***Prophecies***

*open*

* ***Star Cursed***

***Luck Burn***:

***Positive***: You can buy back spent luck at half the normal cost.

***Negative***: x2 Luck Burn

* ***Dragonborn***

***Luck Burn***: *The Dragon’s Eye*

***Positive***: You can consume the souls of Dovah. You can spend the souls on the following options.

***Negative***: You cannot spend Luck on anything other than your Luck Burn.

* ***Aedric Saint***

***Luck Burn***: *Gift of Aetherius*

Convert an amount of Luck into HP or MP instantly as a free action. This can exceed your Max stat value by half your total. This excess is lost after you complete your next rest.

* 1:5 HP - 1:10 MP

***Positive***: Aedric Artifacts do not require attunement

***Negative***: You cannot attune to Daedric Artifacts

*locked*

* ***Nerevarine***

***Requirement***: Limit of One

***Luck Burn***: *Moon-and-Star*

***Positive***:

***Negative***:

* ***The Revenant***

***Requirement***: Limit of One, Dunmer or Altmer Only

***Luck Burn***: *Grave Touched*

***Positive***:

***Negative***:

* ***Shezzarine***

***Requirement***: Limit of One, Must be a Human Race

***Luck Burn***: *Heart of Nirn*

***Positive***:

***Negative***: