(Not all documentation is completed as this game is in production)
Trades

Each level in a trade or proficiency is the amount of perks the user can choose / create, trade and proficiencies cannot reach any higher level than 10 and xp requirement increases by 50 (For example Level 5 requires 300xp to get to level 6). Each time a player succeeds with their trade or proficiency they gain 10 xp, but they can also use xp they get via other means to level them up.

When creating a character the player is allowed up to 4 levels that allows them to choose either, up to 4 separate trades / proficiencies at level 1 each or less trades at higher levels. (example : 2 levels in 2 trades, 1 level in 4 trades, 4 levels in 1 trade, or 3 level in 1 trade and 1 level in another trade)

This table shows examples of how you can create trade perks under your trades.

Perk type	Mechanics	Limitations
Practice	Advantage roll when using trade.	Can only use once per short rest.
Trade Craft	User learns how to work in their trade with dangerous or difficult materials, enabling them a passive ability to work with ; 1) elemental materials, (2) Animite, or (3) minnerol.	These perks are separate for each category of material (elemental, Animite, minnerol) and can only be added to forging / creating type trades.
Knowledge	This character has knowledge on a specific subject meaning they now know something without needing to roll for it, however, if there is a piece of information relating to the subject that is not commonly known, this character can roll advantage on knowing or figuring out information about a chosen , particular subject under the chosen trade.	Has to be based on a specific subject, cannot be vague.
Creation (Recipe)	The user can create a recipe for a trade based item they can create, however, must require a minimum of 3 items or more to create it.	The creation cannot be any larger than the sum of it parts. Item created must be made of materials that would grant the required abilities. (I.e. : gun parts for a firearm, or poisonous plants for a poisonous concoction, etc.)
new skill	User creates a technique that grants them an ability using their trade, for one usage.	These abilities can only be used once per day and the more factors the ability grants, the higher the roll requirement.
Usage Style	User adds their powers, trade, or proficiency with a chosen	

| | | stat to augment said stat. This can be used reactively and has no limit of usages, however requires a roll of the chosen stat and the augmenting trade/power, one of which must be 15+ the other needing to be 10+. If both rolls succeeded this grants an ability upon the stat/auxiliary stat(I.e. finesse attack, or even something that seems unorthodox ; like rolling perception before a precise attack, etc.), or removes one downside to using the stat (I.e. disadvantage). | |

Survival Skills
The skills to forage, cook and come up with herbal recipes to help cure ailments.

Name	Type	Requirements	Details
Flint and steel	Practice	Tool to start fire (I.e. : wood, flint, steel, lighter, excellerent , etc.)	Once per short rest, user gets to roll advantage on this trade when attempting to start a fire.
"Bet that tastes lovely"	Knowledge	User has to either be able to see or smell the substance in question.	User can roll advantage to see if an object or natural substance is edible. (this does not work for finding out is the substance is poisonous)
Drinkable	Technique	User must have a liquid, access to high heat / fire, or something to be used as a filter.	Once per short rest, the user rolls 15+ to purify a liquid, making it safe to drink.
Soup	Recipe	1 part Water, 1 part meat, 1 part vegetable. Roll 10+.	Can make soup which will satisfy hunger and restore 1d6 of health (if damaged).
"Comes with the territory"	Technique		

Botany
The ability to understand and categorise plant life and even understand the needs to grow them.

Brewing
This grants the ability to learn how to make drinks, whether they be alcoholic or otherwise.

Chemistry

Create special concoctions that could heal, help or hinder those who are under the influence or your creations.

Medic
A true medic will understand what needs to be done about wounds and or ailments and can help to assist with them in any given time.

Crafting
To create gear, basic improvised weaponry or even just "arts and crafts" that can be used or sold.

Tech
Creating gadgets using the vast amount of materials and resources, there are many possibilities when it comes to technology.

Gunsmith
Build or repair firearms, or make your own, as well as create ammo recipes or learn from others. Underneath are the different types of ranged weapons that can be made using crafting, gunsmith, and tech. Each one would require items for a recipe to build from scratch or if the user can find or purchase them. If the user builds or personally upgrades them they can increase damage (by 1 dice up), range (by +100% of the base range), or durability (by + ½ of the original weapons durability) each time.

Name	Type	Requirements	Details
Pistol Recipe	Recipe	Spring, Pipe, Metal chunk.. Roll 10+.	Look at Pistol on Ranged weapons to see the range, damage and durability
Revolver Recipe	Recipe	Revolving cylinder, pipe, hunk of metal. Roll 10+.	Downside : weapon is not magazine fed, meaning to fully reload this weapon the user needs to roll a Dex of 15+. Upside : Gun does 1 dice more damage than pistol.
Shotgun Recipe	Recipe	Pipe, stock/ handle, hunk of metal, chunk of wood, Spring. Roll 10+.	
Basic ammo	Recipe	Metal, gun powder, ball bearing. Roll 10+.	When fired from a gun deals an extra +1 ballistic or penetration damage.
Elemental rounds	Passive	Level 4 +	Gunsmith with this perk can now forge bullets and guns with elemental materials like fulgur, ion, ignis, etc.
Explosive ammo	Recipe	2 pieces of metal, 2 gun powder, ball bearing. Roll 10+	When fired and hit an area or target, this round bullet deals an extra 1d6, and a diameter of 2m.

"In my sleep"	Usage Style	User must roll Gunsmith (15+) and sleight of hand (10+) and must be in melee range of an opponent or holding a gun.	User quickly grabs and dismantles a firearm either in another person's hand or wherever, so long as the character is holding the gun. This can disable the gun temporarily or permanently, depending on the situation.

Ammunition materials

This is a list of material types that a gunsmith can make bullets out of, here is a table of the different effects they have.

Name of ammo material	Durability	Ammo affect
Steel, Iron, Lead, Nickel	5	No extra effect given.
Titanium, Beuron	10	No extra effect given.
Fulgur	5	Deals 1d6 lightning damage to whatever target it hits.
Ignis	5	Deals 1d6 fire damage to whatever target it hits.
Ion	10	Deals 1d6 sonic damage to whatever target it hits.
Deleterium	5	Deals 1d6 poison damage to whatever target it hits.
Animite	5	Damage modifier is added with half of the physical damage as animite damage on top, the damage dice rolled from the gun ignores power based damage resistance (not physical immunity)
Minnerol	N/A (25 if against minnerol)	Bullets made from this material ignore half damage physical resistance of whatever target it hits.

Ranged weapons
One handed

Pistol - Accuracy

Damage types	Beginning Range	Beginning damage dice	Durability	Weight
Ballistic,Pierce	20m	1D6	30	5

Revolver - Accuracy

Damage types	Beginning Range	Beginning damage dice	Durability	Weight
Ballistic,Pierce	25m	1D8	40	8

Submachine gun - Accuracy

Damage types	Beginning Range	Beginning damage dice	Durability	Weight
Ballistic	25m	1D8	50	18

Sawed off shotgun - Accuracy

Damage types	Beginning Range	Beginning damage dice	Durability	Weight
Ballistic	20m, 10m (spread)	1D8	40	12

Crossbow - Accuracy

Damage types	Beginning Range	Beginning damage dice	Durability	Weight
Ballistic,Pierce	20m	1D8	40	10

Flare gun - Accuracy

Damage types	Beginning Range	Beginning damage dice	Durability	Weight
Fire	50m	1D6	2	2

Two handed

<u>Shotgun</u> - Accuracy

Damage types	Beginning Range	Beginning damage dice	Durability	Weight
Ballistic,Pierce	20m + 10m (spread)	1D8	40	25

<u>Assault Rifle</u> - Accuracy

Damage types	Beginning Range	Beginning damage dice	Durability	Weight
Ballistic,Pierce	50m	1D10	50	18

<u>Sniper Rifle</u> - Accuracy

Damage types	Beginning Range	Beginning damage dice	Durability	Weight
Ballistic,Pierce	100m	1D12	80	25

<u>Gatling Gun</u> - Accuracy

Damage types	Beginning Range	Beginning damage dice	Durability	Weight
Ballistic	40m	2D8	100	100

<u>Grenade Launcher</u> - Accuracy

Damage types	Beginning Range	Beginning damage dice	Durability	Weight
Impact,	30m + 10m (area of affect)	2D6	40	40

Rocket Launcher - Accuracy

Damage types	Beginning Range	Beginning damage dice	Durability	Weight
Impact	80m + 15m (area of affect)	2D10	80	100

Slingshot - Accuracy

Damage types	Beginning Range	Beginning damage dice	Durability	Weight
Ballistic,Pierce	15m	1D6	25	5

Bow - Accuracy

Damage types	Beginning Range	Beginning damage dice	Durability	Weight

Damage types	Beginning Range	Str requirement	Beginning damage dice	Durability	Weight
Ballistic,Pierce	30m		Wood - 1D8 Iron / Deleterium- 1D8+1 Steel - 1D8+ 2 Ingis - 1D8+2 Fulgur - 1D8+2 Titanium - 1D8+3 Beuron - 1D8 +4 Ion - 1D8 +3 Minnerol Alloy - 1D8 +4	Wood - 30 Iron / Deleterium- 40 Steel - 50 Ingis - 60 Fulgur - 60 Titanium - 80 Beuron - 100 Ion - 80 Minnerol Alloy - 120	Wood - 5

Great Bow - Accuracy

Damage types	Beginning Range	Str requirement	Beginning damage dice	Durability	Weight
Ballistic,Pierce	50m	Wood - 8+ Iron / Deleterium- 12+ Steel - 10+ Ingis - 12+ Fulgur - 12+ Titanium - 16+ Beuron - 18 + Ion - 15+ Minnerol Alloy - 20+	Wood - 1D12 Iron / Deleterium- 1D12+1 Steel - 1D12+ 2 Ingis - 1D12+2 Fulgur - 1D12+2 Titanium - 1D12+3 Beuron - 1D12 +4 Ion - 1D12 +3 Minnerol Alloy - 1D12 +4	Wood - 40 Iron / Deleterium- 60 Steel - 70 Ingis - 70 Fulgur - 70 Titanium - 90 Beuron - 120 Ion - 90 Minnerol Alloy - 120	Wood - 8 Iron / Deleterium- 14 Steel - 12 Ingis - 10 Fulgur - 12 Titanium - 12 Beuron - 20 Ion - 14 Minnerol Alloy - 12

Tailoring
Create basic armour or clothing, but can also upgrade carry capacity on both, as well as bags or backpacks.

Blacksmithing

To understand smithing is one thing but to create your own weapons and armour from your own knowledge is greater. (This stat can stack with smithing modifier, but can also be de-modified by it) To smith a weapon the player must first have the materials and a forge (unless they have something or an ability that allows otherwise), then the player must roll 1D20 for smithing, to end result of which can be modified if the player in question has points in smithing or has been taught how to forge certain items/ weapons with certain materials, and then rolls 1d4 for the weapons damage property, depending on the material that's used the weapon might even be allowed to roll advantage on the 1d4. This table is to show what players will get with their weapons when they roll to smith them and what damage buffs they'll start with before the roll of 1d4.

Name	Type	Requirements	Details
Blood forger	Trade Craft	level 1+	
Elemental smithing	Trade Craft	Level 4 +	with this perk, the blacksmith can now forge with elemental materials like fulgur, ion, ignis, and deleterium.
Shaper	Trade Craft	level 6+	
minnerol forger	Trade Craft	level 8+	
will-forging	Usage style	Shaper, 1 ability from willpower paths Mind, Body, or Spirit.	whilst forging a weapon or after, the forger can take a piece of Animite and infuse a unique attribute based on either a willpower technique the user has or based on the current characteristics of the weapon (blood transfusion, elemental effects, etc.)
Legacy item	new skill	shaper, will forging.	

Roll 1d4 afterwards to finalise 1 handed weapons

Materials and their initial bonuses	Results of forging 1 handed weapons					
	Broken	shody	Fine	Great	strong	legendary

Material	NAT 1					
Wood : +0	NAT 1 = Broken	2-9 = +1, durability 15.	10 - 19 = +1, durability 30.	20+ = +1, durability 50.		Nat 20 = +2, durability 100.
Iron: +1	NAT 1 = Broken	2-9 = -1, -30 durability.	10 - 19 = +0	20+ = +1		Nat 20 = +2, durability 100
Deleterium: +1 physical, +poison	NAT 1 = Broken	2-9 = 0, +1d4 Poison	10 - 15 = +1 Physical, 1d6 Poison	16-19 = +2, 1d8 Poison	20+ = +2, 1d10 Poison	Nat 20 = +2, 2d6 Poison
Steel: +2	NAT 1 = Broken	2-9 = 0	10 - 19 = +1	20+ = +2		Nat 20 = +3
Ion: +5 Physical, + Vibro (Energy/Sonic) Dmg Mod, + Portal creation capability	NAT 1 = Broken	2-9 = 0, +2 Vibro Dmg	10 - 14 = +1, +3 Vibro Dmg	15 - 19 = +2, +4 Vibro Dmg	20+ = +3, +5 Vibro Dmg	Nat 20 = +3, +8 Vibro, + ability to escape pocket dimensions (even without powers)
Fulgur metal: +2 Physical, + Lightning	NAT 1 = Broken	2-9 = 0, +1D4 Lightning	10 - 15 = +1 Physical, 1d6 Lightning	16-19 = +2, 1d8 Lightning	20+ = +2, 1d10 Lightning	NAT 20 = +2, 1d12 Lightning
Ignis-Steel: + 2 physical, + Fire	NAT 1 = Broken	2-9 = 0, +1d4 Fire	10 - 15 = +1 Physical, 1d6 Fire	16-19 = +2, 1d8 Fire	20+ = +2, 1d10 Fire	NAT 20 = +2, 1d12 Fire
Beuron: +4 to blunt weapons -2 bladed	NAT 1 = Broken	2-9 = 0	10-14 = +1	15-19 = +2	20+ = +3	
Titanium: +5	NAT 1 = Broken	2-9 = 0	10-14 = +1	15-19 = +2	20+ = +3	
Minnerol alloy: +5	NAT 1 = Broken	2-5 = - 1	6-10 = 0	11-15= +1	16-19 = +2	20+ = +3
Minnerol: +6	NAT 1 = Broken	2-5 = - 1	6-10 = 0	11-15= +1	16-19 = +2	20+ = +3

Roll 1d6 to finalise 2 handed

Materials and their initial bonuses	Results of forging 2 handed weapons					
	Broken	shody	Fine	Great	Super	legendary
Wood : +0	NAT 1 = Broken	2-9 = +1, durability 15.	10 - 19 = +1, durability 30.	20+ = +1, durability 50.		Nat 20 = +2, durability 100.
Iron: +2	NAT 1 = Broken	2-9 = -1	10 - 19 = +0	20+ = +1		
Deleterium: +2 physical, +poison	NAT 1 = Broken	2-9 = 0, +1d4 Poison	10 - 15 = +1 Physical, 1d6 Poison	16-19 = +2, 1d8 Poison	20+ = +2, 1d10 Poison	Nat 20 = +2, 2d6 Poison
Steel: +3	NAT 1 = Broken	2-9 = 0	10 - 19 = +1	20+ = +2		Nat 20 = +3
Ion Steel: +6 Physical, + Vibro (Energy/Sonic) Dmg Mod, + Portal creation capability	NAT 1 = Broken	2-9 = 0, +2 Vibro Dmg	10 - 14 = +1, +3 Vibro Dmg	15 - 19 = +2, +4 Vibro Dmg	20+ = +3, +5 Vibro Dmg	Nat 20 = +3, +8 Vibro, + ability to escape pocket dimensions (even without powers)
Fulgur metal: +4 Physical, + Lightning	NAT 1 = Broken	2-9 = 0, +1d4 Lightning	10 - 15 = +1 Physical, 1d6 Lightning	16-19 = +2, 1d8 Lightning	20+ = +2, 1d10 Lightning	NAT 20 = +2, 1d12 Lightning
Ignis-Steel: + 4 physical, + Fire	NAT 1 = Broken	2-9 = 0, +1d4 Fire	10 - 15 = +1 Physical, 1d6 Fire	16-19 = +2, 1d8 Fire	20+ = +2, 1d10 Fire	
Beuron: +6 blunt - 3 bladed	NAT 1 = Broken	2-9 = 0	10-14 = +1	15-19 = +2	20+ = +3	NAT 20 = +4
Titanium: +7	NAT 1 = Broken	2-9 = 0	10-14 = +1	15-19 = +2	20+ = +3	NAT 20 = +4

Minnerol alloy: +7	NAT 1 = Broken	2-5 = - 1	6-10 = 0	11-15= +1	16-19 = +2	20+ = +3
Minnerol: +8	NAT 1 = Broken	2-10 = 0	11-15= +1	16-19 = +2	20+ = +3	NAT 20 = +4

Roll 2D4 for the finish on the Ultra-great weapon

Materials and their initial bonuses	(Ultra-great weapons) Results of forging S.P.Str 2 handed weapons					
	Broken	shody	Fine	Great	strong	legendary
Iron +4	NAT 1 = Broken	2-9 = -1	10 - 19 = +0	20+ = +1		NAT 20 = +3
Steel +6	NAT 1 = Broken	2-9 = 0	10 - 19 = +1	20+ = +2		NAT 20 = +4
Fulgur +8 +Lightning damage dice	NAT 1 = Broken	2-9 = 0 +D6	10 - 14 = +1 +D8	19 = +2 +D10	20+ = +3 D12	NAT 20 = +4 +2D8

Ignis +8 +Fire damage dice	NAT 1 = Broken	2-9 = 0 +D6	10 - 14 = +1 +D8	19 = +2 +D10	20+ = +3 D12	NAT 20 = +4 +2D8
Beuron +12 blunt - 4 sharp damage	NAT 1 = Broken	2-9 = 0	10-14 = +1	15-19 = +2	20+ = +3	NAT 20 = +5
Titanium +10	NAT 1 = Broken	2-9 = 0	10-14 = +1	15-19 = +2	20+ = +3	NAT 20 = +5
Minnerol +16	NAT 1 = Broken	2-10 = 0	11-15= +1	16-19 = +2	20+ = +3	NAT 20 = +6

Materials	Smithing Throwing / Small weapons			
iron +1	NAT 1 = Broken	2-9 = +0	10-19 = +1	NAT 20 = +2
steel +2	NAT 1 = Broken	2-9 = +1	10-19 = +2	NAT 20 = +3
Beuron +3	NAT 1 = Broken	2-9 = +1	10-19 = +2	NAT 20 = +3
titanium +3	NAT 1 = Broken	2-9 = +1	10-19 = +2	NAT 20 = +3
minnerol +4	NAT 1 = Broken	2-9 = +1	10-19 = +2	NAT 20 = +4

With throwing weapons there is no secondary dice roll after forging, however the weapon can be improved via smithing rolls again, be warned however, if the player breaks the weapon it cannot be reformed without the correct perk.

Additions & Upgrades

Materials and their initial bonuses	Results of forging					
	Broken	Shody Tier 1	Fine Tier 2	Strong Tier 3	Great Tier 4	Legendary Tier 5
Animite fusion	NAT 1 = Broken	2-9 = +1 animite and - 1 to the weapons original Damage, -30 durability	10-19 = +1 animite	20+ = +2 animite		20+ = +3 animite
Blood Transfusion : (**Read the powers "Blood transfusion perks" in the power compendium**)	NAT 1 - 9 = No blood transfusion	10 - 19+ = + Blood transfusion abilities based on the donor's current abilities. (**Read the powers "Blood transfusion perks" in the power compendium**)				NAT 20 - Modified 27,28,29 = Class type perk (legendary effect)
Serrated /Spiked metal: Physical of the material, + Bleed damage	NAT 1 = Broken	2-9 = 0, - 20 durability, 1d4 Bleed	10 - 15 = +1 Physical, 1d6 Bleed	16-19 = +2, 1d8 Bleed	20+ = +2, 1d10 Bleed	Nat 20 = +2, 1d12 Bleed

Armour

Those that are not made out of metal can be made via the Crafting and tailor trades, any time the creator rolls a natural 20 when crafting / smithing the armour gains 2x its original durability.

Light armour	Movement Speed penalty	Resistance	Weight (Whole set)	Durability	Damage (gauntlets/ boots)
Leather (Slice resistance)	0	+3	10	35	N/A

Carbon fibre (Slice, pierce, blunt, ballistic resistance)	0	+4	12	50	+1
Rubberised (Blunt resistance) (2x Lightning resistance)	0	+5	10	35	Allows to deal damage to living lightning users
Iron chain mail (Slice and pierce resistance)	-1	+4	15	65	+2
Steel chain mail (Slice and pierce resistance)	-1	+5	13	75	+2
Fulgur chain mail (Slice and pierce resistance) (+6 Lightning resistance)	-2	+5	15	80	+3 +1D4 Lightning
Ignis chain mail (Slice and pierce resistance) (+6 Fire resistance)	-2	+5	15	80	+3 +1D4 Fire
Ion chain mail (Slice and pierce resistance) (+6 Energy resistance)	-3	+6	16	85	+4 +1D4 Energy

Heavy armour	Movement Speed penalty	Defence	Weight	Durability	Damage (gauntlets / boots)
Iron Plate (All physical resistance)	-6m	+8	50	55	+3
Steel plate (All physical resistance)	-5m	+10	40	65	+4
Fulgur Plate (All physical resistance) (X2 Lightning resistance)	-6m	+10	50	70	+5 +1D6 lightning
Ignis Plate (All physical resistance) (X2 Fire resistance)	-6m	+10	55	75	+5 +1D6 fire
Beuron plate (All physical resistance)	-10m	+20	100	150	+7
Titanium plate (All physical resistance)	-5m	+15	35	95	+6
Ion Plate (All physical resistance) (+15 Energy resistance) (+15 sonic resistance)	-5m	+15	40	100	+6 +4 Energy Modifier +4 sonic modifier
Minnerol plate (All physical resistance)	-4m	+30	40	N/A (300 against other minnerol weapons)	+10

Separate armour rating

These tables are showing the stats of pieces of armour when not in a set, for example if a player only wants to wear armoured gauntlets with vanity clothing or even light armour pieces, the only issue with

not having full amour is the defence rating is only on the one area its placed, meaning there is no defence rating on the other unarmoured parts of the body.

Iron Plate	Defence	Weight	Durability	Damage
Helmet	+5	5	30	N/A
Gauntlets	+5	3 Each	25	+3
Boots	+5	3 Each	35	+3
Torso	+8	18	55	N/A

Steel Plate	Defence	Weight	Durability	Damage
Helmet	+6	5	35	N/A
Gauntlets	+6	3 Each	30	+4
Boots	+6	3 Each	40	+4
Torso	+10	14	65	N/A

Fulgur Plate	Defence	Weight	Durability	Damage
Helmet	+6	10	35	N/A
Gauntlets	+6	5 Each	30	+3, 1D6 Lightning
Boots	+6	5 Each	40	+3, 1D6 Lightning
Torso	+10	20	70	N/A

Ignis Plate	Defence	Weight	Durability	Damage
Helmet	+6	10	35	N/A

Gauntlets	+6	5 Each	30	+4, 1D6 fire
Boots	+6	5 Each	40	+4, 1D6 fire
Torso	+10	25	75	N/A

Titanium Plate	Defence	Weight	Durability	Damage
Helmet	+8	10	45	N/A
Gauntlets	+8	5 Each	40	+5
Boots	+8	5 Each	50	+5
Torso	+15	25	95	N/A

Beuron Plate	Defence	Weight	Durability	Damage
Helmet	+8	20	50	N/A
Gauntlets	+10	15 Each	50	+7
Boots	+10	15 Each	60	+7
Torso	+20	50	150	N/A

Ion Plate	Defence	Weight	Durability	Damage
Helmet	+8	10	45	N/A

Gauntlets	+8	5 Each	40	+6
Boots	+8	5 Each	50	+6
Torso	+15	25	95	N/A

Minnerol Plate	Defence	Weight	Durability	Damage
Helmet	+8	10	45	N/A
Gauntlets	+8	5 Each	40	+10
Boots	+8	5 Each	50	+10
Torso	+15	25	95	N/A

<u>Cybernetics</u>

Creation of cybernetic limbs and parts can be very useful for those who are or are on a team with cybernetic beings. This trade will allow those who have this trade to upgrade the cybernetics as well as repair them, given they have the resources to do so.

General Weaknesses of Cybernetics

- Take 2x electric/lightning damage on cybernetics.
- Depending on the material that your cybernetics are made of, they may rust.
- Depending on the material which your cybernetics are comprised of, they may be magnetic. This may be used to a player's advantage, but especially in the case of an eye implant, this could prove to be quite the weakness.
- Can be manipulated by those with the ability to control technology/metal.
- Can be transmogrified or transmuted easily. (opponent requires 15 + on S.p. to do so)

Creating upgrading cybernetics

Steps to creating a new cybernetic part;

1. **(Body) Part.**

Parts	Stats that can be affected	Weight value
Arm	Str, Dex, Con, melee damage.	15Lbs
Leg	Str, Dex, Con, melee damage	35Lbs
Torso	Con, Vitality, Health (the durability)	50Lbs
Head	Con, vitality, Health (the durability)	10Lbs
Finger / Toe	Hidden/ built-in tool, item, weapon (no bigger than a finger)	1Lbs
Eye	Perception, insight, vision	1Lbs

2. **Material (Weight , durability, resistance.)**

Material	Weight Multiplier	Durability	Resistance(s)	Durability Weakness(es)
Iron	4x	80	+2(physical), +4(temperature)	15x (rust/decay), 2x(lightning), 10x(absorption) 5x (corrosive)
Steel	3x	100	+3(physical), +6(temperature)	10x (rust/decay), 2x(lightning), 10x(absorption) 5x (corrosive)

Bueron	5x	150	+6(physical), +10(temperature)	5x (rust/decay), 2x(lightning), 10x(absorption) 5x (corrosive)
Titanium	2x	120	+5(physical), +8(temperature)	5x (rust/decay), 2x(lightning), 10x(absorption) 5x (corrosive)
Fulgur	3x	100	+3(physical), +6(temperature) +20(lightning)	10x (rust/decay), 0x(lightning), 10x(absorption) 5x (corrosive)
Ignis	3x	100	+3(physical), +20(temperature)	10x (rust/decay), 2x(lightning), 10x(absorption) 5x (corrosive)
Ion	2x	120	+5(physical), +8(temperature)	5x (rust/decay), 2x(lightning), 10x(absorption)
Deleterium	4x	80	+2(physical), +4(temperature)	8x (rust/decay), 2x(lightning), 10x(absorption)

3. **Tier(s) Customisable cybernetics**

Each time a cybernetic limb is created, it is granted the amount of tiers equivalent to the creators trade level. Each tier grants an addition to the cybernetic, underneath is a list of what guidelines as to what kind of add ons are possible.

- + 1 to one Central stat (+6 maximum)
- +1 to one Auxiliary stat (+3maximum)
- +2m to move speed.
- A super stat actuator (+9 maximum)
- Implantation of built-in weapon (melee / firearm).
- Make built-in firearm (d8 damage, 10m range, 10 durability).
- Upgrade durability to built-in melee weapon (+1)
- Upgrade to one built-in firearm (1 dice up / 10m / 10 durability).
- Implantation of a gadget.
- Upgrade of a built-in gadget.

- Upgrade durability by +10.
- Add a vision mode (thermal, night vision, biochemical aura, U.V. etc.)
- Grant zoom function to cybernetic eye (+25m).
- Add new capability for cybernetic.
- Add Super actuator (turns physical central stat increases into super stats.)

Animal taming
There are many creatures out there on beta, some are ordinary, some are mutated and may have strange powers as well, that's why it's best to take the time to consider friendship with them.

Animitology
The study of Animite and single stones, definitely useful for those who wish to understand how to exploit them for their greatest uses.

Navigation
Be it on land, in the ocean or in the air, those who are good at navigation can figure out where their going, how they need to get somewhere, or even making maps to help others who do.

Performance
To act, disguise or sing, those who perform can have many ways to hide and or distract.

Driving
Aptitude for driving a car, whether it be for everyday use, racing or otherwise.

Aviation
Piloting anything mechanical that flies, for example, an aeroplane or a blimp.

Sailing/boating
Nautical knowledge and know-how, the ability to sail a yacht or drive a motorboat, even fixing up a rowing boat or steering a makeshift raft.

Tinkering
Making/disarming traps and making/picking locks.

Huskonian
The secondary language mostly known by husks, this trade can allow the user to read, write, or speak huskonian, and can even teach others. This skill could come in handy in certain locations and situations.

Apostle of...
This proficiency system is based on the faith of those who were considered or called gods, each church housed a different being with incredible power and those who followed them were able to use the gods artefacts:

Ra
A man said to be the god of the sun and all things fire, hailing from the country emjinarlinia. Some said he could even control the fires of passion within the hearts of those who followed him.

Thor

The incarnation of the very storms and lightning himself, a rumoured to be fierce and powerful deity that could cast any storm in any location, legends say he could sense the hearts of the wicked from miles away.

Poseidon
God of the ocean, many say that he had no real physical form, but merely would appear by shaping the water into the form of a man, it was once believed that he healed an entire city by engulfing it in water in an act of benevolence.

Fujin
Goddess of the winds and currents of the air, stated to be a goddess who firmly believed that anyone, no matter their background, could change.

Danu
Being the goddess of earth and nature itself, Danu was considered the most volatile and dangerous out of the five earthly gods. She had power that struck fear into the hearts of her followers enemies, and was stated that she destroyed an island just to create a perfect land.

Animar
The god of space and being,there is not much known about animar in the terms of physical appearance and is only stated having been a god that never leaves the island known as Collegium. His physical form is rumoured to purely be made of dark matter and the litteral being of space itself, knower of all things in the universe, however, does not have emotions or any particular record of showing any biased towards or against any faction. The main concept of animar's ideals are complete neutrality.

The Great One
The Great One, also known as the "Grand Sentinel" to some, was a being who appeared over 1500 years ago, and is the very first being some people believed was a god, his main teachings were of healing, helping others and not letting others forge you own path for you.
This mysterious being disappeared only a few short years after his appearance and was never seen again.

Proficiencies
(This table shows examples of how you can create trade perks under your Proficiencies)

Perk type	Mechanics	Limitations
Practice	Advantage roll when using proficiency.	Can only use once per short rest.
Expertise	Increase damage with proficiency by 1 Dice up.	Can only be added to melee weapons proficiencies, each proficiency can have only 2.
Knowledge	Can roll advantage on knowing or figuring out information about a chosen , particular subject under the chosen Proficiency.	Has to be based on a specific subject, cannot be vague.
New skill / ability recipe	User creates a technique that grants them an	Ability cannot grant new elemental damage

	ability using their powers that they can't usually do, for one usage.	types that are not included in original powers, unless it makes sense in the context of the proficiency / trades/ materials (ask Narrator), neither can the new skill be a passive ability. Can only use again after a short rest.
Pure technique	User this ability based on another "New skill", power, ability, or something the user could already do, then increases values of that usage/ ability by a multiplier which can either affect range, time limit, or damage, however, this ability must start with 1 roll increment higher than an original ability the user has.	User must create a downside to this ability that is either unavoidable or the user must make a roll equal to that of the requirement of this abilities activation. ("Downsides" must either be recoil if it deals damage, it doesn't work or debuffs if it increases stats, or even having the roll requirement increase by an increment each new ability or increased multiplier). Damage / dice multiplier =1.5x, 2x,3x, etc. range , resistance or move speed multiplier = 2x,3x, etc. Starting roll requirement: 15+ (if this ability is based on a basic attack) This type of ability cannot be used reactively.
Core improvement	User can increase 1 value of their power capabilities, the increase is based off of whatever the increase would usually be if the user got a buff or perk that would affect said ability. (I.e. : range, lifting capacity, flight distance, etc.)	These increases do NOT increase damage output , nor can they increase the value of something that originates from a level later than level 1. Each core improvement increases a set value by 100% of the original value on top. (Example ; original range = 20m + 1 core improvement = 40m in total)
Fighting / Usage style	User adds their powers, trade, or proficiency with a chosen stat to augment said stat. This can be used reactively and has no limit of usages, however requires a roll of the chosen stat and the augmenting trade/ power, one of which must be 15+ the other needing to be 10+. If both rolls succeeded this grants an ability upon the stat/auxiliary stat(I.e. finesse attack, or even something that seems unorthodox ; like rolling perception before a precise attack, etc.), or removes one downside to using the stat (I.e. disadvantage).	
Threshold	Characters who gain this technique can use this proficiency level instead of the stat modifier for proficiency usage, and can even use all techniques under this proficiency reactively. If the user was already allowed to use the proficiency level as a modifier, this ability still enable the user to use any proficiency abilities reactively, although they still have their original requirements.	Requires this proficiency level at level 5, minimum. If there are any techniques or abilities that utilise both the proficiency modifier and the original stat, then the user still must use both separate modifiers for those chosen techniques.

Strenuous form	User makes themselves an ability that is similar to that of a transformation,granting them more power or even making other abilities easier, however, user must roll 1d4 for the amount of turns it lasts, and at the end, must roll the requirement if they wish to extend the time limit by another d4. (roll requirement is 5 above the original power / transformation its based off).	After this ability wears off or even is ended, the user cannot activate this ability for the amount of time they used it multiplied by hours (I.e. 4 minutes = 4 hours). User also requires to create a downside for each ability or buff this new form grants whilst using it. This ability cannot be used reactively.
Advanced technique	This technique combines a minimum of two techniques / abilities together. In order to do so the player must add the techniques together by starting with the technique/ ability with the highest roll requirement, then add the increments of the other abilities/ techniques together. (example: 10/15 = 1 roll increment, 20 = 2, 25= 3, 26 = 4, etc). After doing so however many abilities / techniques were added, the roll requirement decreases by 1 for every other technique added to the base ability/ technique. Upon activating this ability the user activates all effects combined into this technique.	Cannot add any more than one pure technique into an "advanced technique". The total roll requirement cannot be any higher than 30. When making these techniques, players can add new effects or downside to alter the roll requirement. This ability can be used without needing a rest afterwards, even if this technique is based on new skills, however, if this ability has any downside from other techniques, such as recoil or a cooldown from a strenuous form, these will still affect the player character.
Concrete skill	This technique comes from when 2 or more "Advanced techniques" are combined.	Any of the techniques/ abilities involved in the making of this skill are no longer able to be combined with any other techniques in the future.
Modular skill	If the user has multiple "Pure techniques" that are based on the same type of techniques/ abilities, usage or even attacks, then gains this ability the player no longer has to declare which specific version of their "Pure techniques" they're using. Meaning the player can activate any of them, so long as the roll matches with the requirements.	Any new "Pure techniques" made after this ability cannot be counted under this abilities' effect.
Self defence	User creates a technique that is purely reactive against a specific scenario or attack type (opponent attacking with weapon, attacking without, range, melee, etc.) the roll requirement is equal to or greater than the opponents roll to defend themselves or use their proficiency or powers. If the user gets a roll that is 5 points higher than the opponent there can even be a bonus feature, however, it must be solely based on the techniques specifications.	This ability is reactive only and therefore cannot be used unless something is attacking or rolling something that is or would endanger this character. The roll requirement is purely based on the opposing roll.
Skill harmony	Upon taking this perk the user now adds 1 of the six central stat modifier to the chosen trade or proficiency level as a modifier when rolling for the trade or stat (when using skills under the trade, etc.)	This perk cannot add auxiliary stats, nor can the user choose any more than the 1 chosen stat for this perk, the stat must be a stat relating to the trade / proficiency. Superhumans, Anomaly's and Huskonians can only have 1 skill harmony.

	User must have either: four different perk types under this trade and then the perk "tradesperson / reactive strike" or, take this perk at level 10.	
Mastered Skill	User makes or turns one of their previous abilities into a "Mastered Skill" making the ability 1 roll increment on its roll requirement lower permanently.	Requires this proficiency to be level 10, to make or even learn this type of technique.
Ultimate mastery	User makes a technique, new skill, etc. that can automatically be activated without the requirement of being rolled for beforehand. Players must make sure that the abilities roll requirement (if it weren't an "Ultimate mastery") would be possible with the users modifiers.	Requires this proficiency to be level 10. Once used this ability cannot be used again for 24 hours.
Ultimate improvement	A core improvement, but worth 2x the amount. (Look at Core Improvements)	These increases do NOT increase damage output , nor can they increase the value of something that originates from a level later than level 1. Each core improvement increases a set value by 100% of the original value on top. (Example ; original range = 20m + 1 core improvement = 40m in total)

Musical instrument Proficiency

Playing instruments can reap many benefits, they can be used to help make money or even change the mood of a room, either way those who have them can be a lot more than a little persuasive.

Note : whenever causing a status affect / ailment the user must wait at least 1 minute / combat rotation as a cool down before they are allowed to roll for it again (must wait 1 rotation after casting the effect, or must wait 1 rotation after the effects wear off). This is only valid for pure techniques or other abilities that can be used multiple times a day.

Name	Type	Requirements	Details
Lullaby	Ailment granting New Skill		
High Volume	Damage deal New Skill		
Hype song	New Skill		

Encore	Pure Technique		

Martial arts

This skill allows the user to understand the art of fighting and defending oneself, roll this to learn or understand combat techniques, or even create your own.

Name	Type	Requirements	Details
Art of combat lvl 1			This buff increases hand to hand damage dice by 1 dice up.
Art of combat vl 2		Must have "Art of combat" Lvl 1	This buff increases hand to hand damage dice by 1 dice up, once again.
Art of combat vl 3		Must have "Art of combat" Lvl 2 as well as an Dex of at least 10	This buff adds the current user's Dex modifiers (+) to the hand to hand attacks.
Chi blocking	Usage style	Roll 15+ with Martial arts or Dex.	Upon dealing damage with this attack, the opponent gains -1 to either willpower or S-P modifier each time getting hit by this.
Dodge roll	Practice		User rolls advantage with dex, or evasion.
Judo throw	Defensive style	Must have an opponent roll a melee attack against the user.	Users must roll 15+ to grab hold of and then slam the opponent against the ground, to deal martial arts / dex damage + whatever the damage the opponent was going to deal using their damage dice.

Superpower Martial Arts

This proficiency grants the ability to create new techniques with one's superpower(s), which said superpower's perks have not specifically been granted. These cannot evolve or change powers in any way, but are a way of applying powers in an alternate way, which the power and its perks have previously not allowed. To use these techniques, a character rolls superpower. An example of how superpower martial arts may be used:

Perk type	Mechanics		Limitations

Practice	Advantage roll when using proficiency.	Can only use once per short rest.
New skill (ability recipe)	User creates a technique that grants them an ability using their powers that they can't usually do, for one usage.	Ability cannot grant new elemental damage types that are not included in original powers, unless it makes sense in the context of the powers (ask Narrator), neither can the new skill be a passive power/ ability.Requirement is 5 above the original requirement to the ability (unless the original requirement is 25+, then its 1+1 for every extra ability). This ability requires a short rest after use, before being able to use this ability again.
Core improvement	Users can increase 1 value of their power capabilities, the increase is based on whatever the increase would usually be if the user got a buff or perk that would affect said ability. (I.e. : range, lifting capacity, flight distance, etc.)	User can NOT increase damage output, healing dice, stats (or super stat) modifiers, or defence dice rolls, nor can they increase the value of something that originates from a level later than level 3. The increments that the chosen factor is increased by, however, is based on how much the power would normally be buffed by, or just increase it by an increment of 1 each "Core improvement" taken.
Strenuous form	User makes themselves an ability that is similar to that of a transformation,granting them more power or even making other abilities easier, however, user must roll 1d4 for the amount of turns it lasts, and at the end, must roll the requirement if they wish to extend the time limit by another d4. (roll requirement is 5 above the original power / transformation its based off).	After this ability wears off or even is ended, the user cannot activate this ability for the amount of time they use it multiplied by hours (I.e. 4 minutes = 4 hours). Users also require to create a downside for each ability or buff this new form grants whilst using it. This ability cannot be used reactively.
Pure technique	User this ability based on another "New skill" or power ability to increase values of their own powers by multiple times which can either affect range, time limit, or damage, however, this ability must start with 1 roll increment higher than an original ability the user has.	User must create a downside to this ability that is either unavoidable or the user must make a roll equal to that of the requirement of this ability's activation. ("Downsides" must either be recoil if it deals damage, it doesn't work or debuffs if it increases stats, or even having the roll requirement increase by an increment each new ability or increased multiplier). Multiplier = 1.5x, 2x,3x, etc. Starting roll requirement: 15+ (if this ability is based on a basic attack) This type of ability cannot be used reactively.

Fighting / Usage style	User adds their powers, trade, or proficiency with a chosen stat to augment said stat. This can be used reactively and has no limit of usages, however requires a roll of the chosen stat and the augmenting trade/ power, one of which must be 15+ the other needing to be 10+. If both rolls succeeded this grants an ability upon the stat/auxiliary stat(I.e. flame propelled movement, or even something as unorthodox as using charisma to shout words that makes the users power), or removes one downside to using the stat (I.e. disadvantage).	Can't use this ability if the S-P roll requirement is not met.
Self defence	User creates a technique that is purely reactive against a specific scenario or attack type (opponent attacking with weapon, attacking without, range, melee, etc.) the roll requirement is equal to or greater than the opponents roll to defend themselves or use their proficiency or powers. If the user gets a roll that is 5 points higher than the opponent there can even be a bonus feature, however, it must be solely based on the techniques specifications.	This ability is reactive only and therefore cannot be used unless something is attacking or rolling something that is or would endanger this character. The roll requirement is purely based on the opposing roll.
Super power martial artist (Threshold)	Characters who gain this technique can use this proficiency level instead of S-P modifier for power usage, and can even use all techniques under this proficiency reactively.	Requires this proficiency level at level 5, minimum. If there are any techniques or abilities that utilise both S-P and S.P.M.A. then the user still must use both separate modifiers for those chosen techniques.
skill harmony	Upon taking this perk the user now adds half of their S-P modifier to their SPMA level as a modifier when rolling for Spma or S-P. User must have either: four different perk types under this trade and then the perk "Superpower Martial Artist" or, take this perk at level 10.	Superhumans, Anomaly's and Huskonians can only have 1 skill harmony.
Mastered Skill	User makes or turns one of their previous abilities into a "Mastered Skill" making the ability 1 roll increment on its roll requirement lower permanently.	Requires this proficiency to be level 10, to make or even learn this type of technique.
Ultimate mastery	User makes a technique, new skill, etc. that can automatically be activated without the requirement of being rolled for beforehand. Players must make sure that the abilities roll requirement (if it weren't an "Ultimate mastery") would be possible with the users modifiers.	Requires this proficiency to be level 10. Once used this ability cannot be used again for 24 hours.

Willpower Path (body)

Body	Requirements	Details
Power through (new skill)	Willpower = 8 +	Roll 10 or above on willpower to suppress pain and resist 1d4 + 1 dice up for every level in "willpower path (body) of damage, however this does not allow resistance of injuries or ailments.
Sheer Will (self defence)	Willpower = 10 +	Roll 10 or above on willpower to resist half of the damage of an attack, however, the character must see the attack or incoming damage. This only allows the resistance of physical damage.
Muscle control (usage style)	Willpower = 12+ Requires fist of will.	User must roll willpower of 10+ and Fortitude 10+ to temporarily grant themselves damage resistance and physical melee output equal to their willpower modifier. This wears off after 1 usage and can be used reactively, however, upon choosing to do so forfeits any other reactive ability or technique therefore if failed the user cannot then roll for another reaction. This ability grants resistance to all physical damage.
Willpower Armour (new skill)	Willpower = 16 +	User rolls willpower of 10+, and for one rotation the user halves any incoming damage for one rotation / in game minute. This ability can only be used once per short rest.
Willpower Armament (Advanced technique)	Willpower = 18 + "Fist of will" needed. 2Willpower armour" needed. "Muscle control" needed.	User rolls willpower of 10+, and for one rotation the user halves any incoming damage, on top of this the user is granted and extra damage resistance and unarmed damage modification equal to the users' willpower modifier this ability lasts for one rotation / in game minute, however, can be reused or recontinued. If the user succeeds to continue this ability the next rotation it does not take up one of the users' actions in combat.
Limit breaker - Incomplete version (strenuous form)	Willpower = 8 +	User rolls willpower of 10+ to activate a strenuous form that adds the users willpower modifier to their dex and str as SpDex and SpStr, as well as any melee attacks dealt whilst in this form are imbued with willpower, however, the user takes 2x damage. After this transformation end the user must roll survival or endurance of 20+, otherwise the user takes half their max health as damage, if this brings this characters health to less than 0 this character dies.
Limit breaker -Complete version (strenuous form)	Willpower = 18 + Willpower Armament needed.	User rolls willpower of 10+ to activate a strenuous form that adds the users willpower modifier to their dex and str as SpDex and SpStr, as well as any attacks dealt whilst in this form are imbued with willpower and rolls advantage with dex, str, and move speed, however, the user takes 2x damage. If this brings this characters health to less than 0 this character dies.

Willpower Path (spirit)

Spirit	Requirements	Details

Fist of will (Usage style)	Willpower = 8 +	Roll 10 or above on willpower to deal an unarmed attack , 1 dice than their current damage die, if this hits its target the damage ignores the targets damage resistance or immunity.
Willpower Extent (usage style)	Willpower = 10 +	This technique is similar to that of Fist of will, however the user imbues their willpower damage through melee weapons, this allows the damage from the roll of the die ignore damage resistance and immunity.
imbue (Usage style)	willpower = 12+	With this ability the wielder can imbue ranged and power based attacks with willpower, ignoring any biological or power based defences, resistances or immunities. User must roll willpower of 10+ followed by the roll for the power or ranged attack stat, the roll requirement of which is based on whatever it is for the abilities or usage of the attack this character is imbuing.
Deflective Strike (Self defence)	Willpower = 14 + Willpower Extent or Fist of will needed.	This technique is reactive, when rolling for this ability, if this roll is higher or equal to that of the attackers, the attack is repelled or deflected. (If user has Overflow the damage that's dealt ignores damage resistances)
Infectious Will (Advanced technique)	Willpower = 16 + Willpower Extent or Fist of Will needed	Upon getting hit by a willpower imbued attack, the target is infected with the users will for 1d4 minutes / rotations, which makes the targets powers grant the target 0 resistances or immunities. If a targets takes an injury the target will be unable to fully heal it creating a "WIllpower scar" which removes the maximum health based on the dice roll or the modifier of how severe the wound was. "Willpower scars" cannot be healed without a power or willpower user rolling higher than the user of this ability when they dealt the injury, to remove it.
Instil (usage style)	willpower = 16+, Imbue.	Can activate power stones upon rolling willpower path of spirit(10+), and willpower (10+).

Overflow (Unique advanced technique)	Willpower = 20 Fist of will + 1 more spirit technique	User of this technique can imbue any will power technique with more willpower damage, upon using a willpower technique and achieving 1 roll increment or higher above sai techniques roll requirement the user adds willpower damage equal to an extra 1d4 (+1 dice up for every level in this trade). This ability will work with every willpower (spirit) technique that is under this proficiency.
Heartful Hatred (New skill)	Willpower = 18 +	User rolls willpower of 20+ and anyone within 20m of this character that this character "hates" will be forced unconscious if they fail to roll a willpower 15+. If the targets succeed, they will be immune to this ability for 24 hours.

Willpower Path (mind)

Mind	Requirements	Details
Instinctive Will (Usage style)	Willpower = 8 +	Roll 10 or above on willpower and 10+ with perception, to know where creatures are around the character. This roll must be higher than the stealth other players roll. The range of this affect is 10 m around the character, and last 1 rotation. (Use willpower in the stead of perception without needing the use of eyes or scent based perception).
Insightful will (usage style)	Willpower = 10 +	Roll 10 or above on willpower and 10+ with insight, whilst touching a creature, to see and or hear small details about said creature, for example a creatures heartbeat to tell if they're lying or how healthy they might be.
Predictive will (new skill)	Willpower = 16+	Roll 15 or above on willpower to predict an attack that this character is able to see, if this roll is also higher that an attackers roll this character evades the attack without needing to roll evasion, if the roll is not higher this character can roll retaliation with advantage.
Predictive Instincts (Advanced technique)	Willpower = 16+, predictive will, instinctive will.	Roll 10+ with willpower to predict an attack that this character is able to see or sense within their Instinctive Will radius, if this roll is also higher that an attackers roll this character evades the attack without needing to roll evasion, if the roll is not higher this character can roll retaliation with advantage.

Iron will (new skill)	Willpower = 12+	User rolls 15+ and for 1 minute / 1 in-combat rotation, the user is immune to any mind altering effects and or telepathy.
Denial (Advanced technique)	Willpower = 18+, iron will, 1 willpower (body) technique.	Roll 10+ with willpower to stop any abilities to physically or mentally affect the user. This includes; powers that transform the body/ give ailments, mind control, nullification, as well as any other abilities that change , transform or affect the user against their will. This ability can be rolled during the user's turn and lasts until the next time it is or would be the user's turn.
Mind break (new skill)	Willpower = 12 +	User can roll willpower of 15+ against someone using telepathy or mind based powers against this character and holt it, even granting the ability to reflect the damage back at the opponent as willpower imbued psychic damage.

Melee weapon Proficiency

Name	Type	Requirements	Details
Weapon wielder	Melee weapons	Level 1 in the specific weapon proficiency.	This enables the user to increase their damage dice with said particular weapon by 1 dice up.
Weapon expert	Melee Weapons	Must have Weapon Meister for to get this buff,	This increases the damage dice dealt with a weapon by 1 dice up again.
Weapon master	Melee Weapons	Must have level 10 on a weapon proficiency.	This increases damage dice with the specific weapon type by 2 dice up.
Dual wield (Modular passive)	Weapons	Two weapons of the same type.	whenever the user rolls 1 or more increments above any techniques roll requirement whilst wielding with two of the same weapon type (one in each hand), the user then adds both of the damage modifiers from both weapons, this can include elemental damages if the weapons have them. If the attack is not a technique, the roll requirement is just 15+.
Parry	Sword, Rapier,	Can only use against one handed and two	User can roll blocking or finesse to block with their weapon, if successful with a roll equal to or

(Defensive style)	Katana, Dagger, Shield.	melee weapons. (Does not work against ranged or ultra great weapons).	higher than the opponents the weapon takes 1/2 of the damage the attack would've dealt in its durability, if the user succeeds with a 5 or above higher roll than the attacker the weapon takes no damage, as well as the user can counter attack if they choose to do so. (This can only work against melee weapon-based attacks and might not protect the user from elemental effects if they can ignore the weapon the user is utilising)
QuickDraw (New skill)	Katana, Rapier	When active, user must stand still.	user sacrifices their action or actions on their turn to take a stance that they must not move out of. Upon being attacked in this stance the user rolls advantage against the opponent with finesse to reactively slash at the opponent.
Chop-Chop (Practice)	Axe, Greataxe		user can roll advantage once a short rest to chop or cut something, this cannot be used to attack someone directly.
Vault	Scythe, Staff, Halberd	user must be holding the required weapon.	This perk allows the user to roll both the weapon proficiency on top of evasion, if the user rolls 15+ with the proficiency, they can choose either of resulting rolls.
Headhunter	Scythe, Greataxe	Victim must be prone or crouched, and must get 5 less than the attackers roll on fortitude.	User specifically targets the neck to deal a deadly blow via rolling 20+, if landing, the target must roll 15+ otherwise they are dealt an extreme injury. (if natural 1 the target is decapitated). This ability can only be used once per long rest.
Mix-match	Melee Weapons	User must have the perk dual wield, and this perk with 2 separate weapons.	User can dual wield with 2 weapons that use separate proficiencies. Roll 15+ when attacking using both weapons to add the damage from both weapons to the attack.

Firearm Proficiency

Name	Type	Requirements	Details
Gun-fu (usage Style)	Pistol, Revolver	Dex = 14, or +3 to accuracy and acrobatics minimum.	User can roll accuracy (15+) and acrobatics (10+) to reactively shoot the opponents instead of rolling evasion.
Spray'n'Pray	Submachine Gun, Assault Rifle, Gatling Gun.	Bullets in the mag of the gun.	user must roll for the gun to fire, upon rolling 15 + the user fires out 1 extra bullet for each roll increment higher (15+ fires 2 , 20+ =3, 25+ =4, 26 =5, etc.) each bullet is equal to their own damage modifiers, however the damage five is only rolled once for the gun. For each

			bullet fired the target(s) must roll to react against the accuracy roll the user rolled, to dodge or block each bullet.
Sharpshooter	Sniper, Bow, Crossbow	Dex = 12, Wis =12	User rolls advantage with one accuracy a day.
Dual wield	1 handed firearms.	Need to meet the str, or Con requirements for both guns.	Upon rolling 15+ whenever firing a gun, if the user has a second gun in the same gun type, they can roll to fit that as well and then roll accuracy for both separate gunshots.
Mix-match	1 handed firearms, 1 handed weapons.	User must have the perk dual wield, and this perk with 2 separate weapons.	User can dual wield with 2 weapons that use separate proficiencies. Roll 15+ when attacking using both weapons to add the damage from both weapons to the attack. This mean the user can attack with 2 types of guns, or use a melee weapon and gun.

Hand to hand proficiency

Possibly the most basic skill to learn, the skill of fighting without weaponry. User rolls str to deal punches or kicks and can level this skill up through basic unarmed melee attacks without a teacher training them.

Name	Type	Requirements	Details
Brawler lvl 1	Hand to hand, Str		This buff increases hand to hand damage dice by 1 dice up.
Brawler Lvl 2	Hand to hand, Str	Must have Brawler Lvl 1	This buff increases hand to hand damage dice by 1 dice up, once again.
Brawler Lvl 3	Hand to hand, Str	Must have Brawler Lvl 2 as well as an Str of at least 10	This buff add the current users Str modifiers (+) to the hand to hand attacks.
Combo	Hand to hand, Str	User must roll 15+ to activate this perk. Also requires a level for each additional hit.	User can roll for a second attack if it lands, however the user can only roll for another attack if the previous attack that was rolled succeeded with 15+ at the

			least. Each hit can only be used once per long rest.
Double hit	Hand to hand, Str	User must have Brawler lvl 3 and at least 10 Str and when landing a hit the user must have rolled 20+.	User lands an attack with both fists dealing 2x damage modification from brawler lvl 3. User can use this ability once per short rest.
Reactive strike	Hand to hand	User need a Hand to hand proficiency level of 5 minimum.	User can relatively roll Hand to hand to attack an opponent. Upon a success the user deals damage , however, the user will still take damage from the opponent unless they rolled 5 or higher than the attacker.