

## Generic Adventurer Boons

Starting Boons (Available from Level One)	Tier Two Boons (Available After 10 Boons Acquired)	Tier Three Boons (Available After 25 Boons Acquired)
<p>○ ○ ○ <b>+1 Maximum HP</b></p> <p>○ ○ ○ <b>Improve an Ability</b> Pick an Ability. Take the average of 2d6; if you roll higher than the current score, improve it by one. If you fail, choose a different Ability to test.</p> <p>○ <b>Gain a Random Spell and +1 Control</b> Roll 1d10 and 1d8 to determine a new spell (completely random, from the basic spell lists). Reroll if necessary.</p> <p>○ ○ ○ <b>Gain a Follower (Level 1)</b> Choose a Role for the Follower or Animal Companion. If it dies or departs, replace it at the beginning of the next session. Stats: 3d, 1 HP.</p>	<p>○ ○ ○ ○ <b>+1 Maximum HP</b></p> <p>○ ○ ○ ○ <b>Improve an Ability</b> Pick an Ability. Take the average of 2d6; if you roll higher than the current score, improve it by one. If you fail, choose a different Ability to test.</p> <p>○ <b>Gain a Random Spell and +1 Control</b> Roll 1d10 and 1d8 to determine a new spell (completely random, from the basic spell lists). Reroll if necessary.</p> <p>○ <b>Gain a Follower (Level 3)</b> Choose a Role for the Follower or Animal Companion. If it dies or departs, replace it at the beginning of the next session. Stats: 5d, 3 HP.</p> <p>○ <b>Unlock an Advanced Class (and +1 CR)</b> Gain your choice of one of the class's basic Traits <i>and</i> +1 of the relevant Class Resource. <ul style="list-style-type: none"> <li>○ ○ ○ ○ <b>Feat and +1 Class Resource</b> Gain a Feat (or the other basic Trait) of your choice from the Advanced Class, and gain a point of the relevant Class Resource.</li> </ul> </p>	<p>○ ○ ○ ○ <b>+1 Maximum HP</b></p> <p>○ ○ ○ ○ <b>Improve an Ability</b> Pick an Ability. Take the average of 2d6; if you roll higher than the current score, improve it by one. If you fail, choose a different Ability to test.</p> <p>○ <b>Gain a Random Spell and +1 Control</b> Roll 1d10 and 1d8 to determine a new spell (completely random, from the basic spell lists). Reroll if necessary.</p> <p>○ <b>Gain a Follower (Level 5)</b> Choose a Role for the Follower or Animal Companion. If it dies or departs, replace it at the beginning of the next session. Stats: 7d, 5 HP.</p> <p>○ <b>Unlock a Second Advanced Class</b> Gain your choice of one of the class's basic Traits <i>and</i> +1 of the relevant Class Resource. <ul style="list-style-type: none"> <li>○ ○ ○ ○ <b>Feat and +1 Class Resource</b> Gain a Feat (or the other basic Trait) of your choice from the Advanced Class, and gain a point of the relevant Class Resource.</li> </ul> </p>

### How to Use with a New Character:

#### **(For experienced players)**

1. Roll Abilities as usual. Set Town Abilities to zero, as usual. Choose a Class. Select and roll equipment as usual.
2. Start with 4 HP.
3. Pick two Boons. (The bubbles show how many times a particular Boon can be taken.) Always pick from the Generic or your Class list. You get to pick one Boon after each session. Voila!

## Warrior Boons

### Starting Boons

○ **Roll +1d on Physical Combat Checks**

○ ○ **+2 Maximum HP**

○ ○ ○ **+1 Maximum HP and +1 Focus**

When you successfully attack, spend Focus to automatically succeed on a *combat maneuver* (e.g. push, trip, etc.) *or* add +1 damage per point spent. Multiple points may be spent only to increase damage.

○ **Gain a Squire or Man-at-Arms (Level 2)**

If your Follower dies or departs, replace it at the beginning of the next session.

Stats: 4d, 2 HP.

○ ○ ○ ○ ○ **Choose a Class Feat:**

- 1) **Break Anything:** Spend Focus to bend bars, break through stone, etc.
- 2) **Bulwark:** Spend Focus to redirect all damage from an ally that you are protecting to yourself.
- 3) **Shield Expert:** +1 max HP when wielding a shield. Spend Focus and sunder a shield to negate all damage from a single source.
- 4) **Overpower:** Spend Focus to reroll all failed dice on a Combat Check against a single foe.
- 5) **Whirlwind Attack:** Spend Focus to roll +1d and threaten all enemies in reach for a Combat Check.
- 6) **Tactics:** Spend Focus to add your Knowledge (in dice) to an ally's Combat Check when they follow your tactical advice.
- 7) **Signature Weapon:** Bond with a weapon. You cannot be separated from it. Roll +1d against poison, disease, fear, paralysis, petrification, disintegration, and mind control.

### Tier Two Boons

○ **Roll an additional +1d on Physical Combat Checks**

○ ○ **+2 Maximum HP**

○ ○ ○ **+1 Maximum HP and +1 Focus**

○ **Gain a Squire or Man-at-Arms (Level 4)**

If it dies or departs, replace it at the beginning of the next session. (Stats: 6d, 4 HP.)

### Tier Three Boons

○ **Roll an additional +1d on Physical Combat Checks**

○ ○ **+1 Maximum HP and +1 Focus**

## Explorer Boons

### Starting Boons

- **Roll +1d on Athletics and Knowledge-Based Adventuring Tests**

Including running, throwing, jumping, swimming, climbing, acrobatics, sneaking, hiding, dungeoneering, bushcraft, and endurance tests.

- ○ ○ **Gain +1 Luck**

Spend Luck to reverse the result (success to a failure or vice versa) of any die in an ability test or save in which you are participating. Multiple points may be spent at once.

- **Lightning Reflexes**

Roll +1d on saves against sudden ambushes, traps, natural hazards, and so forth. If you spend Luck, you cannot be caught flat-footed or without a weapon in hand.

- **Sidekick (Level 3)**

Gain a skilled expert Follower, e.g. in survivalism, skullduggery, construction, etc. If it dies or departs, replace it at the beginning of the next session. (Stats: 5d, 3 HP.)

- **Resourceful**

Spend Luck and declare any normal, mundane, or commonplace item or piece of gear of a Cost equal to your Wealth or lower. Add that item to your backpack/inventory.

- ○ ○ ○ ○ **Choose a Class Feat:**

- 1) **Superior Senses:** Incredibly sensitive and accurate senses allow you to notice subtle details in or changes to your environment.
- 2) **Swashbuckler:** When you use the environment in a cinematic attack, you deal +1 damage (or one point on a failed Combat Check).
- 3) **Marksman:** You are a renowned marksman. Roll +1d whenever you attack with a bow or firearm.
- 4) **Disappear:** Spend Luck to hide in the slightest cover, even if you are being observed.
- 5) **Unflappable:** Roll +3d when you make a Save to resist fear, illusions, charms, stuns, magical paralysis, etc.
- 6) **Iron Constitution:** Roll +3d on endurance-based Tests and on Saves against poison, disease, and petrification.
- 7) **Encyclopedic Knowledge:** You have a great memory and know a breathtaking amount of information.

### Tier Two Boons

- **Roll an additional +1d on Adventuring Tests**

- ○ ○ **Gain +1 Luck**

- **Godlike Reflexes**

Spend Luck to automatically succeed on saves versus ambushes, traps, and similar.

- **Combat Reflexes**

Spend Luck to negate all physical damage from a single source this Round.

### Tier Three Boons

- **Roll an additional +1d on Adventuring Tests**

- ○ **Gain +1 Luck**

## Leader Boons

### Starting Boons

#### ○ **Roll +1d on Social Tests**

You are skilled at reading people and responding appropriately, including while negotiating, persuading, lying, haggling, performing, commanding, etc.

#### ○○ **+1 Circles and +1 Businesses**

Declare and record the nature of your connections: aristocratic, professional, criminal, military, or other. Declare and record the nature of your business interests.

### **Gang Leader**

You attract intensely loyal Followers. Give Followers a Role. If they die, replace them at the beginning of the next session. You may take the following Boons *in order*:

- **Level One Follower** (3d, 1 HP)
- **Level Two Follower** (4d, 2 HP)
- **Level Three Follower** (5d, 3 HP)
- **Level Four Follower** (6d, 4 HP)

#### ○ **Tactical Leadership**

When you use your action to give directions to your Followers, they roll +1d this Round.

- **Zealotry:** When you use your action to direct them, your Followers also add +1s to successful tests and saves (including damage).
- **Combat Drills:** Your Followers roll +1d when they work together as a team in combat.

#### ○○○○○ **Gain +1 Guile and Choose a Class Feat:**

- 1) **Underworld Connections:** Roll +1d on Circles tests to establish or track down an underworld contact (criminal, fence, informant, corrupt lawman, etc.). You can always find a buyer or seller of dangerous, illegal, or forbidden goods. Decide whether word of your underworld connections is suppressed or widely known.
- 2) **Silver Tongue:** Spend Guile: while you talk nonstop, convince someone that what you are saying is true, so long as it is remotely plausible (Acuity Save negates).
- 3) **Cat Burglar:** Roll +1D when you climb, hide, sneak, or break and enter. When carrying minimal gear/equipment, instead roll +2D.
- 4) **Backstab:** When you strike an unsuspecting enemy, you may spend Guile to add +3 damage to your result.
- 5) **A Clever Distraction:** Spend Guile to force all affected enemies within the immediate vicinity to roll -1D to their Combat Checks for the Round.
- 6) **Sleight of Hand:** Roll +1d on any thievery tests. Spend Guile to produce a given mundane tool, object, or weapon from your pockets, no matter how thoroughly you've been searched or how much of your equipment has been left behind. (The item must be one that you own or could have pocketed in the last few hours.)
- 7) **Encyclopedic Knowledge:** You have a great memory and know a breathtaking amount of information.

### Tier Two Boons

#### ○ **Roll an additional +1d on Social Tests**

#### ○○ **+1 Circles and +1 Businesses**

### **Gang Leader**

- **Level Four Follower** (6d, 4 HP)
- **Level Five Follower** (7d, 5 HP)

### Tier Three Boons

#### ○ **Roll an additional +1d on Social Tests**

### **Gang Leader**

- **Level Five Follower** (7d, 5 HP)
- **Level Six Follower** (8d, 6 HP)

## Sorcerer Boons

### Starting Boons

- **Gain 3 Random Spells (From a Spell Family of Your Choice) and +3 Control**

Choose a Spell Family and roll 1d8 three times, rerolling as necessary until you have three new spells. Gain +3 maximum Control.

- ○ ○ **Gain a Random Spell (From a Family of Your Choice) and +1 Control**

Choose a Spell Family and roll 1d8, rerolling as necessary until you have a new spell. Gain +1 maximum Control.

- **Familiar (Level 3)**

A demon, spirit, or fey creature in the form of a small, intelligent, talking animal. Once per day, it grants +1d to a channeling test. Your spells always affect it, if you wish. Stats: 5d, 3 HP.

- **Combat Mage and Gain +1 Control**

Roll +1d to hit with both single-target and area-of-effect *Fel Blasts*. Gain +1 Control.

- **Fel Blast (Single Target) and Gain +1 Control**

Spend Control and succeed on a Knowledge-based Combat Check to deal 4d damage. Gain +1 Control. You may take the following Boons:

- **Potent Blast:** Increase single-target *Fel Blast* damage by +2d.
- **Eldritch Duelist:** Increase single-target *Fel Blast* damage by +4d to creatures that can channel plasmids.

- **Fel Blast (Area of Effect) and Gain +1 Control**

Spend Control and succeed on a Knowledge-based Combat Check to deal 2d damage to all in a melee group/area. Gain +1 Control. You may take the following Boon:

- **Explosive Blast:** Increase area-of-effect *Fel Blast* damage by +2d. A strong sign of your manifestation lingers about you for the day.

- ○ **Choose a Class Feat:**

- 1) **Overcast:** You may spend HP in place of Control. When you spend HP, you may spend an additional HP to increase the effect of a *Fel Blast* by +1d, to add +1d to a contested roll triggered by your spell, or to penalize (-1d) an opponent's Save against your spell.
- 2) **Arcane Study:** You are deeply versed in the study of plasmids, esoteric traditions, extradimensional lore, arcane rituals, relics, and artifacts. Roll +1d on relevant Knowledge tests; learn new spells more easily (one week faster and +1d on the Mastery Check); roll +1d on any rolls required to use an artifact or to enact a ritual; and do not take damage whenever you fail to attune to an artifact. You may destroy an artifact in order to attempt to capture a plasmid that it contains, though doing so increases the Obstacle Rating for the Mastery Check by one.
- 3) **Iron Will:** If you are attacked while channeling, immediately add +3d to your Combat Check.

## Tier Two Boons

### ○ ○ ○ Gain a Random Spell From a Family of Your Choice

#### ○ **Plasmid Specialist**

Roll +1d on Channeling Tests.

#### ○ **Personal Spell**

Choose one spell. Roll +1d when you channel the spell, and do not lose the spell for the day even when you fail the Channeling Test.

#### ○ **Combat Mage**

Roll +1d to hit with *Fel Blast* attacks.

#### ○ **Greater Familiar (Level 5)**

Requires "Familiar." Your familiar can now assume either its animal or its true form at will. While in true form, the familiar gains a spell appropriate to its type that it may channel once per day for free.

Stats: 7d, 5 HP.

#### ○ **Gain +2 Control**

## Tier Three Boons

### ○ ○ ○ Gain a Random Spell From a Family of Your Choice

#### ○ **Archmage**

Roll an additional +1d on Channeling Tests.

#### ○ **Combat Mage**

Roll +1d to hit with *Fel Blast* attacks.

#### ○ **Gain +2 Control**