***Weapon Skills***

* *Light Weapon*
* *Heavy Weapon*
* *Marksman*
* *(Weapon) Mastery*

Adds +1 to your damage with a specific weapon type. This Perk can be taken multiple times, each increasing the bonus damage by +1 or applying to another weapon type.

***Unarmed***

* *Unarmed Prowess*

You get a +1 to your Unarmed damage. This Perk Stacks.

* *One, Two (Journeyman +)*

Your Unarmed attacks may now be treated as Dual Wielding, so long as you have two free hands.

* *Unarmed Defender*

You can parry melee attacks with your natural weapons.

* *Catch Projectile*

You may Parry ranged attacks with your natural weapons, doing so imposes a -10 penalty for thrown weapons and a -20 for fired ones. If successful, you catch the projectile in a free hand.

***Block***

* *Shieldbearer*

You may choose to Bash with a Shield as your Advantage Action.

* *Bulwark (Journeyman +)*

While equipped with a Shield, foes within your melee range cannot take opportunity attacks against your allies.

* *Phalanx*

You add +1 to the AR of your allies who are adjacent to you, who are also wielding a shield. This Perk stacks, but you can only gain the bonus AR from one ally at a time.

* *Brace*

You may spend 1-2 Stamina to increase your Shields AR by +2/+4 as part of your Block Action. This Perk can be taken multiple times, each time increasing the Bonus AR by +1.

***Evasion***

* *Improved Evasion (Adept +)*

On successful Evasion tests to avoid AoE damage, you take one quarter damage instead of Half.

* *Escapist*

When you successfully evade you may move +1 extra meter. This Perk stacks.

* *Dynamic Strike*

You may Counterattack as an Advantage action for Evading.

***Spell Schools***

* *Higher Spell Levels*

***Athletics***

* *Brawn*

Increases your Carry Rating by +2. This Perk stacks.

* *Vitality*

Increases your Max Health by +2. This Perk stacks.

* *Vigor*

You gain +1 Max Stamina. Can be taken twice.

* *Conditioning*

Reduces the penalty from encumbrance by 1.

* *Might*

You gain +1 DoS on tests made to perform a feat of strength. This Perk stacks.

***Acrobatics***

* *Swift*

You gain a +1 to your Move Speed. This Perk stacks.

* *Leap*

When you successfully jump using Acrobatics, you may add +1 to the total distance. This Perk stacks.

* *Tumble*

You treat fall damage as being of 1 meter less than you actually fell. This Perk stacks.

* *Parkour (Journeyman +)*

You ignore difficult terrain.

***Speechcraft***

All Perks Stack

* *Inspirational*

You gain +1 DoS on tests made to inspire someone or rally a group to action.

* *Coerce*

You gain +1 DoS on tests made to intimidate or coerce someone towards a particular action.

* *Diplomat*

You gain +1 DoS on tests made to resolve disputes peacefully and to convince someone of your beliefs.

* *Deception*

You gain +1 DoS on tests made to lie or conceal one's true intentions.

* *Romantic*

You gain +1 DoS on tests of a flirtatious nature. Remember, one passed roll does not a lover make.

* *Insight*

You gain +1 DoS on tests made to see through lies or to tell when someone is hiding something.

* *Vocalist*

You gain +1 DoS on tests related to Singing.

***Mercantile***

* *Final Offer (Adept +)*

You may reroll a failed test made to haggle once per transaction.

* *Trader*

You may treat the base price of an item as being 5% higher or lower when you roll to haggle on a final price. This Perk stacks, each time increasing the percentage by +5%.

***Sneak***

* *Light Fingers*

You gain +1 DoS on tests made to take or place something unnoticed. This Perk stacks.

* *Cutpurse*

You gain a +1 DoS on tests to pickpocket small items from a target. This Perk stacks.

* *Stealth*

You gain +1 DoS on Sneak tests made to move silently and to conceal yourself. This Perk stacks.

***Security***

* *Locksmith*

You gain +1 DoS on tests made to pick locks or disarm traps. This Perk stacks.

* *Tinkerer*

The time it takes to pick a lock or disarm a trap is halved.

* *Trapfinder*

You may test Security on a Trap that you are aware of to determine key details about its mechanisms. Such as how much weight would be needed to offset or trigger it and to follow it to where its core mechanism is for proper disarming, having access to this part gives you a +10 to disarm it.

***Medicine***

* *Surgeon*

You gain +1 DoS on Medicine tests made to treat wounds.

* *Healer’s Hands*

When you test Medicine to heal injuries over a rest, you add +1 to the HP pool you get to distribute. This Perk stacks.

* *Field Medic*

You can spend a Full Action (3 AP) to temporarily bind a wound. You can negate the passive effects from Minor and Major wounds for 1 Hour, or until you perform a rest. Performing this prevents you and the patient from taking any other actions or reactions until the start of your next turn. This provokes attacks of opportunity. This ability consumes 1 use of your Medical Kit.

***Survival***

* *Tracker*

You gain +1 DoS on tests made to identify and follow Tracks. This Perk stacks.

* *Wayfinder*

You gain +1 DoS on tests made to orientate yourself, read maps, find shortcuts, and find the best route through harsh terrain. This Perk stacks.

* *Forester*

You gain +1 DoS on tests made to set up a Camp, find a good campsite, start a fire, and construct shelter. This Perk stacks.

* *Naturalist*

You still gain the “Well Rested” condition when camping in the wilderness, so long as your rest wasn’t disturbed by weather.

* *Hunter*

You gain +1 DoS on tests made to skin, butcher, and process a carcass. This Perk stacks.

* *Triage*

You can test Survival instead of Medicine when taking the Aid action.

***Awareness***

* *Alert*

You gain +1 to your Initiative. This Perk stacks.

* *Keen Vision*

You gain +1 DoS on tests made to spot things. This Perk stacks.

* *Acute Hearing*

You gain +1 DoS on tests made to hear things. This Perk stacks.

* *Night Watch*

You no longer suffer penalties while in conditions of Dim Light.

* *Light Sleeper*

You always count as being awake for the purposes of making Observe tests and determining surprise, even if asleep.

***Riding***

* *Cavalry*

You can use your Mounts Strength Bonus instead of your own for damage with melee attacks made while Mounted.

* *Jockey*

You increase your mount's speed by +2. This Perk stacks.

* *Controlling*

You gain +1 DoS on tests made to calm or control your mount. This Perk stacks.

***Lore***

* *Studious*

You gain +1 DoS on tests made to research something while you have access to the proper material. This Perk stacks.

* *(Field of Study)*

You select a specific topic to have in-depth knowledge on. You gain a +1o TN on tests made to recall or to know a piece of information connected to your chosen field. You can take this Perk multiple times, either of the same topic increasing the bonus by +10, or to select another topic of study.

***Animal Handling***

***Linguistics***

***Smithing***

***Alchemy***

* *Mutagen*

All Tinctures you consume last +1 Round. This perk stacks.

* *Poisoner (Apprentice +)*

Any potion you use adds an additional -10 penalty to tests made to resist it.

* *Grenadier*

All bombs you use have a +1 to its AoE.

* *Chemist*

All potions you make gain a +1 to its Potency.

***Enchanting***

* *Arcanist*

Add +1 to the Max Charge of any item attuned to you. This Perk Stacks.

* *Regalia (Journeyman +)*

Add +1 to your Max Attunement.

* *Channeling*

Add +1 to any Charge you regain through Soul Gems or Ambient Charging. This Perk Stacks.

***Provisioning***

***Engineering***

***Artistry***

***Profession***