

Wisdom Core

wis·dom

/ˈwɪzdəm/

noun

1. the quality of having experience, knowledge, and good judgment; the quality of being wise.

Wisdom in the world of Alduin is important for any adventurer. It is especially important however for those who wish to become skilled doctors, animal tamers, survivalist, and those who want to get in touch with some of the more arcane aspects of the world of Alduin. Wisdom has 5 main skills. **Animal handling, perception, medicine, survival, and mystics.**

Wisdom (Wis)- combat and utility

Increasing your wisdom score will improve all of the subsequent wisdom skills, increase the damage of arcane abilities, and increase your mental defense.

Animal handling (Ani)- Combat and utility

Having a good score in animal handling increases your chances of being able to tame, calm down, and interact with the creatures of Alduin. If you have creature companions it also adds to their attack roles.

Perception (Perc)- Utility

Good perception is vital for any adventurer. Being able to see dangers before they came can save your life one day.

Medicine (Med)- Utility

Medicine is one of the most important skills for any aspiring doctor or herbalist. Increasing this skill will increase the potency of your healing abilities and medicinal concoctions.

Survival (Surv)- Utility

Alduin is a harsh planet to the inexperienced. Thankfully for you, survival is your forte. You are learned in plants and herbs that you can use, animals you can hunt, and how to survive in the harsh environments of the planet Alduin.

Mystics (Myst)- Combat and utility

After studying the founders for long enough, it became clear that most of what they did, was created from their vast and superior intelligence. However, in some cases it could also be seen that some of what they did came from an innate connection to the planet Alduin.

The Oracles of Alduin are the best example of this. Beings who can naturally manipulate kine, the life blood of the planet Alduin. Some use this for good, others for destruction.

Wisdom Boons

(Wis)

Rank 2: Proficiency in one skill (+1d6)

Rank 3: Learn one rank 2 ability for free

(Ani)

Rank 2: Animal companions gain 1d10 max Hp

Rank 3: Companions deal 1d4 extra damage

(Perc)

Rank 2: Learn the keen eye skill for free. If already learned, choose another rank 1 skill

Rank 3: Advantage on perception checks

(Med)

Rank 2: Healing heals an additional 1d4Hp

Rank 3: Healing restores an additional 1d10Hp

(Surv)

Rank 2: When collecting resources, gain an additional 1d6 of said resource.

Rank 3: You may assist one ally on survival checks if you succeed.

(Myst)

Rank 2: Deal an additional 1d4 of damage when using kine abilities.

Rank 3: Kine abilities have 2x the effect.

Wisdom Abilities

Rank 1

First aid(A)- 2 uses

Heal a nearby ally for 1d6 +med.

Kine bolt(A)- 3 uses (requires **Oracle**)

Form a bolt of energy out of the kine dealing **2d6 of wis damage**.

Bleeding strike(BA)- 2 uses

Next attack will deal an additional **1d6 of damage** and cause bleeding. (**1d4 + wis**)

Herbal remedy(A)- 2 survival components

Cure any one ailment on you or a nearby ally if you have the proper components. Must be **made beforehand**.

Lesser Kine healing- 2 uses (requires Oracle)

Use kine energy to patch lesser wounds on you or an ally. Heal **2d6+myst**

Tendrils- x (requires Oracle)

Create a kine tendril that you can use to pull objects towards you, restrain enemies, grapple onto objects, etc. Range 30ft. 1d4 of wis damage. (Mystics vs. reflex)

Rank 2

Advanced healing(A)- 2 uses

Heal an ally for **3d6 +med**.

Wise words(A)- 1 use

Inspire a nearby ally through your wise words granting them an additional **2d6** they may use on a d20 roll.

Kine shield(A)- 2 uses (Requires Oracle)

Create a shield of kine that will block a 2d12 +mystics of incoming damage. (directional)

Pulse(A)- 1 use (Requires Oracle)

Unleash a burst of kine energy in a cone in front of you that reaches 20ft. Deals 3d6+wis to all enemies caught in the blast.

Leaves an stuff(A)- 3 survival components

Use your knowledge to craft a healing concoction restoring 3d8+wis.

Kine bolt flurry(A)- 1 use

Use your action to summon kine and form your max number of kine bolts. On your next turn, you may fire all of your bolts at once. If concentration is broken, (damage exceeds mental defense) your kine dissipates in midair and you lose your flurry.

Kine block(R)- 3 uses

You attempt to block incoming damage. Roll a d20+mystics. Result determines the amount of damage that you block.

1-5= failure

6-10= 1d4+wis

11-15= 1d6+wis

16-19=2d6+wis

20=1d10+1d4+wis

Kine impale(A)- 2 uses

Summon kine forming a long object of your choosing that impales your enemies dealing 4d6+wis. (Range 20 feet)

Kine weapon form(A)- 2 uses

Use kine to form a weapon of your choosing out of pure kine. Deals 4d8 damage+wis

Rank 3

On site surgery(A)- 1 use

Heal a nearby ally for 7d8 +med. Takes time to complete.

Kine summon(A)- 1 use (Requires Oracle)

Summon a construct of kine energy that will do your bidding. The summon has 2d8 of HP +myst and deals 2d4 +wis.

Kine meteor(A)- 1 use (Requires Oracle)

Generate a massive orb of kine energy that deals 4d10 of intellect damage.

The feel good stuff(A)- 6 survival components

Increase reflex by 3 and melee damage dealt by 2d6 for 1 minute.

Greater Kine Healing(A)- 2 uses

Heal a nearby ally for 4d6+myst

Wisdom Feats

Rank 1

Field medic-

Once per day you may automatically resuscitate a fallen ally.

Keen eye-

Once per day you may automatically succeed on a perception check.

Kine specialist-

Your aggressive kine abilities deal an additional 1d4 of damage.

Survivalist-

Gain additional resources while collecting in the outlands of Alduin.

Doctor-

Healing abilities restore an additional 1d6 of Hp.

Founder specialist-

Gain advantage when investigating founder related objects.

Explorer-

Gain additional experience for exploring new areas.

Rank 2**Wise use-**

You now only require half of the survival components to craft your concoctions.

Tamer-

Tamed companions gain an additional 1d10 max Hp, and deal an additional 1d4 of damage.

Looter-

Gain additional money and resources when looting

Strong mind

+3 to mental defense.

Slinger

+1 additional kine bolt per day

Rank 3**Wisdom of the ages-**

You may choose one ability to increase the uses by. The higher the rank of the ability you choose, the less the max uses increases by. You may choose this feat multiple times, but cannot stack it onto an ability that you have already increased.

Rank 1=+2 uses

Rank 2=+1 uses

Rank 3=+1 use

Imparting knowledge-

You may spend your time traveling teaching rank 1 skills that you have learned to allies free of cost, they do not need to have the prerequisite ranks to learn these rank 1 skills. Takes on average a week to teach one rank 1 skill.

Child of the founders-

Kine abilities deal an additional 1d12 damage.