

# FOCI QUICK REFERENCE

Foci	Skill	Summary
Alert	Notice	You cannot be surprised and do better on initiative rolls.
Armored Magic	-	You can cast spells while wearing armor.
Armsmaster	Stab	You do more damage with melee and thrown weapons.
Artisan	Craft	You are better at making and maintaining custom modified weapons.
Assassin	Sneak	Your surprise attacks are stronger.
Authority	Lead	NPCs are more likely to do what you want.
	Any	
Close Combatant	Combat	You can throw weapons in melee and take no shock damage.
Connected	Connect	You build a web of allies and gain favors.
Cultured	Connect	You can learn more languages and get small favors.
Die Hard	-	Gain 2 extra Hit Points per level.
Deadeye	Shoot	You can shoot (poorly) in melee and do more damage at range.
Dealmaker	Trade	You can always find a buyer or seller.
Developed		An attribute modifier of your choice goes up by 1. This foci cannot be
Attribute	-	taken by mages or partial mages.
Diplomatic Grace	Convince	You know more languages and are better at diplomacy.
Gifted Chirurgeon	Heal	You are much better at healing.
Henchkeeper	Lead	You can recruit loyal followers
Impervious		
Defense	-	You have an unarmored AC of 15 + your Dexterity modifier.
	Perform or	
Impostor	Sneak	You are better at making and maintaining disguises and false identities.
Lucky	-	You can survive 1 deathblow per week.
Nullifier	-	Magic is less effective against you, and you can detect its presence.
Poisoner	Heal	You can make poisons.
Polymath	Any	All non-combat skills are considered to be level-0.
Rider	Ride	Your mounts are tougher, braver, and you can understand them.
	Punch or	
Shocking Assault	Stab	You always deal shock damage.
Sniper's Eye	Shoot	You better at ranged assassinations.
		You are not human. Choose a racial origin foci, found between pages
Special Origin	-	305 and 321.
	Any non-	
	combat or	
Specialist	magic	Roll 3d6 for your chosen skill.
Spirit Familiar	-	Gain a magical servant.
Trapmaster	Notice	You can make traps and are more likely to survive them.
Unarmed		
Combatant	Punch	Your fists deal more damage.
Unique Gift	-	Custom foci made with the GM.
	Stab or	
Valiant Defender	Punch	You are better at protecting allies from harm, including magical threats.
Well Met	-	Encounters are more likely to be less hostile.
Whirlwind Assault	Stab	Once per scene you can damage all enemies around you.
Xenoblooded	-	You have a unique heritage that grants you gifts.