

Base Skills, Perks, and Flaws

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Skills

A character's profession, species, and even their background, do not give a full picture of an individual. It is also important to know what they can *do*. For this reason, there are skills. These represent all of the proficiencies, competencies, and areas of expertise that a character has. Choosing skills will let a character specialize in one area, or dabble in many. Many skills are granted as bonus skills, i.e. skills that need not be paid for with Build Points, by the character classes. Others can be purchased with the Build Points that a character gets at each level.

Whether a character is able to read written language or not is up to the player. There is no read/write skill.

Ranks

Sometimes there will be a number of ranks listed next to the name of the skill. This shows how many times the skill can be taken. Each time it is chosen, it will have some sort of increased effect, or a broader reach. The exact benefits of taking the skill multiple times will be found in the description. If no number of ranks is listed, the skill can only be taken once.

Cost

Each skill is listed with a number of Build Points that must be expended in order to take the skill. Skills are learned between games and communicated to Logistics. Sometimes, the costs of a skill are variable and in those cases, the cost will be found in the description of the skill.

Prerequisites

This lists the skills that need to have been purchased before that skill can be taken. A lot of the "root" skills have "Basic" in their name.

Skill Table

Martial Skills

Name	Cost	Ranks	Prerequisites	Description
Basic Martial Weapons	1	-	-	Dagger and staff prof.
Short Weapons	3	-	Basic Martial Weapons	Short weapon prof.
Long Weapons	7	-	Short Weapons	Long weapon prof.
Great Weapons	5	-	Basic Martial Weapons	Great weapon prof, Quick Disable leg.
Projectile Weapons	3	-	Basic Martial Weapons	Use bows and crossbows. Aim for extra damage.
Thrown Weapons	3	-	Basic Martial Weapons	Use thrown weapons.
Basic Shields	4	-	-	Use buckler and small shields
Advanced Shields	2	-	Basic Shields	Use medium shields
Great Shields	2	-	Advanced Shields	Use the largest shields
Shield Expertise	5	-	Basic Shields	Counter an Effect against your shield
Basic Armor	2	-	-	Gain up to 2 points of armor
Light Armor	3	-	Basic Armor	Gain up to 4 points of armor
Medium Armor	4	-	Light Armor	Gain up to 6 points of armor
Heavy Armor	3	-	Medium Armor	Gain up to 8 points of armor
Ironclad Armor	2	-	Heavy Armor	Gain up to 11 points of armor
Armor Expertise	6	-	One Armor Proficiency	+1 Armor Points to worn armor
Two Weapon Style	2	-	Short Weapons	Use two weapons at once. Only one can be longer than 36"
Advanced Two Weapon Style	2	-	Two Weapon Style	Use any two weapons of up to 48" long at once.
Advanced Great Weapon Style	1	-	Great Weapons	Hold a second weapon with a Great weapon.
Weapon Specialization	4	-	Basic Martial Weapons	Extra Spike while wielding a particular weapon.
Axe craft	4	-	Short Weapons, Weapon Specialization (Axes), 2 levels in Martial Classes	Spend Spike to do Wounding with an Axe

Hooked Head	4	-	Axecraft, 5 levels in Martial Classes	Spend Spike to Disarm with Axe
Chopper	4	-	Hooked Head, 10 levels in Martial Classes	+1 Base Damage when using a Spike with Axe
Bowcraft	4	-	Projectile Weapons, Weapon Specialization (Projectile Weapons), 2 levels in Martial Classes	Spend Spike to Shatter Shields with Bows
Quick Shot	4	-	Bowcraft, 5 levels in Martial Classes	Do Spike damage without aim time
Bowmaster	4	-	Quick shot, 10 levels in Martial Classes	Additional effects by aiming
Daggercraft	4	-	Weapon Specialization (Daggers), 2 levels in Martial Classes	+1 Base Spike Max while only using Daggers
Parrying Dagger	4	-	Daggercraft, 5 levels in Martial Classes	Parry attack when only using Daggers
Flurry of Cuts	4	-	Parrying Dagger, 10 levels in Martial Classes	Spend Spike to deal “Piercing” with Daggers
Macecraft	4	-	Short Weapons, Weapon Specialization (Maces), 2 levels in Martial Classes	Spend Spike to deal Wounding vs shields with Maces
Toppling Blows	4	-	Macecraft, 5 levels in Martial Classes	Spend Spike to Slow with Maces
Denting Blow	4	-	Toppling Blows, 10 levels in Martial Classes	Spend Spike to Shatter Armor with Maces
Polearmcraft	4	-	Great Weapons, Weapon Specialization (Polearms, Swords, Axes, or Maces), 2 levels in Martial Classes	Spend Spike to counter Disarm with Polearms
Sweeping Strike	4	-	Polearmcraft, 5 levels in Martial Classes	Attempt an attack on an adjacent target with Polearms
Holding Back the Tide	4	-	Sweeping Strike, 10 levels in Martial Classes	Spend Spike to Repel with Polearms
Thrown Weaponcraft	4	-	Thrown Weapons Weapon Specialization (Thrown Weapons), 2 levels in Martial Classes	Spend Spike to Repel with Thrown Weapons
Shattering Toss	4	-	Thrown Weaponcraft, 5 levels in Martial Classes	Spend Spike to Shatter Items with Thrown Weapons
Jester's Lethality	4	-	Shattering Toss, 10 levels in	Aim for +1 damage with Thrown

			Martial Classes	Weapons
Weapon Mastery	6	-	Basic Martial Weapons, Weapon Specialization (Any), 10 levels in martial classes	+1 to base Spike damage
Bladechannel	3	-	Weapon Specialization (Any), one Adept spell-slot	Can convert Packet or Verbal spells to Weapon delivery
Extensive Combat Training - Basic	4	2	One level in a non-casting class	Choose additional Basic Power.
Extensive Combat Training - Advanced	5	2	One level in a non-casting class	Choose additional Advanced Power.
Extensive Combat Training - Veteran	6	1	One level in a non-casting class	Choose additional Veteran Power.
Extensive Training	6	-	One level in a non-casting class	Additional Utility Power.
Agile Learner	3	3	6th character-level, class-levels in at least two Base Classes	Trade lower powers for higher ones.

Magic Skills

Name	Cost	Ranks	Prerequisites	Description
Basic Arcane	4	-	-	Gain a Known Arcane Spell. First step in casting Arcane spells.
Basic Faith	4	-	-	Gain a Known Divine spell. First step in casting Divine spells.
Concurrent Meditation	3	-	One Novice Arcane Spell Slot, One Novice Divine Spell Slot	May use Short Rest Spell Slot Refresh powers from different Spheres concurrently.
Worship	1	-	-	Access to up to 2 Divine Domains
Divine Favor	2	Unlim	Worship	Can alter Accent of Spike or Power to Divine.
Divine Focus	2	-	Worship	Can substitute [Devotion Accent] instead of Divine.
Extended Capacity - Novice	3	4	One level in a spell-casting class	One additional Novice spell-slot
Extended Capacity - Adept	4	4	One Adept spell-slot, one level in a spell-casting class	One additional Adept spell-slot

Extended Capacity - Greater	6	3	One Greater spell-slot, one level in a spell-casting class	One additional Greater spell-slot
Additional Cantrip	6	-	Basic Arcane or Basic Faith	Choose one additional Cantrip.
Advanced Recharge	2	4	Basic Arcane or Basic Faith	May add 1 temporary spell-slot of any Tier instead of 3 temporary Novice spell-slots when using Refresh mechanic.
Spell-Scholar	4	12	Basic Arcane or Basic Faith	Add 1 to your Known Spells.
Bookcaster	1	Unlim	Basic Arcane or Basic Faith	Cast a spell straight from your spellbook without knowing it.
Bookcasting Expertise	3	4	Bookcaster, 6 levels in one spell-casting class	Bookcast one spell per Long Rest without expending a spell-slot.
Peacecaster	3	-	One Novice-level spell-slot	+1 Healing to Healing Spells (not Cantrips); First Charge Only.
Advanced Peacecasting	5	-	Peacecaster, One Greater-level spell-slot.	+1 Healing to Healing Cantrips (not Spells); First Charge Only.
Warcaster	5	-	One Novice-level spell-slot	+1 Damage to damaging spells (not Cantrips); First packet only
Advanced Warcasting	5	-	Warcaster, One Greater-level spell-slot.	Adds +1 damage to all damaging Cantrips.
Spell Storing	3	-	Basic Faith or Arcane, 10 levels in a casting class	Soulhold a spell-packet for later use

Scholar Skills

Name	Cost	Ranks	Prerequisites	Description
Lore	2	Unlim	-	Knowledge of a particular area of study
Library Use	1	-	-	Expertise in library use. Can research subjects while NPCing.

Medical Skills

Name	Cost	Ranks	Prerequisites	Description
Basic Medicine	2	-	-	Discern Dying, Dead Status. Stabilize the dying.
Diagnose	1	-	Basic Medicine	Discern exact damage and Conditions

Advanced Medicine	4	-	Basic Medicine	Cure <i>Disabled</i> , <i>Poisoned</i> , <i>Weakened</i> , and <i>Slept</i>
Combat Medic	1	-	Basic Medicine, Diagnose	Fast stabilize, fast carry.

Trade Skills

Name	Cost	Ranks	Prerequisites	Description
Chronic Hobbyist	2	3	Profession - [Any]	Knowledge of a chosen Profession. One Discern Ability.
Profession - Apprentice	1	-	-	Basic knowledge of a chosen profession. 3 Wealth per game.
Profession - Journeyman	2	-	Profession - Apprentice	Knowledge of a chosen profession. 5 Wealth per game. One Discern ability.
Profession - Master	3	-	Profession - Journeyman	Extensive knowledge of a chosen profession. 8 Wealth per game. Additional Discern ability.
Tracking	4	-	-	Can follow tracking flags.

Thieving Skills

Name	Cost	Ranks	Prerequisites	Description
Basic Locks	5	-	-	Pick mundane locks with lock-picks.
Basic Traps	5	-	-	Can disarm traps.
Advanced Traps	4	-	Basic Traps	Can set traps.
Fence	3	-	-	Can sell items for Wealth.
Poisoner	1	-	-	Can safely apply poisons to weapons and apply poisons to drinks.

Gathering Skills

Name	Cost	Ranks	Prerequisites	Description
Forage I	3	-	-	Allows you to forage Bloom and Night

				Prizes from the Wilderness.
Forage II	3	-	Forage I	Forage more Bloom and Night Prizes from the Wilderness.
Forage III	3	-	Forage II, Character Level 10	Forage more Bloom and Night Prizes from the Wilderness, and Golden Blossom Seed.
Scavenge I	3	-	-	Allows you to Scavenge creatures.
Scavenge II	3	-	Scavenge I	Scavenge with more rewards.
Scavenge III	3	-	Scavenge II, Character Level 10	Scavenge with even more rewards, and possibly Raw Scale.
Prospect I	3	-	-	Allows you to mine once per Long Rest each Mine or Mineral deposit.
Prospect II	3	-	Prospect I	Mine with more rewards.
Prospect III	3	-	Prospect II, Character Level 10	Mine with even more rewards, and possibly Mithril Ore

Crafting Skills

Name	Cost	Ranks	Prerequisites	Description
Apprentice Alchemy	3	-	-	Create Apprentice Alchemy Recipes, safely apply poisons
Journeyman Alchemy	4	-	Apprentice Alchemy, 4th level character	Create Journeyman Alchemy Recipes
Greater Alchemy	5	-	Journeyman Alchemy, 10th level character	Create Greater Alchemy Recipes
Apprentice Tinkering	3	-	-	Create Apprentice Tinkering Schematics
Journeyman Tinkering	4	-	Apprentice Tinkering, 4th level character	Create Journeyman Tinkering Schematics
Greater Tinkering	5	-	Journeyman Tinkering, 10th level character	Create Greater Tinkering Schematics
Apprentice Enchanting	3	-	-	Create Apprentice Enchanting Formulae
Journeyman Enchanting	4	-	Apprentice Enchanting, 4th level character	Create Journeyman Enchanting Formulae
Greater Enchanting	5	-	Journeyman Enchanting, 10th level character	Create Greater Enchanting Formulae
Apprentice Ritual Magic	1	-	-	Perform Apprentice Rituals

Journeyman Ritual Magic	2	-	Apprentice Ritual Magic, 4th level character	Perform Journeyman Rituals
Greater Ritual Magic	3	-	Journeyman Ritual Magic, 10th level character	Perform Greater Rituals
Mastercrafter	4	-	Greater rank of one Crafting Skill and Profession - Apprentice.	Allows the mastercrafter to submit 1 item for exceptional boons.

Skill Descriptions

Martial Skills

Basic Martial Weapons

Cost: 1

Prerequisites: None

The character has proficiency with all Hand Weapons (16"-22") and Staves (fully padded, 36"-72", two handed.)

Short Weapons

Cost: 3

Prerequisites: Basic Martial Weapons

The character has proficiency with Short Weapons (22"- 36")

Long Weapons

Cost: 7

Prerequisites: Short Weapons

The character has proficiency with Long Weapons (36"- 48")

Great Weapons

Cost: 5

Prerequisites: Basic Martial Weapons

The character has proficiency with Great Weapons (48"- 90"). When a character uses a great weapon to perform a Spike, the wielder may choose to either do 1 additional point of base damage, or call "Quick Disable Leg" on a swing. You may block attacks with it wielded in one hand but to deal damage or Effects with the Great Weapon it must be wielded in two hands.

Note: A Polearm is a type of Great Weapon that is simply 61" or longer.

Projectile Weapons

Cost: 3

Prerequisites: Basic Martial Weapons

The character has proficiency with Bows and Crossbows. By aiming (Focusing) for a Quick 10 with their projectile weapon, the character can add their Spike damage without expending a Spike. If the character moves their right foot, or lowers their draw, the aiming will have to be done again to get the benefit. The character may not expend a Spike to further enhance their damage. By default, bows and crossbows take any damaging attack as a Shatter Effect.

Thrown Weapons

Cost: 3

Prerequisites: Basic Martial Weapons

The character has proficiency with Thrown Weapons.

Basic Shields

Cost: 4

Prerequisites: None

The character has proficiency with Bucklers (38" perimeter max) and Small Shields (63" perimeter max).

Advanced Shields

Cost: 2

Prerequisites: Basic Shields

The character has proficiency with Medium (94" perimeter max) and Large shields (106" perimeter max).

Great Shields

Cost: 2

Prerequisites: Advanced Shields

The character has proficiency with Great Shields (125" perimeter max).

Shield Expertise

Cost: 5

Prerequisites: Basic Shields

The character can Counter one weapon attack that hits their shield. They should call "Counter, Shield Expertise" when they use the Counter. This will refresh after the character completes a Short Rest.

Basic Armor

Cost: 2

Prerequisites: None

The character can benefit from up to two Armor Points of repped armor. Their total armor can still be altered by character Skills and Powers, which may increase their armor above this repped armor maximum.

Light Armor

Cost: 3

Prerequisites: Basic Armor

The character can benefit from up to four Armor Points of repped armor. Their total armor can still be altered by character Skills and Powers, which may increase their armor above this repped armor maximum.

Medium Armor

Cost: 4

Prerequisites: Light Armor

The character can benefit from up to six Armor Points of repped armor. Their total armor can still be altered by character Skills and Powers, which may increase their armor above this repped armor maximum.

Heavy Armor

Cost: 3

Prerequisites: Medium Armor

The character can benefit from up to eight Armor Points of repped armor. Their total armor can still be altered by character Skills and Powers, which may increase their armor above this repped armor maximum.

Ironclad Armor

Cost: 2

Prerequisites: Heavy Armor

The character can benefit from up to eleven Armor Points of repped armor. Their total armor can still be altered by character Skills and Powers, which may increase their armor above this repped armor maximum.

Armor Expertise

Cost: 6

Prerequisites: At least one Armor Proficiency

Whenever the character is wearing any amount of physical armor, even if the armor has a value of 0, she gains one additional point to her physical Base Maximum Armor Points.

Two Weapon Style

Cost: 2

Prerequisites: Short Weapons

The character can wield a melee weapon in each hand and not lose proficiency (due to wielding multiple weapons). Only one of the two weapons can be over 36" long and neither can be longer than 48".

Advanced Two Weapon Style

Cost: 2

Prerequisites: Two Weapon Style

The character can wield a melee weapon in each hand and not lose proficiency (due to wielding multiple weapons). The weapons may be up to 48" in length.

Advanced Great Weapon Style

Cost: 1

Prerequisites: Great Weapon

The character has trained significantly with Great Weapons and can perform feats of strength otherwise impossible for others.

They may hold a second weapon in the same hand as a Great Weapon without impeding the effectiveness of the Great Weapon. Although the effectiveness of the Great Weapon is unaffected, the second weapon cannot be used to do damage or block attacks (it is not wielded) if it is held in the same hand as the great weapon.

For Example: A character could have a throwing knife or backup short weapon tucked in a hand holding a polearm, and the polearm would still be usable and would be able to do Spikes, use powers, etc, if both hands are on the polearm.

Additionally, if the character has the Two Weapon Style or Advanced Two Weapon Style skill, the character may block one-handed with a Great Weapon and still attack with a weapon in another hand, if they would normally be proficient with that weapon, and if the weapon meets the length requirements of the purchased Two Weapon Style skill.

Weapon Specialization

Cost: 4

Prerequisites: Basic Martial Weapons

The character must choose from the following list: Daggers, Swords, Maces, Axes, Projectile Weapons, Thrown Weapons, Staves, or Polearms. After each Short Rest, the character gains one additional Spike that can only be used while the character is wielding a weapon of that type (although the actual attack need not come from that weapon). A character may only have Weapon Specialization with one weapon type.

Axecraft

Cost: 4

Prerequisites: Short Weapons, Weapon Specialization (Axes), 2 levels in Martial Classes

An axe is a special short weapon (22"-36") or great weapon (48"+) that must have an obvious "bladed head." The character has a special skill with an axe to sunder shields. Each time the axe strikes a shield, the character can expend a Spike to call 'Wounding X' where X is their base damage.

If using a great weapon that's an axe, you may instead refresh one Spike whenever you Destroy or Shatter a shield and the effect is not Prevented.

Hooked Head

Cost: 4

Prerequisites: Axecraft, 5 levels in Martial Classes

The character has a special skill with an axe. When the axe strikes a held weapon or shield, the character may expend a Spike to "Disarm [Item]" where the item named must be the weapon or shield that was hit.

Chopper

Cost: 4

Prerequisites: Hooked Head, 10 levels in Martial Classes

The character has a special skill with an axe and does +1 Base Damage when they expend a Spike on a Basic Spike attack with an axe. If they do, the attack gains the Force Accent (which cannot be changed).

Bowcraft

Cost: 4

Prerequisites: Projectile Weapons, Weapon Specialization (Projectile Weapons), 2 levels in a Martial Classes

Each time the Character strikes a shield with a projectile weapon, the character can expend a Spike to call "Shatter" on a shield.

Quick Shot

Cost: 4

Prerequisites: Bowcraft, 5 levels in Martial Classes

The character may do their Spike Damage with bows, without any aim time a number of times per Short Rest equal to their Maximum Spikes.

Bowmaster

Cost: 4

Prerequisites: Quick Shot, 10 levels in Martial Classes

When the character spends a Quick 10 aiming with a projectile weapon, they may choose to do one of the following:

- Add one to their Base Damage for that shot.
- Expend a Spike to deliver a Disable Effect. This is called as "Disable [Limb]" where the limb called must be the one struck by the projectile. In the case of held objects, the limb holding the object must be called. Torso hits will allow the character to call any limb they wish.

Daggercraft

Cost: 4

Prerequisites: Weapon Specialization (Daggers), 2 levels in Martial Classes

When only using one or two bladed hand weapons (each under 22") you find it easier to deal critical damage. While using daggers only, you have +1 Base Maximum Spikes for attacks with daggers. This bonus to Maximum Spikes is a Base change, and does not interact with the stacking rules for Maximum Spikes.

Parrying Dagger

Cost: 4

Prerequisites: Dagger Craft, 5 levels in Martial Classes

When only using one or two bladed hand weapons (each under 22"), the character may Counter any melee weapon attack that hits the character if they can see the source of the attack, by calling "Counter, Parry" once per Short Rest.

Flurry of Cuts

Cost: 4

Prerequisites: Parrying Dagger, 10 levels in Martial Classes

When only using one or two bladed hand weapons (each under 22"), they may spend a Spike to do an attack that does "Piercing 1 by Force." This attack can't be modified other than changing its accent. In addition, whenever the character Counters an attack that hits their hand weapons they may regain a Spike.

Macecraft

Cost: 4

Prerequisites: Short Weapons, Weapon Specialization (Maces), 2 levels in Martial Classes

The character has a special skill with a mace and can use it to cause damage through shields. A mace is a special short weapon (22"-36") or great weapon (48"+) that must have an obvious "head" and must have its center of balance closer to the head than the pommel. The character is skilled with a mace and can use it to crush through shields to damage their enemies. Each time the mace is blocked by a shield, the character may expend a Spike to add Wounding to that attack with a mace.

Note: This Power cannot be used with other Powers or be modified in any way.

Toppling Blows

Cost: 4

Prerequisites: Macecraft, 5 levels in Martial Classes

The character has a notable skill with a mace and can use it to knock foes off balance. Each time the mace strikes a target they may expend a Spike to call "Quick Slow."

Denting Blows

Cost: 4

Prerequisites: Toppling Blows, 10 levels in Martial Classes

The character has a special skill with a mace and can use it to rend Armor. If you are confident you landed a regular melee hit on the target, you can expend a Spike and call "Shatter Armor by Force" on your next swing which must be against the same target.

Polearmcraft

Cost: 4

Prerequisites: Great Weapons, Weapon Specialization (Polearms, Swords, Axes, or Maces), 2 levels in Martial Classes

When wielding a polearm (A great weapon with an overall length of 61"-90") in two hands you may spend a Spike to Counter any Disarm Effect that targets the polearm by calling "Counter, Polearmcraft."

Sweeping Strike

Cost: 4

Prerequisites: Polearmcraft, 5 levels in Martial Classes

When wielding a polearm in two hands using it to make an attack, if they miss or the Power is prevented, they may immediately (before making any other attacks or using other Powers) use the same Power with a second swing without expending additional uses. The second attempt must have a different target. If the retry misses or is prevented, the Power is expended.

Holding Back the Tide

Cost: 4

Prerequisites: Sweeping Strike, 10 levels in Martial Classes

When wielding a polearm in two hands you may spend a Spike to make an attack that is "Short Repel By Force."

Thrown Weaponcraft

Cost: 4

Prerequisites: Thrown Weapons, Weapon Specialization (Thrown Weapons), 2 levels in Martial Classes

When using a Thrown Weapon, the character may spend a Spike to call "Quick Repel by Agony." If this Power misses they may immediately throw an additional weapon with the same call. Note, if the second one also misses, it can't be used again without expending another Spike.

Shattering Toss

Cost: 4

Prerequisites: Thrown Weaponcraft, 5 levels in Martial Classes

Once per Short Rest, when using a Thrown Weapon the character may use a Spike to call "Shatter [Item] by Force" as their weapon tears apart any item held by the character hit or a door if it hits a door.

Jester's Lethality

Cost: 4

Prerequisites: Shattering Toss, 10 levels in Martial Classes

When using a Thrown Weapon the character can aim for a Quick 10 to gain +1 Base Damage to the attack. This bonus may only be added once per attack.

Weapon Mastery

Cost: 6

Prerequisites: Weapon Specialization, 10 class-levels in martial classes

When using the weapon with which the character has Weapon Specialization, the character's base Spike damage rises by +1.

Bladechannel

Cost: 3

Prerequisites: Weapon Specialization (any), one Adept spell-slot

Whenever the character casts a spell or cantrip with the Packet or Verbal delivery, they may modify the spell to have the Weapon delivery through the weapon they are specialized in instead.

Extensive Combat Training - Basic (2)

Cost: 4

Prerequisites: One level in a non-casting class

The character may choose an additional Basic Tier Power from a non-casting class that they have levels in. The Power cannot be one the character already has. This is just like an additional Tier Power from the class. The Power must be of a Tier they could normally take without using Agile Learner.

Extensive Combat Training - Advanced (2)

Cost: 5

Prerequisites: One level in a non-casting class

The character may choose an additional Adept Tier Power from a non-casting class that they have levels in. The Power cannot be one the character already has. This is just like an additional Tier Power from the class. The Power must be of a Tier they could normally take without using Agile Learner.

Extensive Combat Training - Veteran (1)

Cost: 6

Prerequisites: One level in a non-casting class

The character may choose an additional Veteran Tier Power from a non-casting class that they have levels in. The Power cannot be one the character already has. This is just like an additional Tier Power from the class. The Power must be of a Tier they could normally take without using Agile Learner.

Extensive Training (2)

Cost: 6

Prerequisites: One level in a non-casting class

The character may choose an additional Utility Power from a non-casting class that they have levels in. This is just like an additional Utility Power from the class.

Agile Learner (3)

Cost: 3

Prerequisites: 6th character-level, class-levels in at least two Base Classes

The character can trade out one first-tier Power for a second-tier Power from the same class or can lose access to a first-tier Spell-Slot and gain access to a second-tier Spell-Slot from the same class. If a Spell-Slot is switched out, a Known Spell from the spellbook can be similarly switched from first- to second-tier. A second rank of this skill can be taken at 8th character-level, and a third rank can be taken at 10th character-level.

Magic Skills

Basic Arcane

Cost: 4

Prerequisites: None

The character learns how to record Arcane spells into a spellbook and cast spells. They will know one Spell, or however many are listed in their Arcane spellcasting class, whichever is more. If the character has levels in an Arcane spell-casting class, these spells must all be spells from one of those classes. If the character has no spell-casting class, they may choose from any Base Class's spell list. This skill confers no actual Spell-Slots.

Basic Faith

Cost: 4

Prerequisites: None

The character learns how to record Divine spells into a spellbook. They will know one Spell, or however many are listed in their Divine spellcasting class, whichever is more. If the character has levels in a Divine spell-casting class, these spells must all be spells from one of those classes. If the character has no spell-casting class, they may choose from any Base Class's spell list. This skill confers no actual spell-slots.

Concurrent Meditation

Cost: 3

Prerequisites: One Novice Arcane Spell-Slot and One Novice Divine Spell-Slot

The character has learned how to pair the meditative cycles of arcane re-attunement and the prayers of divine refreshment. When the character would use a Long Rest Power that refreshes their spell slots (ex: Arcane Study, Refreshing Prayer, etc.) they may refresh both Arcane and

Divine spell slots with the same Short Rest, allowing the character to expend both refreshing Powers at the same time.

Worship

Cost: 1

Prerequisites: None

The character may choose a Devotion and gain access to the abilities found in up to two of their Divine Domains. If a character does not purchase this Skill, they may still follow a Devotion without purchasing Divine Domain Powers. See: [Divine Domains](#)

Divine Favor (Unlimited)

Cost: 2

Prerequisites: Worship

The character may channel divine favor through their martial prowess. Once per Short Rest, they may add the Divine Accent to any one basic Spike weapon attack or replace the Accent of a Martial Power (Basic, Advanced, etc) or basic attack that has an Accent already to the Divine Accent.

Divine Focus

Cost: 2

Prerequisites: Worship

Whenever this character uses an attack or Power with the Divine Accent, they may substitute that Accent for their associated Devotion Accent. This is an at-will ability.

Extended Capacity - Novice (4)

Cost: 3

Prerequisites: Basic Arcane or Basic Faith

The character chooses one Sphere of magic and gains one additional Novice spell-slot in that Sphere and can use it to cast a Known spell.

Extended Capacity - Adept (4)

Cost: 4

Prerequisites: One Adept spell-slot

The character chooses one Sphere of magic they have an Adept Spell slot for and gains one additional Adept Spell-Slot in that Sphere and can use it to cast a Known spell.

Extended Capacity - Greater (3)

Cost: 6

Prerequisites: One Greater spell-slot

The character chooses one Sphere of magic they have a Greater Spell slot for and gains one additional Greater Spell-Slot in that Sphere and can use it to cast a Known spell.

Additional Cantrip (4)

Cost: 6

Prerequisites: Basic Arcane or Basic Faith

The character can choose one additional Cantrip from their class' Cantrip spell-list. If the character does not have a class spell-list, they may pick any Base Class Cantrip but the Cantrip must be from the same Sphere (Arcane or Divine) as the prerequisite that qualifies them for this skill.

Advanced Recharge (4)

Cost: 2

Prerequisites: Basic Arcane or Basic Faith

The character is adept at tapping into their power source. Once per Event, when the character Refreshes Spell-Slots at a special location (Arcane Locus for Mage etc.) rather than add three temporary Novice Spell-Slots, the character can add one temporary Spell-Slot from their highest Tier.

Spell-Scholar (12)

Cost: 4

Prerequisites: Basic Arcane or Basic Faith

The character chooses one spell-casting class in which they have at least 1 Known Spell, and adds 1 to the number of Known Spells that they have access to in that class.

Bookcaster (Unlimited)

Cost: 1

Prerequisites: Basic Arcane Skill or Basic Faith

Upon purchasing this skill, the player selects one spell from any spell list they have access to through their classes, of a Tier they would normally be able to access. The character may cast this spell when they are out of combat by expending a spell-slot and reading the incantation a full five times, or actively studying their spell book for a full minute, while satisfying all the normal requirements of the spell. Additionally, once per event, the character may deposit one Hide and one Bloom into an ashbin and spend 10 minutes writing in their spell book to exchange one spell from their book for another from a list they have access to.

Bookcasting Expertise (4)

Cost: 3

Prerequisites: Bookcaster, 6 levels in any one spell-casting class.

Once per Long Rest, the caster can bookcast one Spell without using up a Spell-Slot of any kind.

Peacecaster

Cost: 3

Prerequisites: One Novice-level spell-slot

Whenever the caster casts a Spell (not Cantrip) with the Heal, Cure, or Revive Effects, they add 1 point per tier of the Spell into their Healing Touch or Life Tap Pools. If the Spell was a Druid Spell, it adds to Life Tap. If the Spell was a Cleric Spell, it adds to Healing Touch. If the Spell came from some other source, it can add to either Pool.

Advanced Peacecasting

Cost: 5

Prerequisites: Peacecaster, one Greater-level spell-slot

The caster can heal one additional point with all Healing Spells and Healing Cantrips they cast. If the Spell or Cantrip heals multiple targets or charges multiple Packets, all of them are given the extra healing.

Warcaster

Cost: 5

Prerequisites: One Novice-level spell-slot

The caster can add one additional point to all damaging Spells (not Cantrips) they cast. If the Spell grants multiple charges then this skill will only increase the damage of one charge, no matter how it is delivered.

Advanced Warcasting

Cost: 5

Prerequisites: Warcaster, one Greater-level spell-slot

The caster can add one damage to all damaging Cantrips that they cast. If the Cantrip grants multiple charges then this skill will only increase the damage of one charge, no matter how it is delivered.

Spell Storing

Cost: 3

Prerequisites: Basic Faith or Basic Arcane, 10 levels in a single casting class.

When the character has multiple charged spell-packets, they may Soulhold one of them, by holding the Packet to their Chest and Focusing for a Quick Count of 30. That spell-packet's effect is then held within them and can be produced again to charge a spell-packet or be used as a Touch Spell by repeating the Incantation for the original Spell. This will expend the charge (as the charge would have been expended normally) but will not expend a Spell-Slot (as that has, presumably, already been expended). Note that if the character is Soulholding a charge, they cannot also Soulhold Essences. If the character wishes to get rid of the charge without using it, they can do that with the Cancel Cantrip.

Scholar Skills

Lore [Area of Lore] (Unlimited)

Cost: 2

Prerequisites: None

The character has learned about a specific area of study, with each area of study considered a separate skill. Lore confers a level of knowledge that is both deep and detailed, although not quite encyclopedic, and represents a long commitment to education on the topic. The more granular the area of knowledge, the more specific the knowledge is likely to be. The following is a list of suggested areas of study. Players should feel free to choose ones not in this list as long as they are appropriate to the setting.

Arcane Lore: Magic and its uses, magical tools and applications, and magical constructs.

Historical Lore: Major events, dates, interactions of events and casualties, historical figures.

Nature Lore: Animals and their habits, woodcraft, myths and legends about the natural world, plants and their uses. This also includes creatures and monsters that are native to the region.

Noble Lore: Etiquette, titles, traditions and customs, noble names and families, history of ruling families, especially the Great Houses.

Religious Lore: Divine Beings and their domains, afterlife beliefs, Devotion traditions, cultural attitudes towards Divine Beings.

Ritual Lore: Details about past ritual sites, determining ritual means to solving problems, etc.

Shadow Lore: Underworld and underworld etiquette, power players, customs and mores, connections, illicit substances and their uses, cons and crimes.

Library Use

Cost: 1

Prerequisites: None

The character knows their way around a library and can find tomes, discover ancient texts, and generally learn things that are unavailable to the normal folk. If a Library exists in-game, the character may spend a community shift researching any one question and will get an answer from Staff.

Medical Skills

Basic Medicine

Cost: 2

Prerequisites: None

The character has some basic understanding of the way living creatures work and has some minor skill in the healing arts. By spending a Quick 100 tending to an individual, that individual, if dying, will become stable. The character's death-count will not stop or pause while being tended to, so the target may die during the count. The character using this skill should role-play checking and binding wounds, and overall treating the character (please remember not to touch other

players without explicit previous consent). The character using Basic Medicine may use any of the following at-will delivered by Touch:

- “Discern: Are you currently at max Life Points?”
- “Discern: Are you Dying?”
- “Discern: Are you Dead?”

Diagnose

Cost: 1

Prerequisites: Basic Medicine

With only a glance, the trained character can tell the extent of someone’s wounds. At-will the character can give a person a quick look over while within Touch range and then ask:

- Discern: What non-Inherent Conditions do you have currently?
- Discern: How many Life Points are you down?
- Discern: Are you sick?
- Discern: Are you diseased?
- Discern: Are you Living?
- Discern: Did you take damage that was from a sharp instrument?
- Discern: Did you take damage from a blunt instrument?
- Discern to Corpse: Are you 5th level or lower?

Advanced Medicine

Cost: 4

Prerequisites: Basic Medicine

The character has a number of techniques at their disposal to help those around them. The character can perform any of the following actions by spending a Slow 60 out of combat tending to another (these cannot be performed on the character themselves). These can be done as part of a Short Rest.

- Cure *Disabled* [one limb]
- Cure *Weakened*
- Cure *Slept*

Combat Medic

Cost: 1

Prerequisites: Basic Medicine, Diagnose

Those trained in combat situations to help others have a few benefits. First, they need only have one hand free to pick up a Helpless, Dying, or Unconscious person, and can move at a jog while carrying a person. In addition, they require only a Quick 30 to stabilize another character when using Basic Medicine.

Trade Skills

Chronic Hobbyist [Specific Profession] (3)

Cost: 2

Prerequisites: Profession - [Any]

The character has functional knowledge in a profession. The character can perform all normal functions of the chosen profession and they will show solid knowledge related to it. Most tasks associated with that profession can be performed without aid or supervision. The character can choose one Profession-related Discern question and can ask it at-will (such as “Discern by Mind: Which civilization built this artifact?” for a Builder). This question should be approved by Staff (between games) and at Staff discretion, the question may be allowed to have the Subtle Modifier. The Accent is always “by Mind.”

Note: This should be a different profession than the one used for the prerequisite.

Profession - Apprentice [Specific Profession]

Cost: 1

Prerequisites: None

The character has some basic knowledge in a profession and can generally perform in that profession on basic tasks without journeyman or master supervision. More complex tasks may require guidance. The character can perform the basic functions of the chosen profession and will have corollary knowledge of lore and procedures related to it. The character earns some basic income from their profession, represented by earning 3 Wealth at the beginning of each game.

Profession - Journeyman [Specific Profession]

Cost: 2

Prerequisites: Profession - Apprentice in the chosen area.

The character has functional knowledge in a profession. The character can perform all normal functions of the chosen profession and they will show solid knowledge related to it. Most tasks associated with that profession can be performed without aid or supervision. The character earns income as a member of the profession, represented by earning 5 Wealth at the beginning of each game, in addition to what they earn from their Apprentice skill. In addition, the character can choose one Profession-related Discern question and can ask it at-will (such as “Discern by Mind: Which civilization built this?” for a mason). This question should be approved by Staff (between games) and at Staff discretion, the question may be allowed to have the Subtle Modifier. The Accent is always “by Mind.”

Profession - Master [Specific Profession]

Cost: 3

Prerequisites: Profession - Journeyman in the chosen area.

The character has mastered their chosen profession. They can perform the most complicated tasks and have a deep knowledge of lore associated with that mastery. The character’s mastery earns income represented by earning 8 Wealth at the beginning of each game, in addition to what they earn from their Apprentice and Journeyman skills. In addition, the character can choose one additional Profession-related Discern question and can ask it at-will (such as “Discern by Mind: Does this stone wall seem to be moveable?” for a mason). This question should be

approved by Staff (between games) and at Staff discretion, the question may be allowed to have the Subtle Modifier. The Accent is always “by Mind.”

Suggested Professions: Soldier, Hunter, Sailor, Wagoneer, Factor, Mercenary, Builder, Fisher, Scribe, Herbalist, Undertaker, Executioner, Merchant, Charlatan, Chirurgeon, Teacher, Magistrate, and other Professions with Staff approval.

Tracking

Cost: 4

Prerequisites: None

A character with the Tracking skill can follow a trail. Tracking trails will be marked with green flags marked with a white circle (called a “Halo”), and these flags must be ignored by anyone without tracking, just as all players ignore anything marked with the Halo marker. If there is a card attached to a green flag with a Halo (a tracking flag), or if there is information on the back of the flag, a Tracker can read that information, which will usually give clues about the creatures leaving the tracks.

Thieving Skills

Basic Locks

Cost: 5

Prerequisites: None

The character can attempt to pick mundane locks (see the Traps and Locks section of the Core Rules). Without this skill, characters will always fail to pick locks of all kinds. Generally, a character must carry their own physrepped lockpicks.

Basic Traps

Cost: 5

Prerequisites: None

This skill allows a character to attempt to disarm traps (see the Traps and Locks section of the Core Rules). Without this skill any attempt to manipulate a trap, including moving it, cutting wires, or anything else (other than simply avoiding it) will set the trap off, even if the trigger is not activated. The character with this skill may use props at hand, tools, or in-game items to stop the trap from going off. If the trap does go off, making its noise or performing whatever action indicates that it has been sprung, then the trap has gone off normally. There is no default prohibition about what can be done to the trap (i.e. wires can be cut, mechanisms jammed, etc.). However, the trap prop itself should not be damaged.

In addition, this Skill allows the character to read the front of a Trap card, if it is able to be seen without moving it. This will generally reveal the trigger conditions for the trap, and may even automatically disable the trap.

Advanced Traps

Cost: 4

Prerequisites: Basic Traps

This skill allows a character three specific benefits. First, when disarming a Trap (Latch or Triggered), they may be able to keep the trap card if they disarm the Trap successfully (Staff Discretion).

Second, characters that have unused Latch or Trigger traps may set them. The exact details of the set trap must be noted with the trap itself, and the original description card of the trap mechanism must be included.

Third, they may, once per Long Rest when able to see a Trap Card call “Subtle Discern: What are the effects of that Trap?” and may walk over and examine both sides of the Trap card, reading it to themselves. They are not in any way protected during this time.

Fence

Cost: 3

Prerequisites: None

The character can turn in treasure and resources to Staff overnight, or between games, and sell them. Basic or Uncommon Resources will return 1 Wealth each. Crafted items will return either half the value of the components (chosen by staff), or 1 Wealth for Apprentice-level recipes, 2 for Journeyman-level recipes, or 3 for Greater-level recipes, whichever is higher. Recipes that produce multiple doses will be marked down appropriately for the number of doses being Fenced, and values of less than 1 Wealth will be rounded down to zero. Items with a duration will be discounted based on the remaining duration. Items that do not fall under the Crafting system will have their return determined by Staff.

Poisoner

Cost: 1

Prerequisites: None

This skill allows the character to apply poisons to weapons or other implements. Similarly, the poisoner can add poison cards to non-clear drinks. Without this skill, a character attempting to apply poison to a drink or to an implement will also take the effects of the poison.

Should the character later learn Apprentice Alchemy, the cost of that skill is reduced by one.

Gathering Skills

Forage I

Cost: 3

Prerequisites: None

The character can forage Bloom and Night Prizes from the wilderness. Bloom are usually represented by a small bundle of herbs tied with yellow twine or ribbon. Night Prizes are usually represented by small mushrooms tied with blue yarn or ribbon, and may be bioluminescent.

Bloom and Night Prizes may be laying on the ground individually, or may be part of a “patch” indicated either by some kind of container or an associated information card. A Forager should only take 1 from a patch per Event per rank of Forage, unless there are instructions nearby to do otherwise.

Anyone can see Bloom, Night Prizes and associated patches, but only those with the Forage skill can collect it (or do anything with it). In order to collect it, you must use a sickle or small bladed tool and roleplay for a Quick 30, slowly collecting up the bundle of Bloom or Night Prizes. The character can Forage up to 15 Bloom and 7 Night Prizes per Event. In addition, certain resources are gated behind each rank of this skill, allowing those with greater proficiency to gather more difficult to obtain resources.

Forage II

Cost: 3

Prerequisites: Forage I

The character can Forage up to 30 Bloom and 14 Night Prizes per Event. In addition, certain resources are gated behind each rank of this skill, allowing those with greater proficiency to gather more difficult to obtain resources.

Forage III

Cost: 3

Prerequisites: Forage II, Character Level 10

The character can Forage up to 45 Bloom and 21 Night Prizes per Event. In addition, certain resources are gated behind each rank of this skill, allowing those with greater proficiency to gather more difficult to obtain resources. Notably, Golden Blossom Seed for example may only be Foraged by rank 3 Foraging.

Scavenge I

Cost: 3

Prerequisites: None

The character can scavenge Hide, Harvest, and Raw Scale from all manner of creatures. For animals this may represent skinning them while for humanoids it might represent breaking down their gear for parts.

A character with this skill can use a knife or other sharp tool (not a sword or any weapon of Hand size or larger) to roleplay skinning, scavenging, and harvesting parts from the target for a Quick 100 and will let the portrayer know they are using Scavenging and what rank. The call for this is “Instruction: Give me your Scavenging Token, Rank 1.” The NPC will turn over their Rank 1 Scavenging Token if they possess one.

Occasionally, some side effects can occur, happening more often with higher value Scavenging Tokens: the Scavenger may be burned by acidic blood, or catch a disease, or be poisoned by exploding stomach gasses. The portrayer of the creature will Call these negative effects.

The Scavenger will take the tokens at their convenience to Player Logistics and provide it to draw from a deck that corresponds to the Rank of token they turn in. Tokens should not be given to other Scavengers to turn in, you must turn in your own tokens. The card the Scavenger draws from the deck will provide them a yield based on the ranks of Scavenger they possess (I, II, or III). Once they have determined the total yield of all their tokens they will receive those reps from Player Logistics.

Scavenge II

Cost: 3

Prerequisites: Scavenging I

The call for Scavenging changes to “Instruction: Give me your Scavenging Tokens, up to Rank 2.” Additionally, the time it takes to Scavenge them is reduced to a Quick 50 plus the time it takes you to receive the token from the portrayer. Yields from the Scavenging decks will also be improved.

Scavenge III

Cost: 3

Prerequisites: Scavenging II, Requires Level 10

The call for Scavenging changes to “Instruction: Give me your Scavenging Tokens, up to Rank 3.” Additionally, the time it takes to Scavenge them is reduced to a Quick 30 plus the time it takes you to receive the token from the portrayer. Yields from the Scavenging decks will also be improved.

Prospect I

Cost: 3

Prerequisites: None

The character can prospect for Rare Minerals or metal Ingots from the wilderness. Characters may discover mines that can be used to prospect for Ingots, or deposits where Rare Minerals can be collected.

At either a mine or a deposit, the character should read the information card (and only characters with this skill can read the information card) at each location for specific information. Normally, the information card will require the Prospector to draw from a “mining deck” which will inform the Prospector of the result of the mining session. By default, the character actively roleplays for a Slow 180 in order to gain anything from it. Roleplaying requires the use of a mining hammer, which if broken as part of prospecting requires repairs before the Prospector may continue. Multiple characters can use the mine or deposit at the same time.

After the required duration, the character will follow the instructions on the information card, usually drawing from the mining deck and gaining resources or taking an effect or damage that corresponds to the level of Prospecting the character possesses.

Some of these cards may indicate something bad happening to the character like a rockslide or inhaling poisonous fumes. In these cases the effect will also be written on the card. The character may prospect at each mine or deposit once per Long Rest.

For Example: *Roger finds one deposit, and knows the location of two mines. After a Long Rest, he makes a circuit, stopping at the deposits and mines, spending three minutes at each, to prospect. At each one he receives a number of metal Ingots (mine) or Minerals (deposit), but can't find any Mithril Ore since he doesn't have Prospect III. He can't get anything more from any of those three locations until after the next Long Rest. After the Long Rest, he then can prospect again at each location.*

Prospect II

Cost: 3

Prerequisites: Prospect I

Higher ranks of prospecting are more likely to yield Rare Minerals.

Prospect III

Cost: 3

Prerequisites: Prospect II, Character Level 10

Higher ranks of prospecting are more likely to yield Rare Minerals. Additionally, Mithril Ore will only be obtainable by characters with Rank 3 Prospecting.

Crafting Skills

These are the basic crafting skills players will choose in order to create items in-game. Please see the Crafting document and Rituals document for more information: [☰ Crafting \(all\)](#)

[☰ Rituals](#)

Apprentice Alchemy

Cost: 3

Prerequisites: None

The character can craft potions, poisons, drugs and other alchemical items of basic difficulty. These can include healing potions, mana potions, and alcohol. The character can also safely poison objects. Without this skill, a character attempting to apply poison to an item will also take the effects of the poison.

Journeyman Alchemy

Cost: 4

Prerequisites: Apprentice Alchemy, 4th level character

The character can craft potions, poisons, drugs and other alchemical items of intermediate difficulty.

Greater Alchemy

Cost: 5

Prerequisites: Journeyman Alchemy, 10th level character

The character can craft potions, poisons, drugs and other alchemical items of third-tier difficulty.

Apprentice Tinkering

Cost: 3

Prerequisites: None

The character can craft Apprentice tier engineering and tinkering items. These can include armor patch kits, basic items such as swords, and other engineered items.

Journeyman Tinkering

Cost: 4

Prerequisites: Apprentice Tinkering, 4th level character

The character can craft Journeyman tier engineering and tinkering items.

Greater Tinkering

Cost: 5

Prerequisites: Journeyman Tinkering, 10th level character

The character can craft Greater tier engineering and tinkering items.

Apprentice Enchanting

Cost: 3

Prerequisites: None

The character can pull Essences from the Reality Tear and enchant basic items for a period of time. These can give extra armor or more miraculous effects.

Journeyman Enchanting

Cost: 4

Prerequisites: Apprentice Enchanting, 4th level character

The character can pull multiple pieces of Essence from the Reality Tear and enchant more advanced items for a period of time.

Greater Enchanting

Cost: 5

Prerequisites: Journeyman Enchanting, 10th level character

The character can pull multiple pieces of Essence from the Reality Tear and enchant even more advanced items.

Apprentice Ritual Magic

Cost: 1

Prerequisites: None

The character can perform any Apprentice rituals. To learn how to cast a ritual, see the Rituals document. Additionally allows a character to read and learn a ritual of Apprentice level if found during play.

Journeyman Ritual Magic

Cost: 2

Prerequisites: Apprentice Ritual Magic skill, 4th level character

The character can perform any Journeyman rituals. To learn how to cast a ritual, see the Rituals document. Additionally allows a character to read and learn a ritual of Journeyman level if found during play.

Greater Ritual Magic

Cost: 3

Prerequisites: Journeyman Ritual Magic, 10th level character

The character can perform any Greater rituals. To learn how to cast a ritual, see the Rituals document. Additionally allows a character to read and learn a ritual of Greater level if found during play.

Mastercrafter

Cost: 4

Prerequisites: Greater rank of one Crafting Skill and Profession - Apprentice.

Once ever, the crafter may create an item that they can submit to Staff for a master craft. A mastercrafted item has additional effects and powers, and is often the pinnacle of a crafter's career. Often completing this master craft will require additional steps, special locations, and special materials.

If the Mastercrafted item falls into a category of item for which the character has Profession skill (such as Tinkering a sword and having Profession - Weaponsmith), the chances of good or multiple boons will be increased. Exceptional, immersive items (items submitted for a boon along with a physical prop of high production value) that are submitted have a chance of gaining more powerful boons than others.

The build points spent on this skill may never be refunded once the item is created.

Character Options

There are a number of things that define a person, and most of those things are not skills, or professions, or weapon choices. In this section you will find Perks and Flaws. Perks are generally things that will add to the power or diversity of a character, and cost Build Points to buy. Flaws are generally things that will make life harder, and may give extra Build Points. A character can gain up to 5 Build Points for taking the below flaws. These Build Points can be spent on Perks, Skills, or Divine Domain Powers.

Flaws

There are many that believe a character is defined by their flaws. These Flaws are meant to allow a character to define the difficulties that have shaped them. Taking Flaws merely for the points will rob a player of an opportunity to add depth and strength to their character concept.

Perks

Everyone has different, special idiosyncrasies that make them unique and interesting. Some characters might be able to contact the dead. Others might be physically powerful or mentally adept. Although many Perks can be interesting powers outside the normal scope of learned skills and acquired tricks, other Perks can give significant boosts to a character's power.

Ranks

Sometimes there are a number of ranks listed next to the name of the option. This shows how many times the option can be taken. Each time it is chosen, it will have some sort of increased effect, or a broader reach. The exact benefits of taking the option multiple times will be found in the description. If no number of ranks is listed, the option can only be taken once.

Cost / Award

Each option is listed with a Build Point number. If this number is listed as a cost, it is the number of Build Points that must be expended in order to take the Perk. If the number is listed as an award, it shows how many Build Points are gained by choosing that Flaw. Sometimes, the costs of an option are variable; in those cases, the cost will be found in the description of the option.

Pre-requisites

This lists the options, skills, or other requirements for taking that option.

After Character Creation

Perks can still be taken after character creation. This may represent the character developing a special ability. Staff can also give Flaws to players when dictated by the story. Generally, in this case, no Build Points are gained, although exceptions can be made. Players may only choose to take Flaws and get Build Points for them between games with Staff approval. Similarly, with Staff approval, a character may overcome a Flaw and get rid of it by spending Build Points equal to the cost of the Flaw plus two.

Flaws List

Personal Flaws

Name	Award	Ranks	Pre-requisites	Description
Honor Debt	1 or 2	-	-	Has a debt that must be repaid.
Indoor Discomfort	1	-	-	-1 Spike and Power damage while inside.
Nightmares	3	-	-	Has penalties after an in-game event causes nightmares.
Pliant	2	-	-	Vulnerability to Charm effects.
Outdoor Discomfort	3	-	-	-1 Spike and Power damage while outdoors.

Physical Flaws

Name	Award	Ranks	Pre-requisites	Description
Fragile Bones	3	-	-	Treats Effects with Force Accent as Final.
Dies Alone	2	-	-	Unconscious and cannot call out when dying.
Divine Vulnerability	3	-	-	Treats Effects with Divine Accent as Final.
Mild Allergy	1 or 2	-	-	Minor allergy to gold, silver, iron, magic or other substances. Cannot rest or heal efficiently while in contact.
Severe Allergy	2 or 3	-	-	Severe allergy to gold, silver, iron, magic or other substances. Suffers severe pain and <i>Drained</i> while in contact.

Spiritual Flaws

Name	Award	Ranks	Pre-requisites	Description
Shunned Soul	1	-	-	While on Consecrated Ground, cannot benefit from Short Rests.
Disquieting Aura	1	-	-	Cannot Cure <i>Berserk</i> , <i>Charmed</i> , or <i>Repelled</i> Conditions.
Torn Soul	4	-	-	Only ever heals 1 point from any source of Healing.
Truthbound	2	-	-	Cannot speak lies nor deceive others.

				Takes Final Damage if they speak a lie.
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Oaths

Name	Award	Ranks	Pre-requisites	Description
Binding Oath of Charity	5	-	-	Swears Oath to protect and champion the poor and oppressed. Cannot keep goods other than for survival.
Binding Oath of Chastity	1	-	-	Swears Oath to not have sexual or romantic relationships with others.
Binding Oath of Civility	2	-	-	Swears Oath to treat others with respect and civility.
Binding Oath of Honor	2	-	-	Swears Oath to be fair in your dealings, to not cheat, and to be honorable in your actions.
Binding Oath of Peace	5	-	-	Swears Oath to not end life, to prevent other lives from being ended and to only fight in self-defense.

Perks List

Mystical Perks

Name	Cost	Ranks	Pre-requisites	Description
Generous Soul	5	-	-	Once per Long Rest can Revive by Divine but takes damage.
Greedy Soul	3	-	-	Character can attune four magical items at a time, instead of just three.
Magical Resilience	6	-	-	After Short Rest, gains Counter vs. Packets.
Mystic Armorer	3	3	Basic Arcane, Basic Faith, or Apprentice Enchanting	Can Mend Physical Armor to Full in a Q100.
Mystic Smith	5	-	Mystic Armorer	Can Mend 2 points of another character's armor.
Master Mystic Smith	3	-	Mystic Smith	When Mending Armor, increases Armor Mending by +1.
Soothing Touch	1	-	-	At will can Cure Fear on Q100.

Physical Perks

Name	Cost	Ranks	Pre-requisites	Description
Agility	2	-	-	Gains advantage on physical feats of agility.
Bloody Minded	3	-	-	Character can resist a number of Charm Effects equal to their level.
Carnal Creature	1	-	-	Character may choose to hold off taking Spirit Form until they have been dead for a Slow 300.
Cold Dead Hands	3	-	-	Weapons cannot be taken when <i>Slept</i> , <i>Dying</i> or <i>Dead</i> .
Deathgrip	1	-	-	While <i>Dying</i> , can crawl and hold objects.
Elemental Affinity	4	2	-	Attune to an element. Gain <i>Resistance</i> to that Element and <i>Final</i> to the opposite.
Hard to Kill	1	-	-	Slow 300 rather than 180 while <i>Dying</i> .
Holding On	1	-	-	After Deathblow, it takes 30 seconds to die.
Iron Stomach	2	-	-	Once per Long Rest, Counter an ingested Poison.
Quick Healing	3	-	-	Heals 1 Life Point after each Short Rest.
Toughness	5	-	-	Adds +1 Life Point to max.
Unkillable	4	-	Holding On	Once per Long Rest, instead of <i>Dying</i> , stabilizes at zero Life Points.
Will to Live	1	-	-	Converts a Death Effect to Final Damage once per Event.

Patron Perks

Name	Cost	Ranks	Pre-requisites	Description
Patron	4	-	-	Gains a personal divine patron.
Gift of Hateful Retribution	Var	-	Patron	Causes damage to those that attempt to Deathblow or kill an individual.
Gift of Healing	2	Unlim	Patron	Can focus for Q100 to heal themselves or another to full Life Points.
Gift of Rebirth	3	-	Patron	Instead of dissipating, one self-only Revive ever.
Gift of Recognition	1	-	Patron	Can sense who else is sworn to the

				same Patron.
Gift of Unbreakable Flesh	Var	-	Patron	Gains Natural Armor from Patron.
Ultimate Gift	1	-	Patron	Go to the River to Revive and Heal others.

Social/Background Perks

Name	Cost	Ranks	Pre-requisites	Description
Ancestral Relic	2	-	-	Choose one item that is important to the character which won't be dropped involuntarily.
Ancestral Weapon	4	-	Ancestral Relic	Chosen weapon cannot be taken from the character.
Bits and Pieces	1	-	-	Once per Long Rest, acts as if they had a Rank of Lore.
Boon Bonds	2	-	-	Chooses a group of people that character can diagnose, heal and Cure Effects once per Long Rest.
Contact	2	-	-	Character can get Lore from an off-stage contact during games for a cost.
Connections	2	-	-	Character has connections to powerful allies that they can call on.
Draconic Heritage	2	-	-	Has dragon ancestors that give advantages based on level.
Famous	3	-	Minor Fame	The character is known for famous deeds across the land.
Heartbond	3	-	-	Gains Perks to a single creature bound by love.
Income	3	-	-	Gains 10 Wealth at the beginning of every game.
Inheritance	4	-	-	Gains a one-time sum of money: 100 Wealth.
Manse	3	-	-	Owns a house where a character may draw funds from goods produced once per Event.
Minor Fame	1	-	-	The Character is known for one famous deed in their past.
Title	4	-	-	The Character gains a title and benefits that come from that title.

Sharp Mind	3	-	-	Library Use Skill is free and Lore ranks cost 1 point less.
Strong Bloodline	3	-	-	Gain 3 Additional LBP for Lineage Advantages.

Supernatural Perks

Name	Cost	Ranks	Pre-requisites	Description
Fortunate Finder	3	2	-	Once per Long Rest per Purchase, ignore a negative effect from Forage, Scavenge or Prospect.
Insight	3	2	-	Once per Long Rest per Purchase the character can ask for help on a riddle or puzzle.
Medium	5	-	-	The character has some ability to summon and speak with Spirits.
Othersleep	1	-	-	The character disappears when asleep and cannot be attacked during this time.
Sight	3	-	-	The character gains the ability to see objects that are normally invisible.
Sight Beyond Sight	3	-	Sight	The character gains the ability to gain insight on objects normally invisible.
Sensitive	3	-	Sight Beyond Sight	The character has the ability to gain insight that normally is not possible.
Soothsayer	3	-	-	By performing a ceremony, the player may ask a question to plot.
Strong Spirit	3	-	-	While a Spirit, the character has options to interact with the mortal world.

Hearth Perks

Name	Cost	Ranks	Pre-requisites	Description
Hearth	1	-	-	Creates a special room that allows for Hearth Perks.
Arcane Hearth	5	-	Hearth	Allows a Hearth to function as an Arcane Locus.
Bolt Hole	3	-	-	Once per Long Rest, allows a character to go <i>Insubstantial</i> from the Hearth.
Consecrated Hearth	5	-	Hearth	The Hearth becomes Consecrated Ground until the end of the Event.

Expanded Hearth	1	-	Hearth	Hearth can be used by five additional people.
Arcane/Divine Orchestra	1	-	-	Allows the character to play soft music within their Hearth.
Peaceful Hearth	3	-	-	While taking a Short Rest in your Hearth, gain a Protect against Fear..
Protected Hearth	2	-	-	While inside their Hearth, a character may recharge a spike with a Q100 at-will.
Restful Home	3	-	-	While taking a long rest within their Hearth, a character will heal to full. Will not die when resting and <i>Tainted</i> in their hearth.
Lucent Hearth	3	-	Consecrated Hearth	Rituals in the Hearth have reduced Dark Territory
Experimental Hearth	3	-	Arcane Hearth	Rituals in the Hearth have reduced Dark Territory

Descriptions

Personal Flaws

Honor Debt

Prerequisites: None

Award: 1 or 2

The character has a debt of honor or blood that must be repaid. Perhaps the character's life or family was saved by another. Perhaps, in a time of need, a favor was provided. Whatever the debt, it is one that hangs over the character and can be collected upon at any time. If the debt is one that can be paid by a single favor, it is worth 1 point. If the debt is one that is perhaps impossible to fully pay off, it is worth 2.

Note: This debt must be to an NPC or other plot driven entity to qualify and must be approved by Staff. Honor debts to PCs (only) do not qualify.

Indoor Discomfort

Prerequisites: None

Award: 1

While the character is indoors, they suffer a -1 to their Spike Damage (to a minimum of 1) and a -1 to all Power damage (to a minimum of 1).

Nightmares

Prerequisites: None

Award: 3

The character is prone to awful nightmares. If they experience anything terrifying to the character (in the judgment of the player), or is affected (un-Countered and un-Resisted) by any Powers with the Fear Accent, they will suffer awful repercussions *after* their next Long Rest. They will take a -1 penalty to their Spike damage (minimum 0) and number of Spikes (minimum 0), and in addition, will lose access to one spell-slot from each tier that they have access to. These penalties will last until the end of their next Long Rest after they are applied.

Pliant

Prerequisites: None

Award: 2

The character may be cursed or may inherit this Flaw from their parents, or they may have been trained to accept commands, especially magical ones. Either way, the character has a *vulnerability* to Charm effects and treats it as Final.

Outdoor Discomfort

Prerequisites: None

Award: 3

While the character is outdoors, they suffer a -1 to their Spike damage (to a minimum of 1) and a -1 to all Power damage (to a minimum of 1).

Physical Flaws

Fragile Bones

Award: 3

Prerequisites: None

The character is Inherently *Vulnerable* to physical forces and therefore treats all Effects with the Force Accent as Final.

Dies Alone

Award: 2

Prerequisites: None

While the character is dying, they are totally unconscious, and cannot speak, call out, or experience anything going on around them.

Divine Vulnerability

Award: 3

Prerequisites: None

The character is Inherently *Vulnerable* to divine magic and therefore treats all Effects with the Divine accent as Final.

Mild Allergy

Award: 1 or 2

Prerequisites: None

The character has a supernatural allergy to gold, silver, iron, magic, or other substances which must be approved by Staff. While in contact with the substance, the character cannot benefit from a Short or Long Rest and all Healing sources will Heal only 1 point. The character will feel twitchy, nauseous, headachy, or paranoid (or any combination of these) while touching the material in question and should role play as such. Cloth will not stop these symptoms, but leather or thicker substances will. 2 points are awarded for materials that are likely to be very common such as leather, iron, and materia. 1 point is awarded for materials that are less likely to be common or a hindrance, such as gold, silver, or any of the Resources. No points will be awarded for materials that are unlikely to be encountered, or will rarely cause a hindrance.

Standard Allergens and Awards:

Cloth - 2 BP

Copper - 1 BP

Gold - 1 BP

Harvest - 1 BP

Hide - 1 BP

Ingot - 1 BP

Iron - 2 BP

Leather - 2 BP

Materia - 2 BP

Night Prize - 1 BP

Other Common Allergen - 2 BP

Other Uncommon Allergen - 1 BP

Rare Minerals - 1 BP

Scale - 1 BP

Silver - 1 BP

Severe Allergy

Award: 2 or 3

Prerequisites: None

The character has a supernatural allergy to gold, silver, iron, magic, or other substances which must be approved by Staff. Each time the character goes from not touching an object made of the material to touching it with skin, it will cause Piercing 1 by Agony (even cloth will prevent this

damage). So a character with a gold ring would take the damage each time it was put on, as well as each time they touched a gold coin (even if the ring remained on).

While in contact with the substance, even through cloth, the character cannot benefit from a Short or Long Rest or Healing and will have the *Drained* Condition. The character will feel severely ill, feel burning pain, or have severe migraines and difficulty thinking (or any combination of these) while touching the material in question and should role play it as such. Cloth will not stop these symptoms but leather or thicker substances will. Weapons that are not obviously made of some other material are considered to be iron, and attacks from are considered to be “hitting skin” if they damage Life Points.

3 points are awarded for materials that are likely to be very common such as leather, iron, and materia. 2 points are awarded for materials that are less likely to be common or a hindrance, such as gold, silver, or any of the Resources. No points will be awarded for materials that are unlikely to be encountered, or will rarely cause a hindrance such as butter, horse hair, or werewolf skin.

Standard Allergens and Awards:

Cloth - 3 BP

Copper - 2 BP

Gold - 2 BP

Harvest - 2 BP

Hide - 2 BP

Ingot - 2 BP

Iron - 3 BP

Leather - 3 BP

Materia - 3 BP

Night Prize - 2 BP

Other Common Allergen - 3 BP

Other Uncommon Allergen - 2 BP

Rare Minerals - 2 BP

Scale - 2 BP

Silver - 2 BP

Spiritual Flaws

Shunned Soul

Award: 1

Prerequisites: None

While the character is on Consecrated Ground, or in a Consecrated Building, they cannot benefit from Short Rests.

Disquieting Aura

Award: 1

Prerequisites: None

The character has a strange aura that makes them difficult to be around. Others may or may not sense it, but the character cannot successfully Cure *Berserk*, *Charmed*, or *Repelled* Conditions because their natural aura gets in the way.

Torn Soul

Award: 4

Prerequisites: None

Because the character's soul is rent and in tatters, it does not soak up positive energy the way others' can. The character only Heals 1 point from any source of Healing.

Truthbound

Award: 2

Prerequisites: None

For whatever reason, the character is bound to speak no lies. It may be a curse, or divine intervention, or a magical promise that has become binding. This means that the character is incapable of speaking a statement that they believe is false for the purposes of deceiving another. Written falsehoods are not covered by this Flaw, nor are spoken jokes and jests not meant to be taken seriously. If the player realizes that their character has lied, the character immediately takes Final damage equal to their Life Point total and they begin *dying*.

Oaths

Binding Oath of Charity

Award: 5

Prerequisites: None

At some time in the past, the character made a binding oath of charity. The reasons for this oath, and for its powerfully magical binding, are up to the player. The character is required to obey the strictures as best as they can, and should the player realize that the character has broken the rules, they will lose access to their highest level Powers and will take a 1 point penalty to their maximum Life Point total. These will last until the character feels they have atoned for their failures in-game. Binding Oaths that are imposed by Staff require Staff approval for atonement. The Oath of Charity is as follows:

- You will be charitable, keeping only the minimum arms and armor needed to do good deeds, and enough wealth for austere survival. All else will be given to those less fortunate.
- You will give your time and your blood for the protection of those who cannot protect themselves as well.
- You will be the champion of the poor and the oppressed.

Binding Oath of Chastity

Award: 1

Prerequisites: None

At some time in the past, the character made a binding oath of chastity. The reasons for this oath, and for its powerfully magical binding, are up to the player. The character is required to obey the strictures as best as they can, and should the player realize that the character has broken the rules, they will lose access to their highest level Powers and will take a 1 point penalty to their maximum Life Point total. These will last until the character feels they have atoned for their failures in-game. Binding Oaths that are imposed by Staff require Staff approval for atonement. The Oath of Chastity is as follows:

- You may not have romantic or sexual relationships with any individual.
- You may not take part in romantic or sexual situations or conversations and must excuse yourself from these kinds of experiences.
- You will retain a chaste demeanor, refraining from “dirty” jokes and other kinds of prurient enjoyment and behavior.

Binding Oath of Civility

Award: 2

Prerequisites: None

At some time in the past, the character made a binding oath of civility. The reasons for this oath, and for its powerfully magical binding, are up to the player. The character is required to obey the strictures as best as they can, and should the player realize that the character has broken the rules, they will lose access to their highest level Powers and will take a 1 point penalty to their maximum Life Point total. These will last until the character feels they have atoned for their failures in-game. Binding Oaths that are imposed by Staff require Staff approval for atonement. The Oath of Civility is as follows:

- You will never speak ill of others.
- You will not let it slide when such things are said of others.
- You will show all living creatures respect and politeness.

Binding Oath of Honor

Award: 2

Prerequisites: None

At some time in the past, the character made a binding oath of honor. The reasons for this oath, and for its powerfully magical binding, are up to the player. The character is required to obey the strictures as best as they can, and should the player realize that the character has broken the rules, they will lose access to their highest level Powers and will take a 1 point penalty to their Maximum Life Point total. These will last until the character feels they have atoned for their failures in-game. Binding Oaths that are imposed by Staff require Staff approval for atonement. The Oath of Honor is as follows:

- You will never break your word.
- You will never cheat in any contest, nor use deception or trickery to win.
- You will never attack those who are unaware, from behind, nor take unfair advantage.

Binding Oath of Peace

Award: 5

Prerequisites: None

At some time in the past, the character made a binding oath of peace. The reasons for this oath, and for its powerfully magical binding, are up to the player. The character is required to obey the strictures as best as they can, and should the player realize that the character has broken the rules, they will lose access to their highest level Powers and will take a 1 point penalty to their maximum Life Point total. These will last until the character feels they have atoned for their failures in-game. Binding Oaths that are imposed by Staff require Staff approval for atonement. The Oath of Peace is as follows:

- You will not intentionally end any sentient life.
- You will not attack another sentient creature except in self defense
- You will not allow a life to be ended.

Mystical Perks

Generous Soul

Cost: 5

Prerequisites: None

The character has a power within them that can be manifested in a single blast of strong healing energy. Once per Long Rest, the character can sacrifice life-force in order to Revive to another at Touch Range. To do this, they should call “Revive by Divine” and then immediately drop to zero life points.

Greedy Soul

Cost: 3

Prerequisites: None

The character can attune four magic items at a time, rather than just three.

Magical Resilience

Cost: 6

Prerequisites: None

The character is naturally repellant to magic. The Character gains a Counter vs Packets once per Short Rest. The call is “Counter, Magical Resilience.”

Mystic Armorer (3)

Cost: 3

Ranks: 3

Prerequisites: Basic Arcane, Basic Faith, or Apprentice Enchanting

The character can Focus for a Quick 100 to Mend their or another character's physical armor within Touch range to full Armor Points. This can be done once per Long Rest. The Call for this is "Mend Physical Armor to Full."

Mystic Smith

Cost: 5

Prerequisites: Mystic Armorer

The Character may Focus Quick 100 to and spend a Spike to Mend another character's armor for 2 points. The appropriate call for this is "Mend 2 by Force."

Master Mystic Smith

Cost: 3

Prerequisites: Mystic Smith

When the character uses a Power that produces the Mending effect, they may increase the Mending done by 1.

Soothing Touch

Cost: 1

Prerequisites: None

The character has a soul rooted in calm solemnity. At-will, the character can reach out to another, speaking soothing words and narrating images of placidity and tranquility. After doing this for a Quick 100, the character may call "Cure Fear", curing the character of any Conditions that were applied with the Fear Accent. This cannot be taken along with Disquieting Aura.

Physical Perks

Agility

Cost: 2

Prerequisites: None

The character is naturally agile and well-balanced. In any repped situation where the character might lose their balance or fall, or would generally be saved by agility, they should be given the widest possible interpretation. For example, if jumping from column to column, they only get the tips of their toes onto the column. This would normally cause a fall, but because the character is

agile, they are judged to have managed the jump. This will not make impossible things possible, or outright break rules for physical obstacles.

Bloody Minded

Cost: 3

Prerequisites: None

The character has *Resistance* to Charm Effects. This will last until the character has resisted a number of these Effects equal to their character level. After that they are affected by them normally until they complete a Long Rest.

Carnal Creature

Cost: 1

Prerequisites: None

The character has little desire to give up their body, and can remain dead for a Slow 300 before discorporating, rather than the normal 180. Any time after 180, they can let go and discorporate. This can be guided by player knowledge of what is occurring, as their Spirit gets some sort of sense of their surroundings after the initial Slow 180.

Cold Dead Hands

Cost: 3

Prerequisites: None

The character will not involuntarily let go of their own possessions at any time, even when *Slept*, *Dying*, or even *Dead*. The player should call "Cold Dead Hands" whenever someone tries to remove a possession from the character's hand. If the character's arm is Disabled, they will not release their possessions (although they cannot use them or block with them). If the character's weapon is *Disarmed*, the character will take a Disable Effect to that limb instead of the same Duration as was Called for the Disarm (or a Quick Count of 30 if no duration is Called)

Deathgrip

Cost: 1

Prerequisites: None

When the character has the Dying Condition, they can crawl slowly, and even hold objects. Normally characters who are dying can perform no actions other than calling out for help. This cannot be taken along with Dies Alone.

Elemental Affinity (2)

Cost: 4

Ranks: 2

Prerequisites: None

Once per Long Rest, the character can focus for a Quick 100 to infuse themselves with elemental energy. The element they can attune to is determined when the Perk is taken and must be chosen from Flame, Ice, Lightning, or Acid. The attunement only lasts until the end of the next Short Rest. While attuned, the character may *resist* a number of elemental effects of their chosen element equal to their Life Point Maximum per Event. In addition, they are able to alter the Accent of any elemental power they use to the chosen accent. However, they are unable to use powers with the opposition Accent.

They also become *Vulnerable* to the opposite element, and take Effects from that element as Final. Flame and Ice are opposites, as are Lightning and Acid. This Perk can be taken up to twice, and each time the character may choose any element they desire, although they may not to attune to more than one element at a time.

Hard to Kill

Cost: 1

Prerequisites: None

After being dropped to 0 Life Points, the character has a Slow 300 before they die, rather than the normal Slow 180.

Holding On

Cost: 1

Prerequisites: None

By pure willpower, the character holds on to life, even in the face of certain death. After being Deathblowed, rather than dying in 10 seconds, the character has 30 seconds before they die.

Iron Stomach

Cost: 2

Prerequisites: None

Once per Long Rest, the character can Counter the effects of an ingested Poison. They should call "Counter, Iron Stomach" when this occurs.

Quick Healing

Cost: 3

Prerequisites: None

The character Heals 1 Life Point at the end of each Short Rest. This will heal Undead as well as the Living.

Toughness

Cost: 5

Prerequisites: None

The character is harder to kill and adds 1 Life Point to their maximum.

Unkillable

Cost: 4

Prerequisites: Holding On

Once per Long Rest, when the character has finished a death-count (including a shortened one after a Deathblow) and should die, they will instead stabilize at zero Life Points.

Will to Live

Cost: 1

Prerequisites: None

Incantation: None

Call: "Altered, Will to Live"

Target: Self

Duration: Instantaneous

Delivery: None

Refresh: Event

Accent: None

Effect: Altered

Keeping a white-knuckle grip on life, the character can, once per Event, take ten points of Final damage instead of a Death Effect.

For Example: Tristan is struck with a spell-packet and the attacking creature Calls "Death by Shadow." Instead of dying immediately, Tristan uses this Perk and takes ten points of Final damage. This blows through his Life Points, causing him to be *dying*, but he is not dead yet.

Patron Perks

Patron

Cost: 4

Prerequisites: None

The character is under the personal patronage of a powerful Divine Being, or one of their emissaries or heralds. The character has some sort of relationship with their Patron, whether it be servile, romantic, or purely business. The character can never refuse a request by that patron without losing this Perk. The character has a relationship with this Patron and can make requests or prayers to it, although there is no necessity that they be answered or honored. Most other Perks can be purchased more cheaply if they are granted (and thus revocable) by the Patron. Any Perk that doesn't have the Patron prerequisite that is going to be considered a gift from the Patron costs 1 BP less (to a minimum of 1). The Patron perk may provide a maximum of 10 BP in discounts. The Strong Bloodline and Inheritance Perks cannot be discounted this way.

Gift of Hateful Retribution

Cost: Var

Prerequisites: Patron

The character's patron, often a war or death Divine Being, or some other similar greater power, has given the character the ability to destroy those who would end the patron's beloved pet. Once per Event, when the character is Deathblowed or killed with a melee attack, they can do damage to the one who attacked them. The cost of this Perk depends on the amount of damage the character does when killed. If this Perk is upgraded after character creation, only the difference between the old level and the new level needs to be paid. At higher power levels, this Perk can do damage "By My Voice" instead. Whether the individual or By My Voice damage is done is up to the character at the time it is used. The Accent on the damage is "by Spite." Note that in the case of a Deathblow, the Hateful Retribution will go off before the character actually dies.

Cost	Damage	By My Voice Dmg
2	10	-
3	15	-
4	25	-
5	50	5

Gift of Healing

Cost: 2

Ranks: Unlimited

Prerequisites: Patron

The character can Focus for a Quick 100 to Heal themselves or another character within Touch range to full Life Points. This can be done once per Event. The Call for this is "Heal to full Life Points."

Gift of Rebirth

Cost: 3

Prerequisites: Patron

Once, the character's patron will save them from death. One time of the character's choice, when the character would dissipate to Spirit Form after dying, they may instead be the target of Revive by Agony. In addition, whenever the character is brought back to life from being dead, they come back with two Life Points instead of the normal one.

Gift of Recognition

Cost: 1

Prerequisites: Patron

The character can sense others who also give homage to their same Patron. They can ask at-will “Discern by Mind: Is [Patron’s Name] your Patron?”

Gift of Unbreakable Flesh

Cost: Variable

Prerequisites: Patron

The character is beloved by a Divine Being or greater supernatural power of some kind, who grants a number of points of Natural Armor (armor that need not have a prop and can be both Mended and Healed). The cost of this Perk is dependent on the number of Armor Points the character has been granted. If this Perk is upgraded after character creation, only the difference between the old level and the new level needs to be paid. (i.e. 3 points to get 2 points of armor, if the character already paid 2 Build Points to get 1 point of armor).

If the Character has a source of Natural Armor, then the value in the Armor Points column instead functions as an addition to their existing Natural Armor.

Note: This armor works just like created armor in that choosing armor from another source will immediately exhaust these points.

Cost	Armor Points
2	1
5	2
10	3
15	4

Ultimate Gift

Cost: 1

Prerequisites: Patron

Once, the character can call out a final prayer to their Patron to save those around them. They should call out “[Patron’s name], I give the Ultimate Gift!.” They can now use three separate powers, at their discretion. They can call out “By My Voice Revive to [Names]” and give the names of any number of individuals, bringing them all back to life. They may call “By My Voice Heal 10 to [Names]” and heal all the named characters. They may also call out “By My Voice Short Grant *Insubstantial* to [Names]” When these things are complete, the character themselves will die, immediately dissipate, taking Spirit form and heading for the Spirit River. It is unknown for sure what awaits mortal souls in the Spirit River, but if there is a creature out there watching over the tide of souls, you can be sure it would need a heavy price paid for this gift. The character need not give a list of names and may just affect everyone within range.

Social & Background Perks

Ancestral Relic

Cost: 2

Prerequisites: None

The character designates one item as being linked with their character's history, family, or fate. At the character's option, this item can be chosen to be magical or not, but it will not have specific magical qualities. The character can treat the item as if they had the Cold Dead Hands Perk. This Perk costs only 1 if the benefactor is a Patron the character has already purchased.

Ancestral Weapon

Cost: 4

Prerequisites: Ancestral Relic

The item that the character has chosen as their Ancestral Relic is a weapon that is bonded to the soul of the character. The arm or arms holding the item is *resistant* to the Disable Effect ("Resist" should be called) and the weapon cannot be physically taken from the character, even if the character is unconscious or dead. The character can treat the item as if they had the Cold Dead Hands Perk.

A Shatter Effect will destroy the Ancestral Weapon as per normal, and immediately drop the character to 0 Life Points and Dying, but the weapon will reappear and reform in the character's hand during the next Long Rest. Similarly, if lost, the weapon will return at the next Long Rest.

Bits and Pieces

Cost: 1

Prerequisites: None

The character can remember strange, random bits of lore and trivia. Once per Event, the character may act as if they had all Lore skills for a particular physical prop (eg. blue card) and may read all portions of that prop as though they had Lore skills they do not possess.

Boon Bonds

Cost: 2

Prerequisites: None

Some bonds are not love, or even a bond-pair but are, instead, a group of people who share some common purpose or mystical link. When a character takes this Perk, they name up to three other characters. They get the benefits of this Perk only with those named members. Those members do not have to take this Perk. With those individuals, the character gain certain benefits:

- This Character can use “[Name or Description] Subtle Discern: How many Life Points are you down?” to any other member of the group at-will.
- This Character can do 1 point of Healing (“Heal 1 by Bond”) by touch to any other member. This may be used once per Long Rest per named member.
- This Character may Cure any one of the following Conditions: *Berserk*, *Charmed*, or *Dominated*, with the call “[Name or Description] Cure [Condition] by Bond.” This may be used once per Long Rest per named member.

Contact

Cost: 2

Prerequisites: None

You have a friend or ally who knows things. Choose two areas of Lore that your Contact has expertise in. Once per Event, you can write a note or letter to this contact and include a few Wealth and Staff will answer for your Contact with clues, information, or additional hints. The helpfulness of this information will depend on whether the questions match the Contact’s Lore skills as well as the bribe sent. The player should create a name and simple backstory for the Contact and why that Contact would answer questions.

Connections

Cost: 2

Prerequisites: None

It’s all about who you know. The character may be a distant scion of a powerful family, or may have a past that has left others wanting to help them out. Characters with this Perk have friends in high places. This friendship will generally not extend to actual physical aid, but they can help get letters of support or pardon, or any similar activity that does not cost those performing the favors too much. The actual details of these connections should be detailed in a note to Staff or in the character background.

Draconic Heritage

Cost: 2

Prerequisites: Must be taken at Character Creation.

How exactly a mortal ends up with a draconic heritage is a matter of fierce debate (and more than a few romance novels). While the truth of how this occurs remains tightly veiled, it cannot be denied that some family trees have common expressions of dragon-like traits. While those people can’t travel through the void of space like their distant ancestors, other draconic traits do appear.

When this Perk is taken, the player chooses one draconic Accent: Acid, Flame, Ice, or Lightning. For each perk tier below, after the first, the character pays additional BP. Each level of the Perk requires that all previous levels have been purchased. Characters may only purchase each tier once, but may purchase later tiers once they have attained the appropriate character levels.

Cost	Character Level	Ability
2	2	The character can counter one attack from their chosen draconic Accent by calling "Counter, Draconic Heritage." They can do this once per Short Rest. The character is affected by Powers that affect Dragons, ie: Calls that have the "to Dragon" Qualifier.
3	5	The character can use a breath weapon once per Long Rest. As a Verbal, this will do three damage, plus the number of Draconic Heritage perks taken (including this one), to one target that the character could strike with a melee weapon. The damage will have the appropriate Accent. The Call is "[Name or Description] [X] by [Accent]."
4	10	The dragon's natural magical resistance expresses itself. After completing a Short Rest, the character automatically gains a Protect vs Packets. This Protect lasts until it is used or until the character completes a Short Rest.
5	15	The character may choose to Resist effects from their chosen Element. They may do this at will.

Famous

Cost: 3

Prerequisites: Minor Fame

In their life, the character has become famous for some reason. This might be one very significant event, a series of small but related events, or even just due to their position in life. This reason should be a part of the character's backstory, and should be Staff-approved. The character may, at-will, use "It has been told" (one of the Power Phrases detailed in the Core Rules) to inform others (including PCs) that they have heard of their reason for fame. Note that "It has been told" does not *require* others to have heard the tale, but does suggest that it is likely. The reactions to the knowledge of the character's fame are up to the portrayal.

Heartbond

Cost: 3

Prerequisites: None

Whether it is romantic love, familial love, an oath, or even a curse, there are some who are simply bound to help and protect each other. Please remember that these kinds of relationships must abide by the rules for romantic roleplay consent, and the player of the target character must consent to this Perk being purchased (even if the relationship is not romantic). When the Perk is purchased, the player should choose one other character with whom their character has the Heartbond. Note that this Perk does NOT require another character to take the same Perk. With chosen character, the character gets certain benefits:

- The character has the benefits of the Perk Generous Soul, but only for the Heartbonded character.
- While using Healing of any kind on the other Heartbonded, the character may sacrifice any number of Life Points (but not more than their current total) and add those points to the Healing.
- If the character is *Berserk* or *Charmed* and finds themselves in the position of having to harm the Heartbonded individual, the duration of the *Berserk* or *Charmed* Condition ends immediately. If the *Berserk* or *Charmed* Condition does not *require* that the Heartbonded character be attacked, they can simply be skipped. (i.e. if *Berserk*, if there are other individuals that could be attacked, the *next* closest character will be attacked.)
- The characters can feel each other's love as an almost physical sensation. At-will they may ask of the Heartbonded other: "*Subtle Discern by Mind: Do you love me?*"

Income

Cost: 3

Prerequisites: None

Perhaps the character is a minor noble (see Title Perk) or perhaps their family owns a small business. Whatever the reason, the character gets a small stipend from it. The character gets 10 Wealth at the beginning of every game.

Inheritance

Cost: 4

Prerequisites: None

The character has a valuable item or sum of money left to them by their family or other benefactor. The character gets a significant bonus to their starting wealth and adds 100 Wealth at the beginning of their first Event. This Perk costs only 3 if the benefactor is a Patron the character has already purchased, however it does not count as a granted discount (as it is not revocable).

Manse

Cost: 3

Prerequisites: None

The character has a large house, villa, or manse complete with tenants. They should choose the name of their estate and should work with Staff to choose a location and the produce of the estate. Although most people with such lands are noble, some are merchants, crime bosses, or otherwise well-connected individuals with easy access to wealth. The character can draw funds from the goods produced by their tenants at the beginning of each game. This can be 6 Basic Resources [Bloom, Hide, Ingot] and 3 Uncommon Resources [Night Prize, Harvest, Rare Mineral]. Alternatively, 8 Wealth. Choices should be noted in the character's registration.

Minor Fame

Cost: 1

Prerequisites: None

The character is noted for some small deed or act of heroism (or infamy) in their past. While speaking to another character or NPC, the character may say “It has been told” and give the reason that they might be well-known to the other.

The character must choose one story in their approved background history to use with this Perk; it cannot be used to implant false knowledge or an adjusted tale (although, with Staff approval, the original story itself need not be true).

For Example: *Adrian the Bard is speaking to Lord Auclair, and Adrian says “So it has been told that I am the one who sang during the siege of Paradise Flame” and Lord Cassowary would remember the tale.*

Title

Cost: 4

Prerequisites: None

The character has a minor title such as Lord/Lady/Liege or Sir/Dame/Soren. This title has certain benefits and rights that come with it, but most only apply while the character is in their own demesne. How each title expresses itself society to society is different, but the character does have the right to be called by their title and crimes against the character will, in general, be taken more seriously. Additionally, they will often be believed by local authorities or soldiers. This reduces the cost of the Income, Manse, Connections, and Famous Perks by 1.

Sharp Mind

Cost: 3

Prerequisites: None

Gain the Library Use Skill at no cost, and Lore ranks cost 1 point less than normal to a minimum of 1.

Strong Bloodline

Cost: 3

Prerequisites: None

You gain 3 additional Lineage Build Points to spend on Lineage Advantages. This also increases the maximum to 13. This perk cannot be discounted by Patron.

Supernatural Perks

Fortunate Finder

Cost: 3

Ranks: 2

Prerequisites: None

The character can avoid the negative consequences of Gathering (Scavenging, Prospecting, or Foraging). The character can put back a Hazard card and re-draw when Prospecting, or can ignore the negative effects of Scavenging a monster or beast. This can be done once per Long Rest for each time this Perk is purchased.

Insight

Cost: 3

Ranks: 2

Prerequisites: None

The character gets flashes of help from the beyond that can help in times of need. The character can call out to some great power, such as a Devotion, or any other greater or divine creature, and ask for a flash of insight to help with a mental puzzle or riddle. If there is an NPC nearby who can be briefly possessed by the power called for, they will blurt out a short hint or helpful piece of advice, but be totally unaware that they have done so. (An OOG Marshal, if available, can also provide hints.)

The insight cannot talk about the future, nor speculate about actions. The incantation for this should be along the lines of *"I call upon the domain of light to grant the gift of insight!"* This can be done once per Long Rest for each time this Perk is purchased. Regardless of how many times Insight has been purchased, it cannot be used more than once per Short Rest. All uses return after a Long Rest.

Medium

Cost: 5

Prerequisites: None

The character has some ability to contact the spirits of the departed. Not only can the Medium talk to Spirits in a few, limited ways, but with preparation (and a forewarning to Staff) can hold a rite that will summon a Spirit or two from individuals who are gone (who have permanently died).

At-will, the Medium can ask any of the following questions of any Spirits. "[Name or Description] Discern by Mind to Spirit: What was your name?", "[Name or Description] Discern by Mind to Spirit: How did you die?", or "[Name or Description] Discern by Mind to Spirit: What do you need?" For the rite, they should have a table with accouterments on it that are meaningful to them for speaking to the dead. For each Spirit that shows up (which is at Staff discretion) the Medium must sacrifice 6 Life Points. If others are involved in the rite, and within Touch range, this sacrifice may be shared (equally, round down to a minimum of 1). This is the power the Spirit needs to take form and answer questions.

The Medium should specify (also forewarning the Staff) the names of particular Spirits they are calling, or what kind of Spirits they are calling to. They can then ask each Spirit up to one question per character level. These will all have a call of "Subtle Discern by Mind to Spirit:" unless it has been agreed with Staff that the Call is understood. These questions may be anything, but

the answers may be vague, incomplete, in the form of riddles or puzzles, or even incorrect. The answers will never be lies, however, and will be true to the best knowledge of the summoned Spirit.

The Medium can summon as many Spirits as they like (sequentially) in a session, but too many may cause the Spirits to get angry, with unpredictable results. The Medium can only perform such a rite once per Event.

Othersleep

Cost: 1

Prerequisites: None

The character does not sleep on the prime plane. When they slumber (true deep sleep, not normally napping) the character fades out of the world, disappearing from this plane. Their equipment and clothing all stays, but they are gone until the morning comes.

OOG: the player should have a white halo with a start time and end time written on it and this should be posted in clear sight near their sleeping space; this time cannot be longer than 10 hours, nor less than 2 and is meant to protect sleep; if it appears it is being used defensively, or to protect from normal attacks, Staff may remove the Perk.

During the time on the sheet, the character is not present and cannot be affected, harmed, killed, etc., although their equipment is not protected. NPCs will not bother the PC, and although combat may occur around them, effort will be taken not to specifically disturb the protected character and player. When the time written on the sheet arrives, the character will reappear in the same location. There is no way for them to come out early, even if others need help. They should remain out-of-game and non-interactive while they are in Othersleep. This will recharge each sunrise.

Sight

Cost: 3

Prerequisites: None

The character can see the unseen, and can see objects that are marked with the White Halo on a red field. Most cannot.

Sight Beyond Sight

Cost: 3

Prerequisites: Sight

The character's powers are impressive, and the character can read the information card found on the back of red flags marked with a White Halo.

Sensitive

Cost: 3

Prerequisites: Sight Beyond Sight

The character is vaguely aware of things beyond the ability of others to sense. The character is aware of information that would normally only be available to the player. They might understand the contents of a Subtle Call, or be able to know that danger is coming up on the other side of an unrepresented “door.”

Soothsayer

Cost: 3

Prerequisites: None

A soothsayer can see into the future, or see through the thin veil between reality and the possible. By performing a small ceremony (which may be drawing cards, viewing entrails, or even preparing for a sleep filled with prophetic dreams), the character should provide a question or topic to Staff in written form and, sometime after the ceremony is performed, the answer will come to them in a vision or by some other sign. The character can request one vision per event.

Strong Spirit

Cost: 3

Prerequisites: None

Normally, when a character gains the Spirit Type, they are incapable of looking at others or communicating. A character with a strong spirit can make eye contact and even make gestures (although charades-type communication is simply too difficult). In addition, they need not head directly to the Spirit River, but can go to one familiar location or person first and can remain in that spot for up to ten minutes (Slow 600) before heading to the River.

Hearth Perks

Hearth

Cost: 1

Prerequisites: None

The character can perform an easy rite, taking only a few seconds, which will sanctify a particular room. The character should pick a special item like a horseshoe, banner, or other significant, meaningful item, and place it inside the room to designate it as a Hearth. If the item is removed from the room for any reason, the Hearth Perks are lost until it is returned. If needed, once per Event, a new rite can be performed after the next Long Rest, using a new special item.

The room becomes the character’s Hearth and they can develop certain powers that are only effective when in their Hearth by taking additional Hearth Perks. In order for a room to become a Hearth, it must be the room where the character intends to sleep next. In addition, the room cannot be a public or multi-use room such as a Tavern. If the room is normally public but is closed

off for sleeping, that is acceptable (such as a small shop that is closed and used as living quarters). While performing the rite, the character can name five additional people who also intend to sleep in that room and the area will count as a Hearth for them as well. Those others count this as their Hearth and can purchase and use other Hearth Perks even if they have no ability to make the Hearth in the first place.

Arcane Hearth

Cost: 5

Prerequisites: Hearth

When the character creates a Hearth, they may spend an additional minute or so on the rite, drawing in the magical weave to create a nexus of arcane energy. The Hearth will act as an Arcane Locus for the purposes of magical study until the end of the Event. The Hearth cannot also be designated as a Consecrated Hearth.

Bolt Hole

Cost: 3

Prerequisites: None

The character can escape from a room designated as their Hearth. Once per Long Rest, they can go *Insubstantial* by calling “*Insubstantial*” and must then immediately walk slowly out of the room. Once outside the room, they no longer need to walk, and can remain *Insubstantial* for a Slow 180 before calling “*Dispel Insubstantial*.”

Consecrated Hearth

Cost: 5

Prerequisites: Hearth

When the character creates a Hearth, they may spend an additional minute or so on the rite, deep in prayer and meditation. They can cause the area of their Hearth to be Consecrated Ground until the end of the Event. The Hearth cannot also be designated as an Arcane Locus.

Expanded Hearth

Cost: 1

Prerequisites: Hearth

When the character creates a Hearth, they may designate an additional five people (thus a maximum of 10 people, besides the caster) who also intend to sleep in that room and the area will count as a Hearth for them as well.

Arcane/Divine Orchestra

Cost: 1

Prerequisites: None

The character possesses the ability to create a device that summons soft music to add ambiance or for entertainment. The Orchestra will not play if the character does not have a designated Hearth.

This allows the player to use a musical device to play appropriate, in-period music. The music must be soft enough so it cannot easily be heard outside the character's Hearth. The music must use real instruments, and cannot have lyrics that will break game immersion. The Arcane/Divine Orchestra cannot be removed from the Hearth without express staff approval.

Peaceful Hearth

Cost: 3

Prerequisites: None

The character's Hearth brings them peace and a centered state of mind. Whenever they complete a Short Rest in a room designated as their Hearth, they gain one Protect against Fear or can grant one to one other person also taking a Short Rest in the same Hearth. If used on another, it is Delivered as a Verbal with the Call, "[Name or Description] Grant Protect vs Fear."

Protected Hearth

Cost: 2

Prerequisites: None

While inside a room designated as their Hearth, the character can Refresh a Spike by Focusing for a Quick 100. This can be done at-will as long as the character is in the room.

Restful Home

Cost: 3

Prerequisites: None

The character can create a warm and nurturing environment. Whenever the character takes a Long Rest in a room designated as their Hearth, they can heal to full. If the character has the *Tainted* Condition and completes a Short Rest in their Hearth, they will not die.

Lucent Hearth

Cost: 3

Prerequisites: Consecrated Hearth

When the character creates a Consecrated Hearth, they may spend an additional minute or so on the rite, constructing or assembling a simple prayer shrine to a Devotion. If a named member of the Hearth conducts a Ritual within the confines of the Hearth, the amount of Dark Territory is reduced by one.

Experimental Hearth

Cost: 3

Prerequisites: Arcane Hearth

When the character creates an Arcane Hearth, they may spend an additional minute or so on the rite, constructing or assembling a simple crystal focus that must produce light. If a named member of the Hearth conducts a Ritual within the confines of the Hearth, the amount of Dark Territory is reduced by one.