# Merits

A Merit is any sort of benefit or background that may help the character, outside of their normal internal powers would grant.

Merits are often intimately tied to a character’s story--they have wealth because they were born into it--and typically may only be gained or upgraded during character creation, or through the Projects system during campaign.

Merits bought with XP or with Project Points cannot be removed or cancelled *permanently* by the Storyteller without the Player’s permission, and should be considered under the complete ownership of the Player. For example, an Ally should not suddenly turn face and become an antagonist without both the Player agreeing to such a turn of events.

Temporary restrictions to merits--such as an Ally being unable to help--is explicitly allowed. However, the Storyteller should always be judicious about such decisions.

If a Player chooses to lose or downgrade their bought Merits through story means, they are awarded back whatever resources they used to buy or upgrade the Merit.

The Storyteller may decide to award temporary Merits that are under the full control and whim of the Storyteller--such as a platoon of soldiers as a Command. If appropriate to the story, the Player may purchase control of said Merit at full cost of either xp or Project Points, with Storyteller permission.

[[ TODO**: Most merits are location-specific, or restrained in some way.** Your cult is in X location, your language is Y language. I need to denote this. ]]

## Merits with Charges

In addition to their base effect, Merits in this category have **Charges** equal to their Dot Rating.

### Backing(1-5)

The Character is an official in an organization. Their rating represents how much organizational power the character has.

For example, Backing 2 would either represent being the head of a local organization, or the leader of a local chapter of a global organization.

*Disadvantage:* Higher-ranking members may call upon the Character to do a task and uphold duties. As well, lower members may come to the Character for guidance.

**Additional Use*:*** The Character may instruct subordinates to Perform a Task without question, so long as it is in line with the goals and morals of the organization.

### Bond(1-5)

Your soul has been entwined with another’s, uniting your Destinies. The character instinctively knows if their Bond is in danger, and the general direction they are in.

**Note**: Bonded individuals must each have the Bond merit, though the level does not need to be the same.

*Disadvantage:* Their Bond may always use the Bond in place of an Intimacy for Social Influence.

**Additional Use:** Influence to directly harm, endanger, or otherwise disadvantage their Bond is treated as Unacceptable Influence. This may be used reflexively.

### Contacts (1-5)

You have a network of contacts in a given location and class of society willing to give you information.

**Additional Use:** You may *Introduce a Fact* with a charge of Contacts, rather than a Strife Point. The Fact must be centered on information your Contacts could have gathered, in place of a Speciality.

### Cult(1-5)

The Character is a leader and/or target of worship for a religious cult, gaining **+2 Peripheral Motes** per dot Rating.

*Disadvantage:* The cult requires periodic guidance and attention. As well, it is often an unwelcome influence and potential political hazard.

### Wealth (1-5)

Wealth is a renewable source of money. A character with any source of Wealth needs not worry for basic necessities or sustenance, and may always purchase a place to rest.

*Disadvantage:* If the extent of your Wealth is known, people may request charges of your Wealth.

**Additional Use**: Targets can be paid (or bribed) to Perform a Task without needing a roll or any Social Influence. Some characters may refuse this offer, or even be offended by it.

## Standalone Merits

### Ally (1-5)

Allies are individuals, groups, or organizations that a character may call upon to aid them in their endeavors--proven to be an asset.

Allies are not at the whim and mercy of the character--they have their own lives and concerns to deal with, but they can be assumed to not willingly or knowingly hurt the player character.

The Rating of Allies represents both the scale and influence of the ally: Rating 1 would be a competent, but still mortal--guard. Rating 3 would be an Exalt or a medium spanning organization. Rating 5 would be a high-ratinging God or an organization such as the Guild.

### Artifact (2-5)

Artifacts are items that contain wondrous, supernatural effects upon the world. Artifacts typically have some sort of inherent supernatural usefulness to them that is **immediately available** on purchase of the artifact.

Evocations are Powers the artifact contains that must be awakened by **additionally** purchasing Evocations with xp.

Rating 2 Artifacts are minor wonders: they have some sort of inherent supernatural usefulness, such as a water skin inlaid with jade that filters and purifies all water within. Rating 2 Artifacts have **no** Evocations.

Rating 3 Artifacts have 2-4 Evocations, with the maximum Essence requirement being Essence 3

Rating 4 Artifacts have 3-6 Evocations, with the maximum Essence requirement being Essence 4

Rating 5 Artifacts have 5-10 Evocations with the maximum Essence requirement being Essence 5

### Language (1)

Each purchase of this merit represents a new language the Player Character has learned. All characters are assumed to start with their Local Tongue and Tradespeak, the common language.

**Example Languages**

* **High Realm**: While using the same words and structure as Low Realm, formal and rigorous selection of certain words have marked the language of the Elite of the Realm into its own recognizable pattern.
* **Low Realm:** Used by the commoners of the realm, this is a blend of Tradespeak and High Realm. The words and written characters are blended and simplified.
* **Old Realm**: An ancient language which High Realm is based off of, which is the formal language of ancient texts. Most Gods still use Old Realm to communicate with Mortals, and have not bothered to learn the new languages.
* **Directional Language**: While not a true language in itself, a Directional Language is a collection of general speech patterns and dialects that would fit as “close enough” with anybody living in the respective Cardinal Directions (Air, Water, Fire, Wood). This
* **Local Tongue**: This marks the character as having the exact speech patterns and mannerisms as locals.

### Manse (3-5)

[[You get a manse!]]

# Mutations

[[Cosmetic Mutations do not cost points, but have no mechanical Advantage. For example, the player may decide they have a tail, but without purchasing it as a merit, they do not get the effect. ]]

[[Alternate Travel (Air, sky, burrowing, climbing)

* Perceive further
* Perceive differently (electrosensing)
* Native(Mice, cats, etc.)
* Gain of natural weapon
* Camouflage
* Deadly
* Penetrating Strike
* Ranged weapon
* Toxin
* Fine Dexterity
  + Humans have this boon.
* Change of Size (Larger/smaller) --only with knack.
  + Carrying Capacity
  + +more to feats of strength

**Banes**

* Loss of dexterity (cannot open doors, etc.)
  + Humans have the “fine dexterity” Boon. The baseline is going to be around a house cat. This Bane goes below tht.
* Conspicuous
* Dangerous
* Cannot do feats of strength
* Reduced Endurance Pool]]

## Boons

All Mutations are built with a combination of **Boons** and **Banes**.

* (+2) Flurry Bonus
  + The first Flurry of any attack does not pay Impulse.
* (+1) Dextrous Limb(s).
  + Allows for grabbing and holding onto items at once. (Humans naturally have this boon for their two arms.)
* (+1) Subtle Mutation
  + Most Mutations are obvious, this modifier allows the mutation to be hidden by natural means when not in use. (e.g. retractable claws).
* (+X) Endurance Bonus
  + Grants 3x (X) extra Endurance. At level 3 or above, cannot be paired with Subtle.
* (+2) Physical Speciality Bonus
  + +1 to a speciality in an ability. May only affect Natural, Physical Abilities such as Athletics, Physique, Stealth, and Awareness.
* (+1, +2) Natural Weaponry
  + +1 grants Unarmed and Light Weapons. Paired with subtle, this can be something like retractable claws.
  + +2 grants Medium and Heavy natural Weapons. Cannot be paired with subtle.
* (+2) Non-Standard Movement. (wings, gas bladder, fins, wall-walking).
* (+1, +2) Environmental Adaptation.
  + Grants adaptation to non-standard environments, like extreme cold.

## Banes

* **(-1, -2) Environmental restriction:** The character cannot live outside a specific, non-standard environment. -2 means this is temporary, such as amphibians drying out on land, -4 will cause the character to start dying.
* **(-1)** **Reflexive action**: (Cannot be paired with Subtle). The Mutation will react to stimuli, without any control of the character. (Chameleon skin changing color when under stress, for example)

## Example Mutations

### Extra Arms (3)

**Flurry Bonus (+2)  
Dextrous Limbs (+1)**  
The character possesses more than the normal amount of arms.

### Enhanced Sight (1)

**Speciality Bonus: Awareness (Vision)**

### Fins(2)

**Non-Standard Movement:** Swimming

### Wings (2)

**Non-Standard Movement:** Flying

### Scales (1-3)

**Endurance Bonus**

### Tail (1)

**Speciality Bonus: Athletics (Balance)**

### Tail, Prehensile (2)

**Speciality Bonus: Athletics (Balance)  
Dextrous Limb(s)**

### Toxin Resistance (1)

**Speciality Bonus: Physique (Resistance)**

### Gills (Restrictive) (0)

**Environmental Adaptation (+2)**: **Underwater  
Environmental Restriction (-2): Underwater**

## Supernatural Ability(N/A)

[[Grants the ability to purchase a specific Supernatural Ability (such as Sorcery). Typically used for mortals. It’s how you do Thaumaturgist.

You have to convince a God (or other creature of power) to give you this ability. It’s not something you can do in a Project---hence (N/A)

Exalted characters cannot start with this Merit. ]]

## Mutation (X)

[[Might have a bit of a different thing for mutations than just pure points. Something like “You build the effect the mutation gives you. +1 DV is 2. Obvious -1.

That or I spell out specific mutations. 3e Core has them priced way too high though.

Low priority.]]