

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>○ ○ ○ +1 Maximum HP</p> <p>○ ○ ○ Improve an Ability 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>○ Gain a Random Spell and +1 Control Roll 1d10 and 1d8 to determine a new spell (completely random, from the basic spell lists). Reroll if necessary.</p> <p>○ ○ ○ Gain a Follower (Level 1) 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>○ ○ ○ ○ +1 Maximum HP</p> <p>○ ○ ○ ○ Improve an Ability 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>○ Gain a Random Spell and +1 Control Roll 1d10 and 1d8 to determine a new spell (completely random, from the basic spell lists). Reroll if necessary.</p> <p>○ Gain a Follower (Level 3) 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>○ Unlock an Advanced Class (and +1 CR) 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"> ○ ○ ○ ○ Feat and +1 Class Resource Gain a Feat (or the other basic Trait) of your choice from the Advanced Class, and gain a point of the relevant Class Resource. </p>	<p>○ ○ ○ ○ +1 Maximum HP</p> <p>○ ○ ○ ○ Improve an Ability 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>○ Gain a Random Spell and +1 Control Roll 1d10 and 1d8 to determine a new spell (completely random, from the basic spell lists). Reroll if necessary.</p> <p>○ Gain a Follower (Level 5) 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>○ Unlock a Second Advanced Class 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"> ○ ○ ○ ○ Feat and +1 Class Resource Gain a Feat (or the other basic Trait) of your choice from the Advanced Class, and gain a point of the relevant Class Resource. </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!

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**