

Level 30 Possible Perks

(with descriptions)

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Bookworm

Grants the Player a 50% increase in skill gains when reading information on the skill or watching a tutorial.

Brainiac Mark1

Lowers the requirements to level up INT by 25%.

Cat's Grace Mark1

Lowers the requirements to level up AGI by 25%.

Cult of Personality Mark1

Lowers the requirements to level up CHA by 25%.

Dominant Mark1

Grants the Player a 20% bonus to any skill used when leading a group, and a further 10% to any skill that applies to the group under their command, but carries a 10% penalty to all skills when following the orders of another.

Both the bonus and penalty can be active at the same time as the Player can be an officer in an army but not a general.

Enhanced Regeneration Mark2

Doubles the regeneration rates for STAMINA, HP, and PP.

Currently at 2* base regeneration, with Mark2 of the Perk lifting that to 4* base regeneration.

Giant's Strength Mark1

Lowers the requirements to level up STR by 25%.

Healing Acclimatization

Grants the Player the ability to use the Force Healing to levels most Force users as not capable of achieving.

NOTE: This does not make the Player a natural with using the Force to heal, but simply grants them an affinity toward doing so.

Iron Skin Mark1

Lowers the requirements to level up VIT by 25%.

Level Boost

This Perk/Player Power allows the Player to raise the tier limits 3 times.

NOTE!

No Skill can be raised more than 2 tiers.

A skill can only be raised once, though 2 tiers can be raised at a single time.

Level Boost tier lifts can be saved, though no more than 5 can be kept at any one time.

If **Level Boost** is taken again and it results in more than 5 tier lifts, the excess tier lifts will be lost.

Level Boost can only be taken once per 10 levels, so if a Player Power Point is spent for it, it will disappear from both available Player Power and Perk lists until the Player is ten levels higher and has either a Player Power Point or Perk Point to spend.

Luck of the Force Mark1

Grants an immediate 20 points to LUCK.

Medic Mark1

Doubles the effectiveness of any medipac, bacta patch, or similar medicine that you apply or is applied to you.

It also halves the time taken to recover from any injury that can be recovered from.

Mind Abilities Affinity

Grants the Player a natural affinity toward using Force abilities that affect the minds of others. This allows the Player to understand and learn such abilities with an ease that few Force users can ever achieve, though not to the point that you would be one of the greatest to use such abilities.

Here though, it would grant me a more natural understanding of how to use Force abilities that affected the minds of others. That, I had to assume, was aimed at the more focused/dangerous powers, such as – according to what I'd had before – **Dominate Mind** and **Mind Probe**.

One with Beasts

Grants the Player double XP gains from any skill that can be applied to, or used with an animal.

One with Nature

Grants the Player double XP gains from any skill that can be applied to, or used with flora.

Overdrive

Allows the Player to draw on the Force far more heavily than they'd normally be able to do. Even if fully in sync with the Force. While the Perk was active, the Player won't suffer from Force Exhaustion, however the longer it runs, the greater the strain on the Player's body, if used too long the user may burn the candle till they die.

None of the damage taken, which would begin to affect HP and physical capabilities after ten minutes, would be healable with the Force, nor accelerated with medical supplies. All the Force and the supplies could do was negate the worst of the damage.

I.E. A broken arm wouldn't be at risk of infection, but they would take a natural amount of time to heal.

Physical Regeneration Mark1

Grants the Player an HP regeneration rate of 5%/hour. This will not allow the Player to regrow lost limbs, or remove permanent HP restrictions.

Psychometry Acclimatization

Grants the Player the ability to use Psychometry to levels most Force users as not capable of achieving.

NOTE: This does not make the Player a natural with using the Force to learn details about what has happened simply by touching an object or being in a location, but simply grants them an affinity toward doing so.

Seer's Insight

Grants the Player a greater inclination toward receiving visions from the Force, having glimpses of potential futures, and understanding how they apply and what brought them about. It would not make the Player as skilled with such abilities as those born with natural inclinations toward the abilities, but would grant more insight that the vast majority of Force users can achieve.

Shatterpoint Acclimatization

Grants the Player the ability to use Shatterpoint to levels most Force users as not capable of achieving.

NOTE: This does not make the Player a natural with using the Force to determine fault lines in a person or event that can affect everything around the person or event, but simply grants them an affinity toward doing so.

Stellar Ace

Grants the Player double XP toward the use of any piloting or riding skill with a mechanical creation, though at the cost of half XP toward any skill involved in riding or flying on a living beast.

Stat Limit Boost Mark1

Increases the overall PHYSICAL STAT [STR+AGI+VIT] limit by 10.

Currently, this limit is 65.

The Base Human limit is 55.

Style Mark1

Grants the Player a 15% bonus to the use of all Charisma-controlled skills. It also increases Reputation gains by 10% and lowers Reputation losses by the same amount.

Wisdom of the Ancients Mark1

Lowers the requirements to level up WIS by 25%.