

Perks are fun, interesting, and flavorful exchanges that players in PR have taken in exchange for rolling weekly gold. While the system has a lot of potential, over the months we've seen that some perks are commonly used for their strength and/or utility while others are forgotten or hardly touched since they are not as strong as other options or have niche applications. This document outlines the revised list of profession perks for PR2 (along with what they've replaced), with each grouping having an option that scales with the stat *and* an option that is based on that stats flavor. With this, we hope to bring more balance to profession perks while also giving flavorful choices and viable choices for perks not in a characters dominant stats.

Unchanged Perks

Tweaked Perks

New Perks

Strength

1. **Firm Footing**: It's difficult to pin you down or knock you over. You can add your STR modifier on rolls defensively contesting checks and saves to grapple, restrain, or knock you prone. You may do this up to your Proficiency Bonus -1 times (e.g. once at level 2) a week.
 - a. Replacing - Strength Training: On one game during the week, double your carry capacity. This will use your full perk for the week.
2. **Brute Force**: Your critical strikes are crippling blows when you wield bruising strength at just the right spot. When you roll a natural 20 on an attack roll with a melee weapon, you can damage the target's defenses to reduce their AC by -1. The penalty does not stack if you crit the same target again. You may do this up to your Proficiency Bonus -1 times (e.g. once at level 2) a week.
 - a. Replacing - Honing a Weapon: You spend your working hours sharpening or honing a weapon to reach its maximum potential. For the next week, on an attack roll of 20, you may choose to roll on the Critical Hit table of your weapon's damage type. You may do this up to your Proficiency Bonus -1 times (e.g. once at level 2).

Dexterity

1. **Nimbleness Training**: You've trained to avoid the worst that adventuring life can throw at you. When an effect/spell that covers an area is cast, as a reaction before the effect/spell happens, you can quickly move an amount of feet equal to your Dexterity score (rounded up to the nearest square, maximum of fifteen feet) to potentially escape taking harm. You can only do this once per adventure.

- a. Replacing - Nimbleness Training: You may add your Dexterity modifier to a save. You may do this up to your Proficiency Bonus -1 times (e.g. once at level 2), and only once per save.
2. **Targeted Aim:** Your critical strikes don't just represent brute force, but your ability to slip past defenses and hit where it hurts. When you roll a natural 20 on an attack roll using a finesse or ranged weapon, you can add 1d6 to the total weapon damage (the extra damage doesn't also crit). You may do this up to your Proficiency Bonus -1 times (e.g. once at level 2) a week.
 - a. Replacing - Honing Ammunition: You spend your working hours sharpening or honing a weapon or ammunition to reach its maximum potential. For the next week, on an attack roll of 20, you may choose to roll on the Critical Hit table of your weapon's damage type. You may do this up to your Proficiency Bonus -1 times (e.g. once at level 2).

Constitution

1. **Packing a Lunch:** You prepare a special lunch to be eaten during your adventure. You can take a few minutes to eat this lunch an amount of times equal to your Proficiency Bonus -1, gaining an amount of temp HP equal to your Constitution Modifier x d4. The temp HP lasts until a long rest.
2. **Endurance Training:** You've prepared both yourself and your party for the coming long haul. Once per long rest, your party can travel an additional hex without taking or having to roll for any exhaustion penalties.

Wisdom

1. **Medical Care:** You have some training in medicine that you can use to tend to your party. During a short rest, you have a pool of d6's equal to your Wisdom modifier and you can heal creatures resting with you by spending dice from the pool. You can only use this ability once per long rest.
 - a. Tweaked from: You have some training in medicine. During a short rest, you can heal someone for your Wisdom Modifier x d6 HP. You can only use this ability once per long rest.
2. **Steady Nerves:** You've spent your time in town preparing both body and mind for your excursion, which helps you perceive danger a split second faster to pull ahead in crucial moments. You can add your Proficiency bonus to initiative rolls or saving throws against traps. You may do this up to your Proficiency Bonus -1 times (e.g. once at level 2) a week.
 - a. Replacing - Studying the Wilds: For the next week, you can add 1d4 to Perception or Survival checks an amount of times equal to your WIS modifier.

Intelligence

1. **Magical Experimentation**: During the week, you create a number of spell note sheets equal to your Proficiency Modifier-1. These note sheets allow you to alter the formula for casting a spell, changing its damage type from one type to another elemental type (Acid, Cold, Fire, Lightning, Poison or Thunder). At the beginning of a game, declare the spell(s) you are changing the element of. For the duration of the game the spell's damage type is the new element and the original damage type is not accessible. You must declare this change at or before the beginning of the game.
2. **Well Studied**: You have been busy studying what books and tomes are available. For the next week, you can add your proficiency bonus (making it expertise if proficient) to an Arcana, History, Nature, or Religion check a number of times equal to your INT modifier.

Charisma

1. **Smooth Talker**: As an action, you can choose to gain advantage in Charisma Skill Checks for the next minute. You may do this up to your Proficiency Bonus -1 times (e.g. once at level 2) a week.
2. **Stubborn Resolve**: Through brief moments of sheer willpower, you can push through to overcome dangers you face. If you fail a saving throw, you can add 1d4 to the roll to potentially turn the failure into a success. You may do this up to your Proficiency Bonus -1 (e.g. once at level 2) for the week.
 - a. Replacing - Diplomacy: Give a speech, greet people, or perform some other public speaking engagement. While doing so, you may gain expertise in one Charisma skill for one minute. You can practice Proficiency Bonus -1 (e.g. once at level 2) speeches a week.