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| Darkest Dungeon WOE Mode |
| **LAST UPDATED: 2017/12/12**  WOE Mode is a creative balancing mod for Darkest Dungeon. This means that WOE Mode provides a more balancing experience between classes, trinkets, abilities, etc. which intrinsically yields more strategies and options to its players. We achieve balance through more creative means (rather than just tweaking numbers), which provides a newer feel for long time players maybe looking for something a little new. |

# General Changes

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| Values • **ALL** health, damage, and healing values have been doubled.  ○ Changes found below are notated with: (*x2*)  • Maximum hit cap has been increased to 95%, up from 90%.  • Maximum critical chance cap has been increased to 50%, up from 20%.  • Pass turn stress reduced from 5 to 4. Missions • Apprentice level bosses now provide rare trinkets, rather than very rare.  • The first tutorial mission has been entirely removed from the game.  ○ **Be sure to turn tutorial messages off in the options!**  • Filler Hamlet • Tavern and Abby costs have been reduced by 33.3-40%, depending on level.  • Negative side-effect frequency from the Tavern has been slightly reduced. |
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# Class Changes

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| A close up of a sign  Description generated with high confidenceAbomination **Anger Management**  • Respite cost reduced from 3 to 2.  • Can be performed twice per camp.  **Beast’s Bile**  • Damage increased from -100% to -95%.  • Rescaled blight damage from 2/3/3/4/5 to 3/3/4/4/5 (*x2*).  • No longer debuffs the enemy, reducing blight resistance.  • Now debuffs the enemy, reducing stun and move resistance by -8/10/12/15/18%.  **Psych Up**  • Respite cost reduced from 4 to 3.  • Damage bonus now only apples to melee attacks.  **Slam**  • Dodge debuff rescaled from -10/12/15/17/20 to -10/14/18/22/26.  • Debuff no longer reduces speed.  • Now provides a one round speed buff of +4/5/6/7/8  **Transformation**  • Stress recovered when transforming into human form increased from 1/1/2/2/3 to 2/3/4/5/6. |
| ANTIQUARIAN **Flash Powder**  • Damage increased from -100% to -95%.  • Critical chance improved from +0% to +0/0/1/1/2%.  • Accuracy debuff rescaled from -5/10/12/15/18 to -8/10/12/14/16.  **Fortifying Vapours**  • Now buffs the target ally, improving their debuff resistance by +8/10/12/14/16%  **Get Down!**  • Now clears marks from the Antiquarian.  • No longer improves speed.  • Dodge buff improved from +10/12/15/17/20 to +12/16/20/24/28.  • Dodge buff duration reduced from three rounds to one round.  • No longer takes an action to use and can be used twice per combat.  **Invigorating Vapours**  • Dodge buff improved from +3/5/7/9/10 to +4/6/8/10/12.  • Now buffs move resistance by +8/10/12/14/16%.  **Protect Me**  • Protection buff reduced from +20/22/25/27/30% to +8/10/12/14/16%.  • Dodge buff rescaled from +5 to +4/5/6/7/8. ARBALEST **Battlefield Bandage**  • Can now target an ally in rank 4.  • Healing improved from 2-3/3-3/3-4/4-4/4-5 to 2-3/3-4/4-5/5-6/6-7 (*x2*).  • Healing received buff reduced from +20/24/28/33/38% to +20/24/28/32/36%.  **Blindfire**  • Now moves the Arbalest back one rank.  • Speed buff duration reduced from 3 rounds to 1 round.  **Field Dressing**  • Now increases the target’s bleed resist by 15%.  • Can be used twice per camp.  **Rallying Flare**  • No longer targets an enemy and instead targets the party.  • Torchlight rescaled from +3/4/5/6/7 to +2/5/5/8/8.  • No longer clears stuns or marks.  • No longer improves debuff resistance.  • Now relieves 3/3/4/4/5 stress from allies in the front three ranks.  • Can no longer be performed from rank 1.  **Restring Crossbow**  • Damage bonus reduced from +20% to +15%.  • Critical chance bonus reduced from +5% to +3%.  **Sniper Shot**  • Damage bonus vs. marked targets improved from +50/60/70/80/100% to +60/70/80/90/100%.  • Critical chance bonus vs. marked targets rescaled from +5/6/7/8/10% to +4/6/8/10/12%.  **Sniper’s Mark**  • Dodge debuff rescaled from -20/22/25/27/30 to -18/22/26/30/34  • Now bypasses stealth and purges stealth  **Suppressing Fire**  • Now hits all enemies in all ranks.  **Triage**  • No longer heals allies.  • Now buffs the Arbalest, increasing healing skills by 30% for 4 combats. Bounty Hunter **Caltrops**  • Can now target an enemy in rank 2.  • Bleed damage improved from 2/2/3/3/4 to 3/3/4/4/5 (*x2*).  • Accuracy debuff improved from -8/9/10/11/12 to -8/10/12/14/16.  • No longer reduces speed.  **Collect Bounty**  • Damage vs. marked targets improved from +50/60/70/80/100% to +60/70/80/90/100%.  • Now improves accuracy vs. marked targets by +4/6/8/10/12.  **Come Hither**  • Now debuffs the targets speed by -6/7/8/9/10 to two rounds.  **Flashbang**  • Stun chance reduced from 125/135/145/155/165% to 100/110/120/130/140%.  **Marked for Death**  • No longer reduces enemy protection  • Now reduces the enemy’s bleed, blight, move, and debuff resistance by -18/22/26/30/34%.  • Now bypasses stealth and purges stealth.  **Uppercut**  • Stun chance reduced from 125/135/145/155/165% to 115/125/135/145/155%. Crusader **Battle Heal**  • Healing reduced from 2-2/2-3/3-4/4-4/5-6 to 1-2/2-2/2-3/3-3/3-4 (*x2*).  • Now heals all allies in the rear three ranks.  • Can now be performed from rank 3.  **Bulwark of Faith**  • Can now be performed from rank 3.  **Inspiring Cry**  • No longer heals the target.  • Now buffs the target ally, improving their virtue chance by +4/5/6/7/8%  **Stand Tall**  • Respite cost reduced from 4 to 3.  • Also buffs the target, increasing healing received by 25%  **Stunning Blow**  • Stun chance increased from 100/110/120/130/140% to 115/125/135/145/155%  **Unshakable Leader**  • Respite cost reduced from 3 to 2.  • Stress received reduced from -25% to -20%  **Zealous Accusation**  • Can now be performed from rank 3.  **Zealous Vigil**  • Stress relieved improved from 25 to 30. Flagellant **Endure**  • Stress healing rescaled from 12/13/14/15/16 to 10/12/14/16/18.  • Stress caused to the Flagellant rescaled from 5/6/7/8/9 to 4/5/6/7/8.  **Rain of Sorrows**  • Now classified as a ranged skill.  • Can now be performed from any rank.  • Bleed damage improved from 2/2/3/3/4 to 4/4/5/5/6 (*x2*).  • Debuff no longer reduced bleed resistance.  • Now has a chance to bleed the Flagellant (similar to Reclaim).  **Reclaim**  • Healing improved to 2/3/4/5/6 per round for three rounds (*this healing is post x2*). Grave Robber **Flashing Daggers**  • Bleed resistance debuff reduced from -20/23/26/30/33% to -14/18/22/26/30%.  • Debuff now also reduces blight resistance by -14/18/22/26/30%.  **Pick to the Face**  • Now applies a blight, dealing 1/1/1/2/2 damage per round for three rounds (*x2*).  **Poison Dart**  • Blight damage improved from 3/4/4/4/5 to 4/4/5/5/6 (*x2*).  • No longer reduces blight resistance.  • Now marks the target.  **Shadow Fade**  • Stun chance increased from 100/110/120/130/140% to 115/125/135/145/155%  **Thrown Dagger**  • No longer provides an accuracy buff.  • Damage vs. marked targets improved from +25% to +40%  **Toxin Trickery**  • No longer provides a speed buff.  • Dodge buff reduced from +10/13/15/17/20 to +6/8/10/12/14.  • Now also provides an accuracy buff for +6/8/10/12/14.  • Buff duration reduced from three rounds to one round.  • No longer takes an action to use and can be used twice per combat. Hellion • Maximum damage reduced by 1 (*x2*).  **Hellion Exhaust (the debuff applied after using Bleed Out, Breakthrough, and Barbaric YAWP!)**  • No longer reduces dodge.  • Damage reduction increased from -20% to -30%.  • Now also reduces stun skill chance by -20%.  **Adrenaline Rush**  • Buff no longer provides accuracy.  • Damage bonus improved from +20/22/24/26/28% to +30%.  • Buff now provides a stun skill chance bonus of +20%.  • No longer clears bleeds and blights.  • Now clears debuffs.  • Healing rescaled from 1/2/3/4/5 to 0/2/4/6/8 (*x2*).  **Barbaric YAWP!**  • Stun chance reduced from 125/135/145/155/165% to 115/125/135/145/155%  **Battle Trance**  • Damage bonus reduced from 20% to 10%  • No longer applies a debuff.  • Damage no longer restricted by rank.  **Bleed Out**  • Can now be performed from ranks 2 and 3.  • Can now target enemies in rank 2.  **Breakthrough**  • Now applies a bleed, dealing 1/1/1/2/2 damage per round for three rounds (*x2*).  **Reject the Gods**  • Non-religious stress caused reduced from 7 to 5.  **Revel**  • Stress relieved reduced from 20 to 15.  • Debuff no longer reduced accuracy and speed.  • Debuff now reduces dodge by 15.  • Debuff doesn’t apply to the Hellion.  **Sharpen Spear**  • Critical chance reduced from +7.5% to 4%.  • Buff now also provides a +20% bleed skill chance buff. HIGHWAYMAN **Duelist Advance**  • Riposte damage rescaled from -40/33/25/20/15% to -40/34/28/22/16%.  **Open Vein**  • Accuracy reduced from 95/100/105/110/115 to 90/95/100/105/110.  • Debuff no longer reduces bleed resistance.  • Speed debuff improved from 1/1/2/2/3 to 2/2/3/3/4.  • Now deals +15/20/25/30/35% damage vs. Bloodsuckers.  **Pistol Shot**  • Can now target enemies in rank 1.  • Damage vs. marked targets increased from +25% to +40%.  **Point Blank Shot**  • Pushes the target back 2 ranks, up from 1 rank.  **Tracking Shot**  • Can now target enemies in rank 1.  • Now marks the target. Houndmaster • Reduced base stun resistance from 40% to 30%.  **Blackjack**  • Stun chance reduced from 125/135/145/155/165% to 100/110/120/130/140%.  **Guard Dog**  • Dodge buff duration reduced from three rounds to two rounds.  **Hound’s Rush**  • Now improves bleed skill chance vs. marked targets by +10/15/20/25/30%.  **Lick Wounds**  • Can now be performed from rank 1.  **Targeting Whistle**  • Debuff no longer reduces protection.  • Debuff now makes the target more likely to be the victim of a critical strike by +6/8/10/12/14%  • Now bypasses stealth and purges stealth. Jester **Battle Ballad**  • Can now be performed from rank 2.  **Every Rose Has its Thorn**  • Respite cost increased from 3 to 4.  **Finale**  • Dodge debuff now lasts until the end of combat, rather than 12 rounds.  **Harvest**  • Now increases Finale damage by +10%.  **Slice Off**  • Now increases Finale damage by +10%.  **Solo**  • Accuracy debuff chance improved from 90/100/110/120/130% to 100/110/120/130/140%.  • Accuracy debuff increased from -10/12/14/16/18 to -15/18/20/22/25.  • Accuracy debuff duration reduced from 3 rounds to 2 rounds (only applying to one attack).  • Speed buff improved from +5/6/7/8/9 to +6/7/8/9/10.  • Speed buff duration reduced from 3 rounds to 1 round.  • Now marks the Jester for 1 round.  **Turn Back Time**  • Base stress relieved reduced from 30 to 25. Leper • Increased base bleed resistance from 10% to 20%.  **Intimidate**  • Accuracy reduced from 95/100/105/110/115 to 90/95/100/105/110.  • Damage improved from -85% to -65%.  • Pulls enemy forward 2 ranks.  • Can no longer target rank 1.  • Debuff no longer reduces protection.  • Damage debuff reduced from -20/23/26/29/33% to -20/22/25/28/30%  **Let the Mask Down**  • Stress healing improved from 25 to 30.  **Purge**  • Can now only be performed from ranks 3 and 4.  • Moves the Leper forward 2 ranks.  • Has a 115/125/135/145/155% chance to stun the target.  • Damage improved from -90% to -70%.  • Marks the Leper  **Reflection**  • Stress relieved reduced from 20 to 15.  **Revenge**  • Can now be used from any rank.  • Moves the Leper forward 1 rank.  • Accuracy bonus rescaled from +10/11/12/13/15 to +8/10/12/14/16.  • Damage bonus reduced from +25/27/30/32/35% to +10/12/15/18/20%.  • Dodge debuff increased from -15 to -20.  • Buff and debuff durations reduced from 3 rounds to 1 round.  • No longer buffs critical chance.  • No longer debuffs protection.  • No longer takes an action to use and can be used twice per combat.  • Marks the Leper  **Solemnity**  • Can now be used from any rank.  • No longer buffs resistances.  • Now stress heals for 8/9/10/11/12.  • Healing reduced from 6/7/8/10/12 to 2/3/4/5/6 (*x2*)  • Does +200% healing if the Leper is marked.  **Withstand**  • No longer relieves stress  • Can only be performed from rank 1.  • Places a guard on the rank 2 ally for 3 rounds. Man-at-Arms • Movement reduced from 2 forward and 2 backward to 1 forward and 1 backward.  • Man-at-Arms armor upgrades not provide protection, rather than dodge.  **Bellow**  • Debuff no longer reduces dodge.  • Speed debuff rescaled from -5/5/6/6/7 to -4/5/6/7/8.  **Bolster**  • No longer buffs speed.  • Dodge buff improved from +5/6/7/8/9 to +6/8/10/12/14.  • Buff also improves protection by +6/8/10/12/14%  **Command**  • No longer buffs accuracy or critical chance.  • Can only be performed from rank 3 or 4.  • Stress heals target ally for 6/7/8/9/10.  • Has a 20/35/50/65/80% chance to stress heal non-targeted companions for 3.  • Target receives a buff, reducing their chance to be critically struck by -2/3/4/5/6%.  **Defender**  • No longer buffs protection.  • Now activates riposte, dealing -40/34/28/22/16% damage.  **Maintain Equipment**  • Respite cost reduced from 4 to 3.  **Retribution**  • No longer marks the Man-at-Arms or activates riposte.  • Damage improved from -75% to -25%.  • Critical chance improved from +0/0/1/1/2% to +5/6/6/6/7%.  • Now bypasses guard and breaks guard.  • Now pierces 25/35/45/55/65% protection. OCCULTIST **Abandon Hope**  • Can be performed twice per camp.  **Abyssal Artillery**  • Damage reduced from -25% to -45%.  • Now hits rank 2.  • Torchlight -5.  **Daemon’s Pull**  • Damage improved from -50% to -40%.  • Now has 100/110/120/130/140% chance to debuff accuracy by -14/18/22/26/30 for 2 rounds.  • Torchlight -5.  **Dark Ritual**  • Dark Ritual now affects all companions.  **Hands of the Abyss**  • Damage reduced from -50% to -80%.  • Stun chance increased from 110/120/129/139/149% to 115/125/135/145/155%.  **Vulnerability Hex**  • Debuff no longer reduces dodge.  • Debuff now reduces protection by -10/15/20/25/30%.  **Weakening Curse**  • Debuff damage reduction rescaled from -30/32/35/37/40% to -24/28/32/36/40%.  • Debuff now reduces critical chance by -4/5/6/7/8%. Plague Doctor • Minimum and maximum damage increased by 1 (*x2*).  **Battlefield Medicine**  • Can now be performed from rank 2.  **Disorientating Blast**  • Damage modifier improved from -100% to -90%.  **Emboldening Vapours**  • Damage buff reduced from +25/27/29/31/33% to +15/18/20/22/25%.  • Speed buff reduced from +3/4/5/6/7 to +2/3/4/5/6.  • Now clears stuns.  • No longer takes an action to use and can be used twice per combat.  **Experimental Vapours**  • Respite cost reduced from 4 to 3.  **Incision**  • Bleed damage improved from 1/1/2/2/3 to 2/2/3/3/4 (*x2*).  **Noxious Blast**  • Damage reduced from -80% to -90%.  **Plague Grenade**  • Accuracy reduced from 95/100/105/110/115 to 90/95/100/105/110. Shieldbreaker **Adder’s Kiss**  • Can now be performed from rank 2.  **Expose**  • Now marks the target.  **Impale**  • Blight damage improved from 0/0/1/1/2 to 1/1/1/2/2 (*x2*).  **Serpent Sway**  • Buff no longer improves speed.  • Buff now improves bleed and blight resistance by +14/18/22/26/30%.  **Sandstorm**  • Respite cost reduced from 2 to 1. Vestal **Vestal Buff (2 rounds)**  • Melee damage +30%.  • Healing +15%.  • Stun skill chance +10%.  **Bless**  • Now only applies to self.  • Buff also provides +20% debuff skill chance.  **Dazzling Light**  • Damage improved from -75% to -35%.  • Stun chance improved from 100/110/119/129/139% to 100/110/120/130/140%  •Torchlight increased from +6 to +10.  • Can only be used twice per combat.  **Hand of Light**  • Can now be performed from rank 3.  • Can now target rank 3.  • Damage modifier improved from -50% to -35%.  • No longer deals bonus damage vs. Unholy.  • No longer reduces damage.  • Accuracy debuff improved from -7/8/9/10/10% to -8/10/12/14/16.  • Applies Vestal Buff  **Illumination**  • Can now be performed from rank 4.  • Damage modifier improved from -50% to -35%.  • Dodge debuff rescaled from -20/23/25/27/30 to -18/22/26/30/34.  • No longer increases torchlight.  • Applies Vestal Buff  **Judgment**  • Can now me performed from rank 2.  • Can no longer target rank 1.  • Damage modifier reduced from -20% to -35%.  • Critical chance bonus reduced from +5/6/6/6/7% to +0/0/1/2/2%  • No longer heals the Vestal.  • Now stress heals the Vestal for 2/2/3/3/4.  • Applies Vestal Buff  **Mace Bash**  • No longer deals bonus damage vs. Unholy.  • Critical chance bonus improved from +0/0/1/2/2% to +5/6/6/6/7%.  • Now pierces protection.  **Sanctuary**  • Stress healing improved from 25 to 30.  • Now affects entire party, rather than all other companions. |

# Monster Changes

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| Assended Brawler **Rend of the New God**  • Can now be performed from rank 3.  **Stumbling Scratch**  • Can no longer be performed from rank 3. Assended Witch **Eldritch Pull**  • Can now only be performed from rank 4.  **Eldritch Push**  • Can now only be performed from rank 1.  • Moves the Witch back 1 rank. Bone Bearer **Passive**  • Buff now increases stun resistance by +20%. Brigand Fusilier **Rushed Shot**  • Can now be performed from rank 2. Brigand HUNTER **Rushed Shot**  • Can now be performed from rank 2. Collecter, The • Is now Unholy, rather than Human and Eldritch. Courtesan **Careless Whispers**  • Can now only be performed from ranks 3 and 4.  **Mind Your Manners**  • Can no longer be performed from rank 4. Cultist Brawler **Rend of the Old Gods**  • Can now be performed from rank 3.  • No longer moves the Brawler forward.  **Stumbling Scratch**  • Can no longer be performed from rank 3. Cultist Witch **Eldritch Pull**  • Can now only be performed from rank 4.  • Moves the Witch forward 1 rank.  • Move skill chance reduced from 100/120/140% to 95/115/135%  **Eldritch Push**  • Can now only be performed from ranks 1 and 2.  • Moves the Witch back 1 rank.  • Move skill chance reduced from 100/120/140% to 95/115/135%  **Stressful Incantation**  • Can no longer be performed from rank 1. Esquire **The Thrust**  • Can now only be performed from ranks 3 and 4. Flesh **Bone Zephyr**  • Can now be performed from rank 4. Fungal Scratcher **Groping Swipe**  • Blight damage rescaled from 0/2/3 to 1/2/3 (*x2*).  • Damage rescaled from 3-5/3-7/5-11 to 2-4/3-7/5-11 (*x2*).  **Rend the Marked**  • Now applies a blight, dealing 1/2/3 damage per round for 3 rounds (*x2*).  • Bonus damage vs. marked reduced from +50% to +35%. Large Carrion Eater • Maximum health increased from Nil/48/68 to Nil/52/74 (*x2*).  **Tentacle Devour**  • Now applies a Nil/2/3 damage blight (*x2*).  **Weaken Prey**  • Now applies a Nil/2/3 damage blight (*x2*).  • Damage reduced from Nil/3-5/4-8 to Nil/2-4/3-6 (*x2*). Pelagic Guardian • Will now generate stalling penalties.  • Protection reduced from 33/50/50% to 25/35/45%. Pelagic Shaman **Ceremonial Cut**  • Can now be performed from rank 2.  **Stress Wave**  • No longer moves the Shaman back. Siren **Song of Desire**  • Debuff skill chance rescaled from 115/135/155% to 115/140/165%. Swine Prince • Maximum health increased from 132/198/271 to 132/215/300 (*x2*). Swine Skiver **Cripple Them**  • Can no longer be performed from rank 2. Uber Bosses • Each boss has an “Uber” version, which is stronger than the Champion version.  • These bosses drop Uber trophies, which are more powerful versions of their base trophies. |

# Curio Changes

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| Alter of Light • Damage buff when not using a holy water reduced from +20% to +15%. Brackish Tide POol • Healing and stress healing increased from 5 to 15 (*x2*). Left Luggage • Loot provided by using a key reduced from 3 to 2. Occult Scrawlings • Using laudanum heals 15 stress. Pristine Fountain • Stress healed when not using a holy water reduced from 20 to 15. Sacrifical Stone • Using blood cures a disease and provides a disease resist buff. Shambler Alter • Using a XXX summons a random Uber Boss. Stack of Books • Using laudanum heals 15 stress. |

# Quirk Changes

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| Existing Quirks **Armor Haggler**  • Removed from the game and replaced by “Haggler” (see New Quirks).  **Automatonophobia**  • Additional stress gained increased from +20% to +25%.  **Beast Hater**  • Stress received reduced from -15% to -10%.  **Beast Slayer**  • Accuracy reduced from +10 to +8.  **Clotter**  • Bleed resist reduced from +15% to +10%.  **Clutch Hitter**  • Critical chance improved from +3% to +4%.  **Cove Explorer**  • Scouting chance reduced from +20% to +15%.  **Cove Scrounger**  • Removed from the game (see Cove Explorer)  **Deadly**  • Critical chance improved from +1% to +2%.  **Dud Hitter**  • Critical chance increased from -3% to -4%.  **Eldritch Hater**  • Stress received reduced from -15% to -10%.  **Eldritch Slayer**  • Accuracy reduced from +10 to +8.  **Faithless**  • Only restricts Flagellation, rather than both Prayer and Flagellation.  **Fast Healer**  • Now just increases healing received by +15% (not limited to camping).  **Hard Noggin**  • Stun resistance reduced from -15% to -10%.  **Healer’s Gift**  • Healing skills while camping increased from +20% to +30%.  **Human Hater**  • Stress received reduced from -15% to -10%.  **Human Slayer**  • Accuracy reduced from +10 to +8.  **Irrepressible**  • Virtue chance increased from +5% to +8%.  **Last Gasp**  • Speed improved from +1 to +2.  **Lazy Eye**  • Ranged accuracy increased from -5 to -6.  **Meditator**  • No longer provides bonus stress healing while camping (now only applies to meditating).  **Mercurial**  • Virtue chance increased from -5% to -8%.  **Natural Eye**  • Ranged accuracy improved from +5 to +6.  **Phengophobia**  • Stress reduced from +20% to +15%.  **Photomania**  • Stress reduced from -20% to -15%.  **Quick Reflexes**  • Speed reduced from +2 to +1.  **Quickdraw**  • Also provides +3% critical chance.  **Resilient**  • Stress healing received increased from +10% to +15%.  **Ruins Explorer**  • Scouting chance reduced from +20% to +15%.  **Ruins Scrounger**  • Removed from the game (see Ruins Explorer)  **Ruminator**  • Stress healing received increased from -10% to -15%  **Satanophobia**  • Additional stress gained increased from +20% to +25%  **Scattering**  • Ranged damage increased from -5% to -10%.  **Second Wind**  • Damage improved from +10% to +20%.  **Sickly**  • Disease resistance increased from -10% to -15%.  **Slowdraw**  • Also provides -3% critical chance.  **Soft**  • Also reduces protection by -10%.  **Stout**  • Now increases stress healing skills while camping by +20%, rather than healing skills +10%.  **Torn Rotator**  • Melee damage increased from -5% to -10%.  **Tuckered Out**  • Damage increased from -10% to -20%.  **Unholy Hater**  • Stress received reduced from -15% to -10%.  **Unholy Slayer**  • Accuracy reduced from +10 to +8.  **Unyielding**  • Death resistance reduced from +10% to +6%.  **Warrens Explorer**  • Scouting chance reduced from +20% to +15%.  **Warrens Scrounger**  • Removed from the game (see Warrens Explorer)  **Weak Grip on Life**  • Death resistance reduced from -10% to -6%.  **Weald Explorer**  • Scouting chance reduced from +20% to +15%.  **Weald Scrounger**  • Removed from the game (see Weald Explorer)  **Weapon Haggler**  • Removed from the game and replaced by “Haggler” (see New Quirks).  **Winded**  • Speed increased from -1 to -2.  **Zoophobia**  • Additional stress gained increased from +20% to +25% New Quirks **Bad Elbows**  • Melee accuracy -6.  **Blood Seeker**  • Critical chance +4% vs. bleeding.  **Bloodsuckers Hater**  • Damage +15% and Stress -10% vs. Bloodsuckers.  **Bloodsuckers Slayer**  • Accuracy +8 and Critical chance +3% vs. Bloodsuckers.  **Bullseye**  • Accuracy +10 vs. marked.  **Butter Fingers**  • Trap disarm -15%.  **Cavalier**  • Damage +15% vs. not size 1.  **Claustrophilia**  • Stress -20% if in a corridor.  **Courtyard Adventurer**  • Stress -20% while in the Courtyard.  **Courtyard Phobe**  • Stress +25% while in the Courtyard.  **Courtyard Survivor**  • Virtue +8% and Death Resist +6% while in the Courtyard.  **Courtyard Tactician**  • Damage +15% while in the Courtyard.  **Cove Shuffler**  • Scouting -15% while in the Cove.  **Cove Survivor**  • Virtue +8% and Death Resist +6% while in the Cove.  **Doctor**  • Healing skills +10%.  **Dumb**  • Resolve experience -20%.  **Eldriphobia**  • Stress +20% vs. Eldritch.  **Execute**  • Damage +20% vs. stunned.  **Fear of Bloodsuckers**  • Stress +15% and Accuracy -10 vs. Bloodsuckers.  **Foot Planted**  • Speed +2 if in rank 3.  **Haggler**  • Armor and Weapons cost -20%.  **Healer’s Bane**  • Healing skills while camping -30%.  **Idleness**  • Debuff resistance -15%.  **Inattentive**  • Scouting -5%.  **Lygophilia**  • Stress -20% if torchlight below 26.  **Only the Best**  • Armor and Weapons cost +20%.  **Out Matched**  • Damage -15% vs. not size 1.  **Prankster**  • Party surprise chance -4% and Monster surprise chance +4%.  **Protector**  • Protection +15% if in rank 1.  **Readiness**  • Dodge +12 if in rank 2.  **Ruins Shuffler**  • Scouting -15% while in the Ruins.  **Ruins Survivor**  • Virtue +8% and Death Resist +6% while in the Ruins.  **Sanguinophobia**  • Stress +25% vs. Bloodsuckers.  **Scouter**  • Scouting +8%.  **Slow Healer**  • Healing received -15%.  **Smart**  • Resolve experience +20%.  **Straight Shot**  • Damage +15% if in rank 4.  **Strongarm**  • Melee accuracy +6.  **Stiffness**  • Party surprise chance +4% and Monster surprise chance -4%.  **Tenacity**  • Debuff resistance +15%.  **Tinkerer**  • Trap disarm +15%.  **Thanatophilia**  • Stress -20% if HP is below 50%.  **Thumb in Wound**  • Healing skills -15%.  **Unbalanced**  • Move resistance -15%.  **Venom Seeker**  • Accuracy +8 vs. blighted.  **Warrens Shuffler**  • Scouting -15% while in the Warrens.  **Warrens Survivor**  • Virtue +8% and Death Resist +6% while in the Warrens.  **Weald Shuffler**  • Scouting -15% while in the Weald.  **Weald Survivor**  • Virtue +8% and Death Resist +6% while in the Weald. |