae for them are:

Cooldown	$115 - (10 \times \text{Level})$ seconds
Plant Summoning Tier	$(\text{Level}/2) + \text{Random}(-1, 2)$

**Clairvoyance [2 MP]**

You briefly gain vision of a nearby area. This vision's radius and duration depend on the level of this mutation.

This has a base cooldown of 120 seconds. This can be upgraded:

Radius of Area	$(4 + \text{Level})$ meters
Duration	$(\text{Level} + 19)$ seconds

**Confusion [4 MP]**

You cast a cone of confusion to confuse nearby enemies.

Affected creatures act semi-randomly and receive a level based penalty to their mental abilities. You shoot out a cone of confusion towards your enemies. Creatures with high enough Mental Armor can resist this. If they have Mental Armor, then it can be reflected.

This can be upgraded, increasing how much their mental abilities are hampered and such:

Cone Angle	$29 + \text{Level}$
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Cone Length	$4 + \text{Level} / 3$
Duration (Low End)	$(\text{Level} / 2 + 10) \times 0.8$ seconds
Duration (High End)	$(\text{Level} / 2 + 10) \times 1.2$ seconds

This has a base cooldown of 75 seconds.

### **Cryokinesis [4 MP]**

You chill a nearby area with your mind.

You chill an affected area over 3 seconds at a maximum range of 10 meters. This roughly covers a circular area having a radius of 2-3 meters and does increased damage over these 3 seconds.

This can be upgraded, increasing the Cold damage dealt. This has a base cooldown of 50 seconds.

### **Disintegration [3 MP]**

You disintegrate nearby matter.

This covers a circular area having a radius of 4.5 meters around yourself. This does massive damage to structural and non-structural objects, dealing more damage to structured ones. This attack ignores armor and cannot be dodged.

You are exhausted for 10 seconds after using this power. This has a base cooldown of 75 minutes.

### **Domination [5 MP]**

You garrote an adjacent creature's mind and control its actions while your own body lies dormant.

This can be upgraded, making it easier to dominate the other creature. This has a base cooldown of 75 seconds.

Duration	$100 \times (100 \times \text{Level})$ seconds
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If your original body dies, you are trapped in your new body.

### **Ego Projection [4 MP]**

Through sheer force of will, you perform uncanny physical feats. You can use this to boost your Strength, Agility or Toughness.

This has a base cooldown of 200 seconds.

This can be upgraded:

Duration (Low)	$16 + 2 \times \text{Level}$ seconds
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Duration (High)	$20 + 2 \times \text{Level seconds}$
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### Force Bubble [4 MP]

You generate a force field around your person. This force bubble has a radius of 1 meter and it moves with you.

This has a base cooldown of 200 seconds, and this force bubble lasts for a time depending on the level. You may fire missile weapons through the force field.

Duration	$9 + (\text{Level} \times 3) \text{ seconds}$
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### Force Wall [3 MP]

You generate a wall of force that protects you from your enemies.

You create 9 contiguous meters of immobile force field. Their duration depends on the mutation's level. This has a base cooldown of 100 seconds and you may fire missile weapons through the force field.

Duration	$14 + (\text{Level} \times 2) \text{ seconds}$
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### Kindle [1 MP]

You ignite a small fire with your mind. This has a base cooldown of 50 seconds and you can create a fire at a maximum range of 15 meters.

### Light Manipulation [4 MP]

You manipulate light to your advantage.

You produce ambient light within a radius around you. You may focus the light into a laser beam (doing so reduces the radius of your ambient light by 1 meter). This laser beam's damage increases with each level. The radius of the ambient light increases by 1 meter every 15 seconds until it reaches its maximum value. You have a level based chance to reflect light-based damage.

This can be upgraded:

Maximum charges / Light Radius	$4 + \text{Floor}(\text{Level} / 2) \text{ meters}$
Reflect Chance	$(3 \times \text{Level}) + 10\%$

Floor refers to how deep you are in the earth.

### Mass Mind [4 MP]

You tap into the aggregate mind and steal power from other espers. This refreshes all mental mutations.

Each use attracts slightly more attention from psychic interlopers. There's a small chance each second for another esper to steal your powers. If this happens, your other mental mutations will be put on cooldown for 8d10 seconds. If they were already on cooldown, this amount is added to the cooldown.

You are more disliked by the Seekers of the Sightless Way.

This can be upgraded:

Cooldown	$(550 - (50 \times \text{Level}))$ seconds
Stolen Power Chance	$(0.13 - 0.005 \times 16 - 0.0065 \times \text{Level})\%$

### **Mental Mirror [2 MP]**

You reflect mental attacks back at your attackers.

When you suffer a mental attack while Mental Mirror is off cooldown, you gain Mental Armor based on your level. If the attack then fails to penetrate your Mental Armor, it's reflected back at your attacker.

This has a base cooldown of 50 seconds.

### **Precognition [4 MP]**

You peer into your near future.

You may activate this power and later revert to the point in time when you activated it. The duration between use and reversion depends on the level. At the end of the precognition, you may revert to the original point or carry on as usual.

This has a base cooldown of 500 seconds.

This can be upgraded:

Duration	$12 + (4 \times \text{Level})$ seconds
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### **Psychometry [3 MP] – Can't be bought with Dystechnia**

You read the history of artifacts by touching them, learning what they do and how they were made.

You unerringly identify artifacts up to a complexity tier, and learn how to construct identified artifacts up to a complexity tier. Both of these are decided by the mutation's level. You must have the appropriate Tinker Tier to construct them.

You may open security doors or activate or deactivate certain powered objects. This can be upgraded:

Identify Complexity	$4 + \text{Level} / 2$
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Learnable Complexity	$2 + (\text{Level} - 1) / 2$
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### **Pyrokinesis [4 MP]**

You heat a nearby area with your mind.

You toast an affected area over 3 seconds at a maximum range of 10 meters. This roughly covers a circular area having a radius of 2-3 meters and does increased damage over these 3 seconds.

This can be upgraded, increasing the Heat damage dealt. This has a base cooldown of 50 seconds.

### **Sense Psychic [1 MP]**

You can sense other mental mutants through the psychic aether.

You detect the presence of psychic enemies within a radius of 12 meters. There's a chance you identify detected enemies.

### **Space-Time Vortex [3 MP]**

You sunder spacetime, sending things nearby careening through a tear in the cosmic fabric.

Summons a vortex that extinguishes everything in its path. You may enter the vortex to teleport to a random location in Qud. You are more liked by highly entropic beings.

This can be upgraded:

Cooldown	$(550 - (50 \times \text{Level}))$ seconds
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### **Stunning Force [3 MP]**

You invoke a concussive force in a nearby area, throwing enemies backward and stunning them.

The maximum range is 10 meters and it covers a circular area having a radius of 4-5 meters. Creatures are pushed away from the center of the blast, stunned and dealt crushing damage in up to 3 increments. This damage increases with the mutation's level.

This has a base cooldown of 50 seconds.

### **Sunder Mind [4 MP]**

You sunder the mind of an enemy, leaving them reeling in pain.

For up to 10 seconds, you engage in psychic combat with an opponent, dealing damage each second. Taking any action other than this will break the connection. Each minute, you make a mental attack against their mental armor. After the tenth minute, you deal bonus damage equal to the total damage you've done so far.

Range: sight, and has a base cooldown of 80 seconds. The amount of damage dealt increases with level up.

### **Syphon Vim [3 MP]**

You bond with a nearby creature and leech its life force.

This has a duration of 20 seconds and a base cooldown of 200 seconds. The amount of health drained depends on the mutation's level.

### **Telepathy [1 MP]**

You may communicate with others through the psychic aether. You chat with anyone in vision. Takes you much less time to issue orders to companions.

### **Teleport Other [2 MP]**

You teleport an adjacent creature to a random nearby location. Its cooldown depends on the mutation's level, using the formula  $115 - (10 \times \text{Level})$  seconds.

### **Teleportation [5 MP]**

You teleport to a nearby location.

Teleport to a random location within a designated area. This area must be visible or previously explored. The radius of this area and the cooldown of this ability depend on the mutation's level:

Uncertainty Radius	$13 - \text{Level}$ meters
Cooldown	$103 - (3 \times \text{Level})$ seconds

### **Temporal Fugue [5 MP]**

You quickly pass back and forth through time creating multiple copies of yourself. The duration these copies stay and the number of copies depends on the following formulae:

Duration	$20 + 2 \times (\text{Level} / 2)$ seconds
Copies	$(\text{Level} - 1) / 2 + 1$

Temporal fugue copies have the same skills, perks and equipment you do. On death or disappearance, their items disappear alongside them. They too can use temporal fugue.

This has a base cooldown of 200 seconds.

### **Time Dilation [4 MP]**

You distort time around your person in order to slow down your enemies.

Creatures within 9 meters are slowed according to how close they are to you. This has a duration of 15 seconds and a base cooldown of 150 seconds.

This can be upgraded, with each level increasing the quickness penalty of creatures getting close to you. The formula for it is:

Quickness Penalty	$(9 - \text{Distance})^2 \times (0.0005 \times \text{Level} + 0.0085) \times 100 \%$
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## **Cybernetics**

*True Kin and Drop-In jumpers have access to cybernetics. Cybernetics differ from mutations in that they are not obtained through leveling up and spending points; instead, they are found throughout the world in various locations, and installed into the jumper's body. They are unable to be leveled as mutations are.*

*You may find more cybernetics by exploring Qud or by acquiring them from the bodies of True Kin. Becoming Nooks are used to install cybernetics.*

*Cybernetics can be uninstalled using a Becoming Nook, which will refund the license points used by that implant. Some cybernetics will be returned to the inventory when uninstalled; others, however, will be destroyed if removed.*

*You may choose any one cybernetic from the following at the start of the jump. Doing so will also award you 2 license points.*

*Alternatively, you may not take any and instead be a little tougher than others, making your endurance based skills better. You'll recover health faster and have an easier time resisting illness and poison (+1 Toughness). You will also start with 0 license points.*

*These cybernetics are:*

<b>Cybernetic</b>	<b>Effects</b>	<b>Target Body Part</b>	<b>License Point</b>
Optical Bioscanner	You gain access to precise information of biological creatures, including their health, armor, and how likely they will be able to dodge attacks. These are abstracted as HP, AV and DV.	Face	1
Optical Technoscanner	You gain access to precise information of robotic creatures, including their health, armor, and how likely they will be able to dodge attacks. These are abstracted as HP, AV and DV.  You automatically identify artifacts	Face	1
Dermal Insulation	+6% heat resistance +6% cold resistance +6% electrical resistance +6% acid resistance  Destroyed when uninstalled.	Head, Body, or back	2
Night Vision	You gain the ability to see in the dark. You see in a radius	Face	2

	of 40 meters around you in the dark. Everything appears green-colored.		
Hyper-elastic ankle tendons	+6% movement speed	Feet	2
Parabolic Muscular Subroutine	Your throw range is increased by 2 meters. When you throw something at a target inside your throw range, your throwing accuracy is 100%.	Arm	2
Translucent Skin	You are more likely to dodge attacks.	Body or back	2
Stabilizer arm locks	Your accuracy with ranged weapons greatly rises.	Arm	2
Rapid release finger flexors	You fire pistols 25% faster.	Hands	2
Carbide Hand Bones	Your fists hit much harder.	Hands	2
Pentaceps	Your Charge range is increased by 4 meters.	Feet	2
Inflatable Axons	Once, every 80 seconds, you may activate this implant. You gain +40% quickness for 10 seconds, then you become sluggish for 10 seconds (-10% quickness).	Head	2
Nocturnal Apex	+10% to natural healing rate during the day. Once per night, you can Prowl, gaining much greater agility (boosting dodge, accuracy and attack speed) and +10% movement speed for 100 seconds.  Only for <u>The Toxic Arboreta of Ekuemekiyye, the Holy City</u>	Head	2
Cherubic Visage	Your persuasion based skills are a little more effective and during trading, prices are lowered (+1 Ego)  Only for <u>The Ice-Sheathed Arcology of Ibul</u>	Face	2
Air Current Microsensor	Staircases and other up/down transitions are always revealed to you.  Only for <u>The Crustal Mortars of Yawningmoon</u>	Body, Head	2

## Skill Trees

*Skills can either be passive or active actions that increase a jumper's proficiency in various aspects, either in battle or increasing reputation with other factions. These are separate from other purchases that use **CP** as these come in tiers – you must purchase a previous tier of a skill tree to purchase its next one.*

*Certain tiers are free for a selected Calling or Caste. This is noted next to a skill tree itself. Note that the skills present in skill trees can be taught to the jumper from the many beings that make Qud their home, provided they like or respect the jumper enough.*

*Most active skills possess cooldowns.*

**Only for Skills**, jumpers can gain CP on every fourth notable event. This may be discovering a special location (settlement, lair, historical site, etc), completing a quest or taking down a legendary enemy.

**Mutated Humans** gain **50 CP**, **Drop-Ins** gain **60 CP**, and **True Kin** gain **70 CP**.

Their price is noted in this format: [Tier 1 price → Tier 1 price + Tier 2 price → so on]

### **Acrobatics [150 → 250 CP] – Tier 1 free for Arconaut and Eunuch**

You are skilled at acrobatics. For **150 CP**, you gain access to:

→ Swift Reflexes – You are much more likely to dodge attacks and have a much higher chance of flinching away from missile attacks that come your way.

For an additional **100 CP**, you gain access to the following:

→ Jump – Your forward jump distance is increased greatly, provided there is nothing solid in your way. This range can be increased if you have the **Wings** mutation or the **Pneumatic pistons** cybernetic implant.

→ Tumble – Juke required – You are better at dodging attacks. Juke's cooldown is reduced to only 15 seconds.

### **Axe [300 → 550 CP] Tier 1 free for Marauder, Watervine Farmer, Horticulturist, Priest of All Moons, and Child of the Wheel**

You are skilled with axes. For **300 CP**, you gain access to the following:

→ Axe Proficiency – You are far more skilled with axes and can tell a good axe from a bad one at a glance and are able to tell if one needs some upkeep or not. While attacking with an axe, you are more accurate with your hits.

→ Cleave – While attacking an opponent with an axe, there's a 75% chance you'll cleave their armor (be it natural or artificial). Cleaving an armor weakens it, making your opponent more susceptible to damage. This effect can be stacked.

→ Dismember – You attack an adjacent opponent with your axe.

If your hit connects, you dismember one of their body parts at random, making them bleed. This may be a limb, a hand or a foot, or their face. Additionally, all your axe attacks that

connect have a slight chance to dismember. The chance is 3% for one-handed axes and 6% for two-handed axes.

Your opponent's ability to stop bleeding depends on how tough they are.

This is an activated skill, with a cooldown of 30 seconds.

→ Charging Strike (Axe) – Charge required – When you charge at an opponent with an axe and hit, if you cleave their armor, it gains additional weakness. During charging, your chance to dismember with an axe is doubled.

Note that this is a shared skill, if you possess this skill, you automatically unlock Charging Strike (Cudgel) whether you have **Cudgel Tier 1** or not. If you don't have **Cudgel Tier 1**, Bludgeon only activates on Charge.

For an additional **250 CP**, you gain access to the following:

→ Hook and Drag – You grab an opponent's limb with the heel of your axe and pull them toward you.

If successful, you pull your opponent with you as you move and make a free attack with your axe. Your opponent is forced to move with you but can attack you while moving. They have a chance to break free, which depends on how strong they are compared to you.

You can pull your opponent for 9 seconds or until you dismember them.

This is an activated skill with a base cooldown of 50 seconds.

→ Decapitate – Heads are added to the list of possible limbs you can dismember.

If you chop off the only head of an organic opponent, they're killed instantly. If they have multiple heads, they start bleeding profusely. Their ability to stop bleeding depends on how tough they are.

If the target has the mutation **Regeneration** at level 10, they cannot be decapitated.

→ Berserk! – You work yourself into a bloody frenzy, and for the next 10 seconds, your chance to dismember with axe attacks is 100%. Dismember must be usable in order to use this.

After using it, you cannot use it again for the next 10 minutes.

**Bow and Rifle [300 CP → 450 CP] Tier 1 free for Warden, Horticulturist, and Praetorian**  
You are skilled with bows and rifles. For **300 CP** you gain access to the following:

→ Steady Hands – You are much more accurate with bows and rifles. You also know the strength of a bow or a rifle; their accuracy, handling and how much damage they cause.

→ Draw a Bead – You spend 5 seconds to draw a bead on a target and mark it. Wherever you fire at this target, you are more likely to hit them. You may only mark one target at a time, and targets are unmarked if you lose sight of them.



→ **Suppressive Fire** – You fire at a marked target. If your shot connects, your target can't move for 15-30 seconds. Then your target is unmarked.

→ **Sure Fire** – You fire at a marked target with no accuracy penalty (i.e. only your accuracy with the weapon counts). Then the target is unmarked.

→ **Wounding Fire** – You fire at a marked target. For each shot that hits, the more damage they receive through bleeding. Then your target is unmarked.

For an additional **150 CP**, you gain access to the following skills:

→ **Flattening Fire** – As long as your target is surrounded by 6 or more solid objects, **Suppressive Fire** is upgraded to **Flattening Fire**. This also knocks your target prone and disarms them.

→ **Beacon Fire** – As long as your target is flaming, luminous or phosphorescent, **Sure Fire** is upgraded to **Beacon Fire**. These shots are also treated as critical hits, doing more damage.

→ **Disorienting Fire** – As long as your target can't see or hear any faction allies, **Wounding Fire** is upgraded to **Disorienting Fire**. This also makes your opponent easier to be hit by attacks and makes them more susceptible to mental attacks.

→ **Ultra Fire** – You fire at a marked target. Your shot combines the effects of all other **Fire** powers above.

This is an activated skill, with a base cooldown of 60 minutes.

### **Cooking and Gathering [50 CP → 150 CP] Tier 1 free for Nomad, Scholar, Watervine Farmer, Horticulturist, and Priest of All Moons**

You are skilled at cooking and gathering meal ingredients. For **50 CP**, you gain access to the following skills:

→ **Meal Preparation** – While at a campfire, you can cook from recipes and preserve fresh foods. Foods cooked from recipes (both learned and new ones made on the spot) grant beneficial metabolizing effects.

No matter the ingredients you have, you will always be able to make something good out of it.

→ **Harvestry** – You have an easier time harvesting fresh ingredients and other usable parts from plants. You are extremely unlikely to harvest something dangerous to your health.

→ **Butchery** – You have an easier time butchering fresh ingredients and other usable parts from animal corpses. You are extremely unlikely to acquire something dangerous to your health.

For an additional **100 CP**, you gain access to the following skills:

→ **Spicer** – When you cook at a campfire, you can choose more ingredients to cook with. The meals you cook bestow more powerful effects.

→ Carbide Chef – Whenever you discover a new breathtaking location, conquer a great obstacle or do some major feat, you become inspired for two days. In this time, you are much more likely to make new recipes. These recipes grant extraordinarily powerful status effects.

**Cudgel [300 CP → 500 CP] – Tier 1 is free for Greybeard, Priest of All Suns, and Child of the Hearth**

You are skilled with crushing and bludgeoning weapons. For **300 CP**, you gain access to the following skills:

→ Cudgel Proficiency – You are far more skilled with cudgels and can tell a good cudgel from a bad one at a glance and are able to tell if one needs some upkeep or not. Your attacks with cudgels are more likely to hit opponents.

→ Bludgeon – Whenever you hit with a cudgel, there's a 50% chance you'll daze your opponent for 3-4 seconds. If you daze a dazed opponent, they are stunned for a second instead, rendering them unable to dodge or take actions for that time.

→ Conk – You make an attack with a cudgel at an adjacent opponent.

If you hit, you automatically daze your opponent. If your opponent is already stunned, you instead knock them unconscious for 30-40 seconds (unconscious opponents wake up dazed when they take damage).

This is an Activated Skill, and has a base cooldown of 10 seconds.

→ Charging Strike (Cudgel) – Charge required – When you charge with a cudgel and hit, you automatically daze your opponent.

Note that this is a shared skill, if you possess this skill, you automatically unlock Charging Strike (Axe) whether you have **Axe Tier 1** or not. If you don't have **Axe Tier 1**, Cleave only activates on Charge.

For an additional **200 CP**, you gain access to the following skills:

→ Slam – With a cudgel, a hit knocks your opponent back up to 3 meters, pushing creatures and breaking through walls if their defense is compromised and much weaker than your strength.

This stuns for 1 seconds plus 1 for each space pushed. Being pushed through or into a wall does extra damage each time. You can also use this to break down walls or doors if they are weak enough.

This is an Activated Skill, with a base cooldown of 50 seconds.

→ Demolish – For the next 10 seconds, your chance to daze with cudgel attacks is 100% and Slam has no cooldown. Slam must be off cooldown to use this, and using Demolish puts Slam on cooldown.

This is an Activated Skill, with a base cooldown of 10 minutes.

**Customs and Folklore [150 CP] – Tier 1 is free for Apostle and Scholar**

You are familiar with the customs and folklore of Qud. For **150 CP**, you gain access to the following skills:

→ Tactful – While performing the water ritual, you gain more trust and friendship from the other party.

→ Trash Divining – Whenever you rifle through trash, there's a small chance you piece together clues and learn a random secret.

**Endurance [250 CP → 400 CP] Tier 1 is free for Nomad, Priest of All Moons, Child of the Hearth, Child of the Deep, and Fuming God-Child. Greybeard gets Calloused for free only.**

You are skilled at enduring harsh conditions and situations. For **200 CP**, you gain access to the following skills:

→ Shake it Off – Each minute you are dazed or stunned, you have a chance to shake off the effect based on how tough you are. Additionally, you take 50% less damage from poison and the duration of poison is reduced by 50%.

→ Swimming – You are twice as quick while swimming and can dive for longer.

→ Weathered – You take 15% less damage from heating and cooling effects. Additionally, the severity of effects that change your temperature are reduced by 15%.

For an additional **150 CP**, you gain access to the following skills:

→ Juicer – You may ingest one additional tonic without it reacting adversely to the tonic you have already ingested. This also extends to other medications.

→ Calloused – Your body is slightly tougher, making it a little better against attacks.

→ Longstrider – You can sprint for an additional 20 seconds without tiring.

**Heavy Weapon [200 CP] Free for Child of the Hearth and Child of the Deep**

You are skilled with heavy missile weapons. For **200 CP**, you gain access to the following skills:

→ Strapping Shoulders – You shoulder your weapons more effectively. Heavy weapons count for half their weight toward your encumbrance.

→ Tank – You suffer no movement penalty while wielding a heavy weapon.

→ Sweep – You fire five shots with your heavy weapon sweeping over a wide arc.

**Long Blade [300 CP → 450 CP] – Tier 1 free for Warden and Praetorian**

You are skilled with long thrusting and slashing blades. For **300 CP**, you gain access to the following skills:

→ Long Blade Proficiency – You are far more skilled with long blades and can tell a good blade from a bad one at a glance and are able to tell if one needs some upkeep or not. You gain access to these stances:

- Aggressive Stance: With a long blade in your primary hand, your long blade and short blade weapons hit harder, but are slightly less accurate.

- Defensive Stance – With a long blade in your primary hand, you are harder to hit.
- Dueling Stance – With a long blade in your primary hand, your long blade and short blade weapons are more accurate.

→ Lunge – This is an Activated Skill, with a base cooldown of 15 seconds. Functions differently depending on your stance:

- Aggressive Stance: Lunge through a small empty space instantly at an opponent and hit harder.
- Defensive Stance: Attack an opponent and then lunge backwards, creating a space between the two of you such that their melee attack won't connect.
- Dueling Stance: Attack an opponent slightly harder. This attack is guaranteed to hit at least once.

→ Swipe – This is an Activated Skill, with a base cooldown of 15 seconds. Functions differently depending on your stance:

- Aggressive Stance: Make an attack against all adjacent opponents.
- Defensive Stance: Push all adjacent creatures back by a small amount of space and attempt to trip the ones that are opponents. Whether they are tripped or not depends on their strength.
- Dueling Stance: You make an attack at an opponent. This attack is guaranteed to hit at least once. It has a good chance of disarming the opponent, which is improved with your agility.

For an additional **150 CP**, you gain access to the following skills:

→ Improved Stances:

- Improved Aggressive Stance: You hit even harder, but your attacks are a little less accurate.
- Improved Defensive Stance: You are even harder to hit.
- Improved Dueling Stance: Your chance of landing your blows greatly increases.

→ En Garde! – This is an Activated Skill, with a base cooldown of 10 minutes. For the next 10 seconds, Lunge and Swipe have no cooldown.

### **Multiweapon Fighting [200 CP → 350 CP] – Tier 1 is free for Syzygyrior and Child of the Wheel**

You are skilled at multiweapon fighting. Your chance to attack with offhand weapons is increased. This also makes you ambidextrous.

This also works with arms granted through mutations or cybernetics.

For **200 CP**, you gain access to the following skills:

→ Flurry – You make an attack with every hand, including extra hands granted by mutation or technology.

This is an Activated Skill, with a base cooldown of 1 minute.

→ Multiweapon Proficiency – Your chance to strike with each of your offhand weapons is raised to 20%.

For an additional **200 CP**, you gain access to the following skill:

→ Multiweapon Mastery – Your chance to strike with each of your offhand weapons is raised to 95%.

### **Persuasion [Variable CP]**

You are skilled at convincing others. The following skills are available here:

→ **Menacing Stare – 150 CP** – You stare down an opponent in viewing distance and send them fleeing in terror for 6d5 seconds.

This is an Activated Skill, with a base cooldown of 75 seconds.

→ **Intimidate – 200 CP** – You try to terrify adjacent, hostile creatures. On success, which depends on your Ego and their mental armor, a frightened creature flees from you for 4d4 seconds.

This is an Activated Skill, with a base cooldown of 50 seconds.

- **Free for Apostle, Priest of All Suns, and Fuming God-Child**

→ **Snake Oiler – 200 CP** – You are extremely adept at bartering, able to sell items for more and buy for less. This also makes your mental attacks stronger. (+4 Ego)

- **Free for Water Merchant and Priest of All Suns**

→ **Berate – 200 CP** – You shame a nearby creature for 6d7 seconds, making its attacks less accurate, its movements slower and decreasing its ability to dodge attacks.

This is an Activated Skill, has a base cooldown of 50 seconds.

- **Free for Greybeard**

→ **Proselytize – 300 CP** – You persuade an intelligent creature to join you. Its effectiveness depends on your Ego, the creature's Mental Armor and how stronger it is compared to you. The chance of this succeeding can never be 0. You may only have one companion recruited with it at a time.

This is an Activated Skill, with a base cooldown of 25 seconds.

- **Free for Apostle and Consul**
- This can also be used to convince a robot to at least leave you alone if it was hostile beforehand.

- All **True Kin** castes get Rebuke Robot for free, which is Proselytize that only works on robots.

→ **Inspiring Presence – 250 CP** – Your words embolden your companions. This makes them temporarily tougher.

- **Free for Consul**

### **Physic [200 CP → 300 CP] Tier 1 is free for Scholar and Priest of All Suns**

You are skilled at physicking. For **200 CP**, you gain access to the following skills:

→ **Staunch Wounds** – Bandages you apply are much more effective at stopping bleeding.

→ **Nostrums** – You can treat bleeding, poison, illness, and disease onset for you and your companions at a campfire. The first three can be cured immediately, but the treatment of disease onset is boosted immunity.

Stopping bleeding requires no ingredients, but all other nostrums require the use of starapple jam, yuckwheat stem or congealed salve.

For an additional **100 CP**, you gain access to the following skills:

→ **Amputate Limb** – You can voluntarily amputate your own limbs or the limbs of infected companions. You must be wielding an axe or a serrated/glazed weapon to use this skill. Can be used to recover certain ‘destroyed when uninstalled’ cybernetics by butchering them from the dismembered body part.

→ **Apothecary** – Healing tonics you apply last an extra 10 seconds.

### **Pistol [200 CP → 400 CP] – Tier 1 free for Gunslinger, Warden, and Eunuch**

You are skilled with pistols of various kinds. For **200 CP**, you gain access to the following skills:

→ **Steady Hand** – You are much more accurate with pistols.

→ **Akimbo** – Whenever you make a ranged attack while wielding multiple guns, you fire a shot with each of them. While firing multiple guns, you are as accurate as you were with a single pistol.

→ **Weak Spotter** – When you fire, you have a 10% chance of a critical hit; These do more damage.

→ **Sling and Run** – You receive no accuracy penalties for firing pistols while running.

For an additional **200 CP**, you gain access to the following skills:

→ **Disarming Shot** – You have an Accuracy-based chance to disarm your opponent when you score a hit with a pistol.

→ **Dead Shot** – Your critical hits are much more deadlier.

→ **Empty the Clips** – For 20 seconds, you fire pistols twice as quickly.

This is an Activated Skill, with a base cooldown of 10 minutes.

→ Fasted Gun in the Rust – You fire pistols 25% faster.

**Self-discipline [250 CP → 550 CP] Tier 1 is free for Pilgrim, Priest of All Moons, Child of the Wheel, and Fuming God-Child**

You are skilled at maintaining self-discipline. For **250 CP**, you gain access to the following skills:

→ Meditate – While meditating, you regenerate health three times as fast, and negative status effects wear out three times as fast. While meditating, you may not move. You stop meditating if you take sufficient damage. If you rest for 30 or more seconds, you automatically start meditating.

→ Fasting Way – You hunger and thirst at one-half the normal rate. Metabolic effects from meals last twice as long.

→ Iron Mind – Each second you are confused, you have a small stacking chance to shake off the effect. This chance depends on your Willpower.

→ Lionhearted – Each second you are terrified, you have a small stacking chance to shake off the effect. This chance depends on your Willpower.

For an additional **300 CP**, you gain access to the following skills:

→ Conatus – You may sprint for another 20 seconds before tiring.

→ Mind over Body – You hunger and thirst at one-sixth rate. Metabolic effects from meals last six times as long. You suffer no penalty for becoming famished.

**Shield [200 CP → 350 CP] Tier 1 is free for Warden and Praetorian**

You are skilled at wielding shields. For **200 CP**, you gain access to the following skills:

→ Block – As long as you wield a shield, there is a 50% chance you block two melee attacks per second. The shield's defense is added to your natural defense for this. If you equip multiple shields, the two blocks per second limit is per shield, and you only can attempt to block a given attack once, using your best usable shield.

→ Shield Slam – You attempt to knock an opponent down and deal damage based on how protective your shield is. Your opponent does get a small chance to resist depending on their Strength, however. Whenever you charge at an opponent with a shield equipped, you get a free Shield Slam attack against them.

This is an Activated Skill, with a base cooldown of 30 seconds.

For an additional **150 CP**, you gain access to the following skills:

→ Deft Blocking – Your chance to block with a shield improves to 75%.

→ Staggering Block – Whenever you block an opponent's attack, there is a 25% chance (increases with your Strength) that your opponent is stunned for 1d2 seconds.

→ Shield Wall – For the next 5 seconds, you automatically block all incoming melee attacks (may not be used with bucklers).

This is an Activated Skill, with a base cooldown of 10 minutes.

### **Short Blade [200 CP → 450 CP] Tier 1 free for Arconaut, Water Merchant, Eunuch, and Child of the Wheel**

You are skilled with small one-handed knives and blades. For **200 CP**, you gain access to the following skills:

→ Short Blade Expertise – You are much more skilled with short blades. While in your primary hand, you attack with short blades 25% faster.

→ Jab – Whenever you make an offhand attack with a short blade, you immediately make another attack with that same weapon. Flurry attacks do not trigger this.

→ Bloodletter – Your short blade attacks that penetrate have a 75% chance to cause your opponent to bleed. The opponent has a small stacking chance to stop bleeding each second. This effect can stack if you can attack quickly enough.

→ Hobble – You make an attack with a short blade in your primary hand, looking for a weak spot in your opponent's armor. If you hit, you penetrate at least once and hobble them (-50% movement speed for 15-20 seconds).

This is an Activated Skill, with a base cooldown of 5 minutes.

For an additional **250 CP**, you gain access to the following skills:

→ Pointed Circle – Juke required – Whenever you juke an opponent while wielding a short blade in your primary hand, you make a free attack. This attack's chance to cause bleeding is 100%.

→ Rejoinder – Twice in a second, when an opponent misses you with a melee attack, there's a 40% chance you make a free attack with a short blade your wielding.

→ Shank – You make a melee attack with a short blade. If you hit, your attack hits harder for each negative status effect your opponent suffers from.

This is an Activated Skill, has a base cooldown of 15 seconds if your short blade is held in your primary hand, and 30 seconds if it is held in an off-hand.

### **Single Weapon Fighting [150 CP → 300 CP]**

You may choose not to make offhand attacks in exchange for mastery with a single weapon. For **150 CP**, you gain access to the following skills:

→ Opportune Attacks – Whenever you score a critical hit with a melee weapon while single-weapon fighting, the cooldowns of up to two random weapon or shield skills are immediately refreshed.

→ Weapon Expertise – Whenever you make a melee attack while single-weapon fighting, there's a 50% chance you immediately make a second attack for free.



For an additional **150 CP**, you gain access to the following skills:

- Penetrating Strikes – Your attacks are stronger.
- Weapon Mastery – Whenever you make a melee attack while single-weapon fighting, immediately make a second attack for free.

**Tactics [100 CP → 250 CP] Tier 1 is free for Marauder, Scholar, and Eunuch**

You are aware of basic combat tactics. For **100 CP**, you gain access to the following skills:

- Hurdle – You receive no penalty to your ability to dodge (DV) when you sprint.
- Deft Throwing – Your throw range is a little increased and your throw variance is halved when throwing at a target inside your throw range.
- Charge – You charge forward at an opponent instantly and perform a melee attack that hits harder.

This is an Activated Skill, with a base cooldown of 1 minute.

For an additional **150 CP**, you gain access to the following skills:

- Kickback – Whenever you fire a missile weapon at a target in melee range, you attempt to kick the target backwards. This depends on the target's Strength.
- Juke – You move one meter instantly. You may swap places with a hostile opponent.

This is an Activated Skill, has a base cooldown of 30 seconds (16 seconds if you have Tumble).

**Tinkering [200 CP → 450 CP → 650 CP] Tier 1 free for Arconaut and Scholar. Up to Tier 2 free for Tinker and Artifex**

You are skilled at examining, building, repairing and modding artifacts. For **200 CP**, you gain access to the following skills:

- Gadget Inspector – You are much more successful at examining artifacts, and you can deploy wiring.
- Scavenger – Whenever you step over garbage, you astutely rifle through it and occasionally discover scrap. Additionally, you harvest extra scrap from robots you destroy.
- Disassemble – You can disassemble scrap and artifacts for bits. You get the most significant bit from the item schematic plus a 50% chance to receive each remaining bit.
- Tinker I – You may build items from low-tier schematics and you get 1 free schematic. You can also recharge energy cells and capacitors.

For an additional **250 CP**, you gain access to the following skills:

- Lay Mine / Set Bomb – You may lay down grenades as mines or set them as bombs.
- Deploy Turret – You may deploy missile weapons as static turrets.

→ Repair – You may repair broken items with bits.

→ Tinker II – You build items from medium-tier schematics and you get 1 free schematic.

For an additional **200 CP**, you gain access to the following skills:

→ Reverse Engineer – Whenever you disassemble an item, you have a 30% chance to learn how to build the item.

→ Tinker III – You may build items from high-tier schematics and you get 1 free schematic.

### **Wayfaring [Variable CP]**

You are skilled at wilderness survival. This contains the following skills:

→ **Mind's Compass – 150 CP** – Doubles the chance of regaining your bearings when you are lost. Reduces the chance of you getting lost by 15% and lets you travel twice as quickly over long distances.

### Wilderness Lore:

These skills work the same way: They double the chance of interesting encounters while travelling in those biomes, reduce the chance of getting lost there to 1%, and let you travel through them twice as quickly over long distances. These all cost **50 CP** each. **Scholar** gets two of these at random for free.

- Wilderness Lore: Flower Fields – for travelling in the flower fields.
- Wilderness Lore: Marshes – for travelling in the salt marshes and watervine fields.  
**Free for Watervine Farmers**
- Wilderness Lore: Hills and Mountains – for travelling in the hills and mountains. **Free for Child of the Deep**
- Wilderness Lore: Canyons – for travelling in the desert canyons. **Free for Child of the Deep**
- Wilderness Lore: Jungles – for travelling in the jungles. **Free for Horticulturist, Priest of All Suns, Priest of All Moons, Syzygyrior**
- Wilderness Lore: Rivers and Lakes – for travelling across the rivers and lakes.
- Wilderness Lore: Salt Dunes – for travelling in the salt dunes and deserts. **Free for Nomad**
- Wilderness Lore: Ruins – for travelling through the cities and ruins.

## Items

*Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.*

*Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.*

*Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.*

### Random Items:

This section is for randomized items. As such, these have low costs and have a chance to have good items. These can be bought multiple times.

#### Ingredients [25 CP]

Roll a 1d6 for these items:

1. 1 crusty loaf
2. 1 starapple jam
3. 1 dram of salt
4. 1 pickles
5. 1 sun-dried banana
6. 3-4 croc jerky

#### Trinkets [25 CP]

Roll a 1d6 for the following items:

1. 1 box of crayons
2. 1 bubble level
3. 1 folding chair
4. 1 salt mil
5. 1 book: The Mimic and the Madpole
6. 1 random copper figurine

#### Scrap 1 [25 CP]

Roll a 1d6 for the following items:

1. 1d2 bent metal sheet
2. 1d2 cracked lens
3. 1d2 fractured microchip
4. 1d2 fried processing core
5. 1d2 corroded circuit board
6. 1d2 cracked robotics housing

#### Junk 1 [25 CP]

Roll a 1d6 for the following items:

1. 1 copper nugget
2. 1d6 torch
3. 1 starapple
4. 1d4 steel arrow

5. 1d3 bandage
6. 1 item from **Trinkets**

**Artifact 1 [25 CP] – These will be unidentified when first bought**

Roll a 1d6 for the following items:

1. 1 poison gas grenade mk I
2. 1 stun gas grenade mk I
3. 1 thermal grenade mk I
4. 1 freeze grenade mk I
5. 1 high explosive grenade mk I
6. 1 laborer security card

If you get a 6 twice, you may roll a 1d4 for:

1. 1 bounding boots
2. 1 ganglionic teleprojector
3. 1 maintenance security card
4. 1 mechanical wings

**Artifact 2 [25 CP] – These will be unidentified when first bought**

Roll a 1d6 for the following items:

1. 1 poison gas grenade mk I
2. 1 EMP grenade mk II
3. 1 defoliant grenade mk I
4. 1 fungicide grenade mk I
5. 1 high explosive grenade mk I
6. 1 time dilation grenade mk I

If you get a 6 twice, you may roll a 1d4 for:

1. 1 stun rod
2. 1 cybernetics credit wedge
3. 1 law-enforcement security card
4. 1 maintenance security card

**Injectors [50 CP]**

Roll a 1d10 for the following items:

1. 1 salve injector
2. 1 salve injector
3. 1 blaze injector
4. 1 sphynx salt injector
5. 1 skulk injector
6. 1 hulk honey injector
7. 1 rubbergum injector
8. 1 shade oil injector
9. 1 love injector

On rolling a 10, roll a 1d2:

1. 1 ubernostrum injector

2. 1 salve injector

### **Cells [50 CP]**

Roll a 1d5 for the following items:

1. 1 chem cell
2. 1 solar cell
3. 1 fidget cell
4. 1 lead-acid cell
5. 1 combustion cell

### **Melee Weapons [50 CP]**

Roll a 1d8 for the following items:

1. 1 two-handed steel war hammer
2. 1 steel battle axe
3. 1 steel vinereaper
4. 1 steel warhammer
5. 1 steel dagger
6. 1 two-handed steel long sword

On rolling a 7 or 8, roll a 1d6 for the following items:

1. 1 carbide dagger
2. 1 carbide long sword
3. 1 carbide battle axe
4. 1 carbide hammer

On rolling a 5, roll a 1d4 for the following items:

1. 1 folded carbide dagger
2. 1 folded carbide long sword
3. 1 folded carbide battle axe
4. 1 carbide folding hammer

### **Starting Items:**

This section is for the items gained by each subtype at the start of the jump. Note that these items are given for free.

### **Basic Traveller Pack [Free] – Given at the start to all**

Contains:

- 9 – 15 torches
- 2 empty waterskins
- 2 waterskins with 32 drams of water
- 4 witchwood barks
- 5 goat jerkies (Only for drop-in)

### **Callings**

**Apostle:**

Equipped	Inventory
<ul style="list-style-type: none"> <li>- 1 staff</li> <li>- 1 witchwood wreath</li> <li>- 1 cloth robe</li> <li>- 1 leather moccasins</li> </ul>	<ul style="list-style-type: none"> <li>- 1 waterskin with 2d6+1 drams of honey</li> <li>- 1-2 goat jerkies</li> </ul>

**Arconaut:**

Equipped	Inventory
<ul style="list-style-type: none"> <li>- 2 bronze daggers</li> <li>- 1 short bow</li> <li>- 1 pocketed vest</li> <li>- 1 vinewood sap mask</li> </ul>	<ul style="list-style-type: none"> <li>- 1 basic toolkit</li> <li>- 30-50 canned Have-It-Alls</li> <li>- 1-4 things from <b>Junk 1</b></li> <li>- 2-4 things from <b>Artifact 1</b></li> <li>- 1-4 things from <b>Scrap 1</b></li> </ul>

**Greybeard:**

Equipped	Inventory
<ul style="list-style-type: none"> <li>- 1 walking stick</li> <li>- 1 short bow</li> <li>- 1 furs</li> <li>- 1 sandals</li> </ul>	<ul style="list-style-type: none"> <li>- 30-50 wooden torches</li> <li>- 8-10 bear jerkies</li> </ul>

**Gunslinger:**

Equipped	Inventory
<ul style="list-style-type: none"> <li>- 2 chrome revolvers</li> <li>- 1 woven tunic</li> <li>- 1 wide-brimmed hat</li> </ul>	<ul style="list-style-type: none"> <li>- 225-275 lead slugs</li> <li>- 3-4 beetle jerkies</li> </ul>

**Marauder:**

Equipped	Inventory
<ul style="list-style-type: none"> <li>- 1 bronze battle axe</li> <li>- 1 furs</li> </ul>	<ul style="list-style-type: none"> <li>- 8-10 bear jerkies</li> </ul>

**Pilgrim:**

Equipped	Inventory
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<ul style="list-style-type: none"> <li>- 1 staff</li> <li>- 1 cloth robe</li> <li>- 1 sandals</li> </ul>	<ul style="list-style-type: none"> <li>- 1 waterskin with 2d6+1 drams of wine</li> <li>- 2-3 crusty loaf</li> </ul>
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**Nomad:**

Equipped	Inventory
<ul style="list-style-type: none"> <li>- 1 recycling suit</li> <li>- 1 goggles</li> </ul>	<ul style="list-style-type: none"> <li>- 4-5 salthopper chips</li> <li>- 1 desert kris</li> </ul>

**Scholar:**

Equipped	Inventory
<ul style="list-style-type: none"> <li>- 1 staff</li> <li>- 1 cloth robe</li> <li>- 1 leather moccasins</li> </ul>	<ul style="list-style-type: none"> <li>- 1 basic toolkit</li> <li>- 1-2 goat jerkies</li> <li>- 0-2 random books</li> </ul>

**Tinker:**

Equipped	Inventory
<ul style="list-style-type: none"> <li>- 1 bronze dagger</li> <li>- 1 cloth robe</li> <li>- 1 leather moccasins</li> </ul>	<ul style="list-style-type: none"> <li>- 1 basic toolkit</li> <li>- 1-2 goat jerkies</li> <li>- 1-4 things from <b>Junk 1</b></li> <li>- 3-4 things from <b>Artifact 1</b></li> <li>- 1-4 things from <b>Scrap 1</b></li> </ul>

**Warden:**

Equipped	Inventory
<ul style="list-style-type: none"> <li>- 1 iron long sword</li> <li>- 1 leather armor</li> <li>- 1 iron buckler</li> <li>- 1 leather moccasins</li> </ul>	<ul style="list-style-type: none"> <li>- 2-6 witchwood barks</li> <li>- 8-10 goat jerkies</li> </ul>

**Water Merchant:**

Equipped	Inventory
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<ul style="list-style-type: none"> <li>- 1 bronze dagger</li> <li>- 1 woven tunic</li> <li>- 1 cloth robe</li> <li>- 1 leather moccasins</li> </ul>	<ul style="list-style-type: none"> <li>- 2 empty waterskins</li> <li>- 5 waterskins with 32 drams of fresh water each</li> <li>- 1 canteen with 32 drams of fresh water</li> <li>- 1-2 goat jerkies</li> <li>- 1 merchant's token</li> <li>- 3-4 things from <b>Junk 1</b></li> <li>- 2-3 things from <b>Artifact 1</b></li> </ul>
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#### Watervine Farmer:

Equipped	Inventory
<ul style="list-style-type: none"> <li>- 1 iron vinereaper</li> <li>- 1 woven tunic</li> </ul>	<ul style="list-style-type: none"> <li>- 8-10 vinewafer sheafs</li> <li>- 2-5 things from ingredients</li> <li>- 1 farmer's token</li> <li>- 1 cookbook</li> <li>- 2 witchwood barks</li> </ul>

#### Castes

#### The Toxic Arboreta of Ekuemekiyye, the Holy City

#### Horticulturist:

Equipped	Inventory
<ul style="list-style-type: none"> <li>- 1 bio-scanning bracelet (with solar cells)</li> <li>- 1 steal vinereaper</li> <li>- 1 gas mask</li> <li>- 1 cloth robe</li> <li>- 1 leather moccasins</li> <li>- 1 short bow</li> </ul>	<ul style="list-style-type: none"> <li>- 1 waterskin with 32 drams of fresh water</li> <li>- 3-4 Ekumekiyyen greens</li> <li>- 30-50 wooden arrows</li> <li>- 1d3+1 defoliant grenade mk 1</li> <li>- 1-3 salve injectors</li> <li>- 2-6 injectors from <b>Injectors</b></li> <li>- 1-2 energy cells from <b>Cells</b></li> <li>- 0-1 things from <b>Trinkets</b></li> <li>- 0-2 things from <b>Artifact 1</b></li> <li>- 0-2 things from <b>Artifact 1</b></li> </ul>

#### Priest of All Suns:

Equipped	Inventory
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<ul style="list-style-type: none"> <li>- 1 amber-tipped staff</li> <li>- 1 cloth robe</li> <li>- 1 scarlet shawl</li> <li>- 1 smiling sun mask</li> <li>- 1 sandals</li> </ul>	<ul style="list-style-type: none"> <li>- 1 waterskin with 32 drams of fresh water</li> <li>- 3-4 Ekumekiyyen greens</li> <li>- 3d6 bandages</li> <li>- 30-50 wooden arrows</li> <li>- 2-4 salve injectors</li> <li>- 2-5 injectors from <b>Injectors</b></li> <li>- 1-2 energy cells from <b>Cells</b></li> <li>- 0-1 things from <b>Trinkets</b></li> <li>- 0-2 things from <b>Artifact 1</b></li> <li>- 0-2 things from <b>Artifact 1</b></li> <li>- 0-1 things from <b>Artifact 2</b></li> </ul>
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#### Priest of All Moons:

Equipped	Inventory
<ul style="list-style-type: none"> <li>- 1 opal-pommeled steel battle axe</li> <li>- 1 cloth robe</li> <li>- 1 albino monkey braid</li> <li>- 1 frowning moon mask</li> <li>- 1 leather moccasins</li> <li>- 1 compound bow</li> </ul>	<ul style="list-style-type: none"> <li>- 1 steel butcher knife</li> <li>- 1 waterskin with 32 drams of fresh water</li> <li>- 3-4 Ekuemekiyyen greens</li> <li>- 30-50 wooden arrows</li> <li>- 2-4 salve injectors</li> <li>- 2-5 injectors from <b>injectors</b></li> <li>- 1-2 energy cells from <b>Cells</b></li> <li>- 0-1 things from <b>Trinkets</b></li> <li>- 0-2 things from <b>Artifact 1</b></li> <li>- 0-2 things from <b>Artifact 1</b></li> <li>- 0-1 things from <b>Artifact 2</b></li> </ul>

#### Syzygyrior:

Equipped	Inventory
<ul style="list-style-type: none"> <li>- 2 things from <b>Melee Weapons</b></li> <li>- 1 vine-weave</li> <li>- 1 panther's cloak</li> <li>- 1 sun and moon mask</li> <li>- 1 sandals</li> </ul>	<ul style="list-style-type: none"> <li>- 1 waterskin with 32 drams of fresh water</li> <li>- 3-4 Ekuemekiyyen greens</li> <li>- 1-3 salve injectors</li> <li>- 2-5 injectors from injectors</li> <li>- 0-2 things from <b>Artifact 1</b></li> <li>- 0-1 things from <b>Artifact 2</b></li> </ul>

#### [The Ice-Sheathed Arcology of Ibul](#)

**Artifex:**

Equipped	Inventory
<ul style="list-style-type: none"><li>- 1 stun rod</li><li>- 1 studded leather armor</li><li>- 1 telescopic monocle</li><li>- 1 leather moccasins</li></ul>	<ul style="list-style-type: none"><li>- 1 waterskin with 32 drams of fresh water</li><li>- 2-3 food cubes</li><li>- 1 basic toolkit</li><li>- 1-3 salve injectors</li><li>- 2-4 injectors from <b>Injectors</b></li><li>- 0-1 things from <b>Trinkets</b></li><li>- 1-4 things from <b>Junk 1</b></li><li>- 6-12 pieces of scrap from <b>Scrap 1</b></li><li>- 2-3 energy cells from <b>Cells</b></li><li>- 1-2 things from <b>Artifact 2</b></li><li>- 0-2 things from <b>Artifact 2</b></li></ul>

**Consul:**

Equipped	Inventory
<ul style="list-style-type: none"><li>- 1 walking stick</li><li>- 1 force bracelet</li><li>- 1 filthy toga</li><li>- 1 sandals</li></ul>	<ul style="list-style-type: none"><li>- 2 waterskins with 32 drams of fresh water each</li><li>- 1 waterskin with 2d6+1 drams of wine</li><li>- 2-3 food cubes</li><li>- 1 basic toolkit</li><li>- 1-3 salve injectors</li><li>- 2-4 injectors from <b>Injectors</b></li><li>- 1-2 energy cells from <b>Cells</b></li><li>- 0-1 things from <b>Trinkets</b></li><li>- 0-2 things from <b>Artifact 1</b></li><li>- 1-2 things from <b>Artifact 2</b></li><li>- 0-2 things from <b>Artifact 2</b></li></ul>

**Praetorian:**

Equipped	Inventory
<ul style="list-style-type: none"><li>- 1 steel long sword</li><li>- 1 steel shield</li><li>- 1 Issachar rifle</li><li>- 1 chain mail</li><li>- 1 Praetorian's cloak</li><li>- 1 leather boots</li></ul>	<ul style="list-style-type: none"><li>- 1 waterskin with 32 drams of fresh water</li><li>- 2-3 food cubes</li><li>- 20-33 lead slugs</li><li>- 2-3 salve injectors</li><li>- 1-3 injectors from <b>Injectors</b></li></ul>

	<ul style="list-style-type: none"> <li>- 1 energy cell from <b>Cells</b></li> <li>- 0-2 things from <b>Artifact 1</b></li> </ul>
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#### Eunuch:

Equipped	Inventory
<ul style="list-style-type: none"> <li>- 1 steel dagger</li> <li>- 1 walking stick</li> <li>- 1 chrome revolver</li> <li>- 1 cloth robe</li> <li>- 1 sandals</li> </ul>	<ul style="list-style-type: none"> <li>- 2-3 crusty loafs</li> <li>- 30-50 lead slugs</li> <li>- 1-3 salve injectors</li> <li>- 2-4 injectors from <b>Injectors</b></li> <li>- 1 energy cell from <b>Cells</b></li> <li>- 0-2 things from <b>Artifact 1</b></li> <li>- 0-2 things from <b>Artifact 1</b></li> </ul>

#### The Crustal Mortars of Yawningmoon

##### Child of the Hearth:

Equipped	Inventory
<ul style="list-style-type: none"> <li>- 1 steel mace</li> <li>- 1 leather apron</li> <li>- 1 steel gauntlets</li> <li>- 1 leather boots</li> </ul>	<ul style="list-style-type: none"> <li>- 3-4 smoldered mushrooms</li> <li>- 4-8 injectors from <b>Injectors</b></li> <li>- 0-2 energy cells from <b>Cells</b></li> <li>- 0-2 things from <b>Artifact 1</b></li> <li>- 0-2 things from <b>Artifact 1</b></li> <li>- 0-1 things from <b>Artifact 2</b></li> </ul>

##### Child of the Wheel:

Equipped	Inventory
<ul style="list-style-type: none"> <li>- 1 steel potter's knife</li> <li>- 1 steel hand axe</li> <li>- 1 woven tunic</li> <li>- 1 leather moccasins</li> </ul>	<ul style="list-style-type: none"> <li>- 1 waterskin with 32 drams of fresh water</li> <li>- 3-4 smoldered mushrooms</li> <li>- 4-8 injectors from <b>Injectors</b></li> <li>- 0-2 energy cells from <b>Cells</b></li> <li>- 0-1 things from <b>Trinkets</b></li> <li>- 0-2 things from <b>Artifact 1</b></li> <li>- 0-2 things from <b>Artifact 1</b></li> <li>- 0-1 things from <b>Artifact 2</b></li> </ul>

##### Child of the Deep:

Equipped	Inventory
<ul style="list-style-type: none"> <li>- 1 steel battle axe</li> <li>- 1 studded leather armor</li> <li>- 1 headlamp</li> <li>- 1 magnetized boots</li> <li>- 1 nanopneumatic jackhammer</li> <li>- 1 structural scanning bracelet (with combustion cell)</li> </ul>	<ul style="list-style-type: none"> <li>- 1 waterskin with 32 drams of fresh water</li> <li>- 3-4 smoldered mushrooms</li> <li>- 4-8 injectors from <b>Injectors</b></li> <li>- 1-2 energy cells from <b>Cells</b></li> <li>- 0-1 things from <b>Trinkets</b></li> <li>- 0-2 things from <b>Artifact 1</b></li> <li>- 0-1 things from <b>Artifact 1</b></li> <li>- 0-1 things from <b>Artifact 2</b></li> </ul>

#### Fuming God-Child:

Equipped	Inventory
<ul style="list-style-type: none"> <li>- 1 obsidian kris</li> <li>- 1 billowing conch of the Aji</li> <li>- 1 ash-stained robes</li> <li>- 1 crimson hood</li> <li>- 1 sandals</li> </ul>	<ul style="list-style-type: none"> <li>- 1 waterskin with 32 drams of fresh water</li> <li>- 3-4 smoldered mushrooms</li> <li>- 4-8 injectors from <b>Injectors</b></li> <li>- 1-2 energy cells from <b>Cells</b></li> <li>- 0-1 things from <b>Trinkets</b></li> <li>- 0-2 things from <b>Artifact 1</b></li> <li>- 0-1 things from <b>Artifact 1</b></li> <li>- 0-1 things from <b>Artifact 2</b></li> </ul>

#### Other Items:

This section is for the items that can be bought.

##### Recycling Suit [150 CP]

A rare, mid-tier armor. While worn, it generates 1 dram of water every 1000 turns. As armor, it is slightly better than chain mail, and impervious to rust.

Under normal circumstances, a recycling suit halves the jumper's water consumption.

##### Miner's helmet [150 CP]

A piece of equipment worn on the head that also acts as a light source. It provides more light than a torch, but less than a glowsphere. Also provides a bit of armor.

##### Gas mask [200 CP]

A piece of face equipment that reduces the effect of gases on its wearer. Wearers are less affected by gases that have an effect when inhaled as if the density of those gases were 40 less than their actual density. They gain defense against inhaled gases and 8% less damage from damaging gases (including those that don't need to be inhaled to have an effect)

**Symbiotic Firefly [200 CP]**

A small firefly that follows you around and lights an area around you. Although the area it lights is less than the miner's helmet, it does make you exceptionally liked by insects, rendering most of them neutral. It's also good at conversations.

**Ontological anchor [200 CP]**

A bracelet that projects a normality field in the vicinity of the object when dropped, suppressing reality-distorting effects such as teleportation, time dilation and spacetime vortices. While equipped, it will instead only affect the wearer.

Comes with three solar cells.

**Force Bracelet [300 CP]**

A wrist-worn artifact which, when worn, powered, and activated, creates a ring of force field around the creature wearing the bracelet.

Comes with three solar cells.

**Hoversled [300 CP]**

A floating metallic toboggan for your needs. While floating nearby, it can safely hold 100 lbs worth of items.

**Bioscanning bracelet [300 CP]**

A worn bracelet that enables bioscanning, detailing information of biological creatures, including their health, armor, and how likely they will be able to dodge attacks. It abstracts these as HP, AV and DV.

Comes with three solar cells.

**Gamma moth terrarium [600 CP] – Discounted for Mutated Human**

A terrarium filled with gamma moths manifests in your warehouse. These are a special breed that can be further bred to have their mutating gaze attacks provide a specific mutation.

While in the jump, they can only be bred by **Mutated Humans** and their gaze only affects them. After the jump, this restriction is lifted.

**Warehouse Becoming Nook [600 CP] – Discounted for True Kin**

A becoming nook manifests in your warehouse. This is a special nook that can store schematics of cybernetic implants you scan with it, and when provided the right materials, generate the chosen cybernetic implant.

While in the jump, this can only be used by **True Kin** and implants can only be installed in them. After the jump, this restriction is lifted.

## Companions

*Companions can purchase more companions. They receive **800 CP** at the start.*

### **Companion Import [50-200 CP]**

Import a single companion into any origin for **50 CP** each or eight for **200 CP**.

## Drawbacks

### **Unknowing of Qud [+200]**

Any knowledge you may have had of Qud has vanished.

### **...Where am I? [+200]**

No matter what, you are always followed by Spacetime Vortexes. These Vortexes only seem to affect you and fling you towards a random place in Qud. You will be lost wherever you end up, until you regain your bearings or ask for directions.

### **Hated by the Putus Templar [+100/+400 CP] – Mandatory for Mutated Humans**

The Putus Templar are a group of True Kin that view all mutants as aberrations upon the land. They follow themes of crusading knights and normality, and can be dangerous foes to face.

Mutated Humans have this Drawback by default, and are awarded **100 CP**.

For **400 CP**, you will be actively hunted by the Putus Templar – They know you have been colluding with mutants, if you aren't one yourself, that is.

### **You see a cave spider and stop moving [+200 CP]**

Whenever you're travelling, you'll stop and look at anything that might be hostile, be it a mighty rimewyk or a lowly cave spider. You can still move, but you'll keep eyeing that creature.

### **Battle Lust [+300 CP]**

You go into a frenzy whenever in a battle. You don't remember what has happened in the battle until the night after, but you do see the aftermath. In your battle lusted state, you can't be talked to, and you attack almost indiscriminately.

### **Easily Distracted [+300 CP]**

You are easily distracted. Whenever you come across a new layer, or some new ruins, you must explore them completely. It doesn't matter if you have to fight a hundred eyeless crabs for a sub-par trinket, you will explore those ruins!

### **Extradimensional Hunters [+400 CP]**

Knowledge of your arrival has spread throughout the cosmos. For the duration of your stay here, you will be relentlessly hunted by strong extradimensional hunters. These hunters disappear after death, taking away their inventories.

However, if you defeat one, there is a small chance that you absorb their psyche. This will boost your mental abilities, including persuasion and haggling, but also makes these hunters more interested.

### **Only of Qud [+400 CP]**

You have no **Out Of Context** items, powers, or warehouse.

### **Hated by All [+600 CP]**

Qud is a vast land, with a number of different people and creatures from all walks of life. With this, you are hated by everything in Qud, from the peaceful farmers of Joppa to the strange Baetyls.

### **Mutation-Based Drawbacks**

These drawbacks, in addition to their **CP**, provide the jumper with Mutation Points (MP) at the start of their jump. Note that True Kin can take these, but they will only gain the extra **CP**. For True Kin, it is as if they were attacked by a Gamma moth's mutating gaze.

You are limited to selecting one physical defect and one mental defect.

#### **→ Physical Defects**

#### **Albino [+200 CP] [+2 MP] – Can't be bought with Photosynthetic Skin**

Your skin, hair, and eyes are absent of pigment. You regenerate at one-fifth the usual rate in daylight.

#### **Amphibious [+300 CP] [+3 MP]**

Your skin must be kept moist with fresh water.

You pour water on yourself rather than drinking it to quench your thirst. You require about two-thirds more water than usual. You are slightly more liked by frogs.

#### **Brittle Bones [+200 CP] [+4 MP]**

Your bones are brittle. You suffer 50% more damage from bludgeoning attacks, falling, and other sources of concussive damage.

#### **Carnivorous [+200 CP] [+2 MP] – Can't be bought with Photosynthetic Skin**

You eat meat exclusively.

You get no satiation from foods that aren't meat. If you eat raw food that isn't meat, there's a 50% chance you become ill for 2 hours. You can't cook with plant or fungus ingredients. You don't get ill when you eat raw meat.

You can eat raw meat without being famished.

#### **Cold Blooded [+200 CP] [+2 MP]**

Your vitality depends on your temperature; at higher temperatures, you are more lively. At lower temperatures, you are more torpid.

Your base quickness score is reduced by 10%. Your quickness increases as your temperature increases and decreases as your temperature decreases. You are slightly more liked by unshelled reptiles.

#### **Electromagnetic Impulse [+150 CP] [+2 MP]**

You involuntarily release electromagnetic pulses, deactivating robots and artifacts around

yourself. Small chance each minute you're in combat that you release an electromagnetic pulse with radius of 3 meters, deactivating robots and artifacts (including those you carry) for 15-25 seconds.

### **Hooks for Feet [+150 CP] [+4 MP]**

You have hooks for feet. You cannot wear shoes.

These also function as short blade weapons, but do abysmal damage that cannot be improved.

### **Irritable Genome [+250 CP] [+4 MP] – Can't be bought by True Kin**

Your genome is irritable and unpredictable.

Whenever you spend a mutation point, the next mutation point you gain will be spent randomly. Whenever you buy a new mutation, you get a random one instead of a choice of three.

### **Myopic [+300 CP] [+3 MP]**

You are nearsighted. You can only see up to a radius of 10 meters around you.

### **Nerve Poppy [+300 CP] [+2 MP]**

You lack a developed sense of pain. You only know your general state of health from the way you look.

### **Spontaneous Combustion [+400 CP] [+3 MP]**

You spontaneously erupt into flames. Small chance each second you're in combat that you spontaneously erupt into flames.

### **Tonic Allergy [+300 CP] [+4 MP]**

You are allergic to tonics.

The chance your physiology reacts adversely to a tonic is increased to 33%. True Kin with this drawback have it at 20%. If you react adversely this way to a salve or ubernostrum tonic, the adverse reaction effect is chosen randomly from among other tonic effects. You will still heal.

## **→ Mental Defects**

### **Amnesia [+300 CP] [+2 MP]**

You forget things and places.

Whenever you learn a new secret, there's a small chance you forget a secret. Whenever you return to an area you previously visited, there's a small chance you forget the layout.

### **Blinking Tic [+200 CP] [+3 MP]**

You teleport around uncontrollably. Small chance each second you're in combat that you randomly teleport to a nearby location.

### **Dystechnia [+300 CP] [+3 MP] – Can't be bought with Psychometry**

You are befuddled by technological complexity.



You're much worse at examining artifacts. You can't have artifacts identified for you because you don't understand their explanations.

When you fail severely during artifact examination, the artifact explodes.

### **Evil Twin [+200 CP → +400 CP → +800 CP] [+3 MP]**

Acting on some inscrutable impulse, a parallel version of yourself travels through space and time to destroy you. Each time you embark on a new location, there's a 5% chance your evil twin has tracked you there and attempts to kill you. You'll know when it happens.

You are not limited to one evil twin, as one can spawn at each new location.

If this is your 1-5th jump, take **200 CP**.

If this is your 6-10th jump, take **400 CP**.

If this is your 10th+ jump, take **800 CP**.

Evil Twins have the same perks, skills, abilities, mutations, equipment, etc as you. They will not drop items on death and they will always be hostile to you when appearing.

It is possible to pacify them if you have sufficient reputation with highly entropic beings, but an evil twin will only cease hostilities after you have left the area and allowed sufficient time to pass.

Evil twins belonging to other creatures will be friendly to you if you possess sufficient reputation with highly entropic beings.

### **Narcolepsy [+150 CP] [+3 MP]**

You fall asleep involuntarily from time to time. Small chance each minute you're in combat that you fall asleep for 25-35 seconds.

### **Psionic Migraines [+200 CP] [+4 MP] – Can't be bought with horns**

You suffer from powerful psionic migraines that render your head extremely sensitive. You cannot wear hats or helmets.

### **Quantum Jitters [+250 CP] [+3 MP]**

Your wilful acts sometimes dent spacetime.

Whenever you use an activated ability, there's a small chance your focus slips and you dent spacetime in the local region, causing 1-2 spacetime vortices to appear. This chance increases the longer you go without using an activated ability.

### **Socially Repugnant [+200 CP] [+2 CP]**

Others find it difficult to tolerate you in social settings. Slightly less liked by every faction.

## Decisions

*After your adventure in Qud has ended, you are presented with three choices. Whatever you may choose, live and drink.*

### Go to next Jump

There are plenty more realms to explore, for Qud is but a sliver of land.

### Stay

Remain in Qud, uncover the mysteries that still yet remain and cement yourself in history.

### Go back

Return to the place your adventures started, perhaps it is time for you to rest.

## Change Log

### V1.0

- Initial Creation

### V1.1

- Adjusted Cooldowns

  - For Skills and Mutations

- Edited Perks

  - Changed **Your thirst is mine, my water is yours**

  - Removed **Holy Presence**

  - Added **You see a cave spider and stop moving [D]**

  - Added **Battle Lust [D]**

  - Added **Easily Distracted [D]**

- Edited Skills

  - Change Cooking and Gathering's cooking portion.

- Added Items

### V1.2

- Adjusted Cooldowns

  - Most are counted in seconds instead of minutes

- Edited Perks

  - Changed **Your thirst is mine, my water is yours**

- Added Items

  - + Hoversled

  - + Symbiotic firefly

  - + Ontological anchor