

Foci Quick Reference

A quick reference guide summarizing all official foci, as well as any class restrictions they may have. Only one asterisk-marked focus can be taken per listed class, though an adventurer could take one for each partial class they have.

Origin, or race foci are available in both books, but are not listed here.

Bespoke abilities and origins can be obtained through the *unique gift* and *special origin* foci, respectively.

Foci

Focus	Level 1 Summary	Skill	Class Limit?	Book (pg)
Alert	You cannot be surprised and have an initiative bonus	Notice	-	Core (22)
All Directions Edge Style	Make an extra attack each round. 1 st of the day is free	Combat	Warrior*	Atlas (176)
Armored Magic	You can cast spells and use arts in armor	-	Mage	Core (22)
Armsmaster	Instantly ready a melee weapon and do more damage in melee	Stab	-	Core (22)
Artisan	You can craft anything and make more item modifications	Craft	-	Core (22)
Assassin	Your attacks in surprise rounds cannot miss targets & you can hide small items	Sneak	-	Core (22)
Atlantean Divination	You can perform a ritual to potentially predict the future	Know	Mage*	Atlas (178)
Authority	You can get NPCs to comply with your requests	Lead	-	Core (23)
Catalytic Soul Style	Your ranged attacks allow an ally to damage your target as well	Shoot	Warrior*	Atlas (176)
Close Combatant	You ignore Shock damage and can throw weapons in close combat	Combat	-	Core (23)
Connected	You can build a web of contacts and call in favors	Connect	-	Core (23)
Cultured	You learn languages easily and can get minor favors	Connect	-	Core (23)
Danger Sense	Once per day you can stop a trap or ambush	Notice	Expert*	Atlas (178)
Deadeye	You can instantly ready a bow, use bows in melee, & do more damage	Shoot	-	Core (23)
Dealmaker	You can find a buyer or seller for any good or service	Trade	-	Core (24)
Developed Attribute	An attribute of your choice increases by 1, to a maximum of +3	-	Non-Mages	Core (24)
Die Hard	You have extra hit points and automatically stabilize	-	-	Core (23)
Folie a Deux	Spells can't detect your lies. 1/day make a listener just believe you	Convince	Expert*	Atlas (176)
Ghost Archer Style	You can conjure a spectral bow that creates its own arrows	Shoot	Warrior*	Atlas (176)
Gifted Surgeon	You are better at healing and can stabilize as an On-Turn action	Heal	-	Core (24)
Henchkeeper	You can always recruit a loyal henchperson	Lead	-	Core (24)
Impervious Defense	Your Armor Class is 15 + ½ your level, rounded down	-	-	Core (24)
Impostor	You can create false identities and re-roll one impersonation-related check each day	Perform or Sneak	-	Core (25)
Literal Pacting	Once per day, gain Strain in exchange for a bonus or a spell	Pray	Mage*	Atlas (178)
Lucky	Once per week, a fatal blow against you doesn't happen	-	-	Core (25)
Master Tracker	You can follow any trail and identify unknown creatures from trails	Survive	Expert*	Atlas (176)
Nagadi Hegemony	Once per day, gain Strain and take damage for a spell slot	Heal	Mage*	Atlas (178)
Night Walker	You can see in the dark and cannot be surprised while asleep	Sneak	Expert*	Atlas (176)
Nullifier	Magic is less effective around you, and you can sense it	-	Non-Mages	Core (25)
Old Empire Sigilism	Create a personal-use spell token that makes casting easier	-	Mage*	Atlas (178)
One Point Strike Style	Your attacks use Int or Wis. You can chose to roll a 15 on your attack roll in exchange for minimum damage	Combat	Warrior*	Atlas (176)
Pack Beast*	You can carry more stuff	Exert	Expert*	Atlas (176)
Poisoner	You can create and resist potent poisons	Heal	-	Core (25)
Polymath	Your non-combat skills count as level 0 for skill checks if they are -1	Any	Expert	Core (25)

Foci, Continued

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Provident Crafter	Your non-weapon items are always readied & you have more Enc	Craft	Expert*	Atlas (176)
Pyre of Heaven Style	You are resistant to fire and can ignite your weapons	Combat	Warrior*	Atlas (176)
Rider	Your mounts have a better AC, morale, and stamina	Ride	-	Core (25)
Righteous Iron Style	Your heavy armor is tougher, lighter, and doesn't impose penalties	Exert	Warrior*	Atlas (176)
Shocking Assault	You treat all enemy's AC as 10 for Shock purposes	Punch or Stab	-	Core (26)
Sniper's Eye	You roll 3d6, dropping the lowest, for Shoot-related skill checks	Shoot	-	Core (26)
Specialist	You roll 3d6, dropping the lowest, on checks for a chosen skill.	Non-Combat or Magic	-	Core (26)
Spirit Familiar	You have a magical companion	-	-	Core (26)
Trapmaster	You are better at avoiding traps and can make them easily	Notice	-	Core (26)
Unarmed Combatant	Your fists are worth using in combat	Punch	-	Core (27)
Valiant Defender	You are better at <i>Screening Allies</i> , including against effects you otherwise could not defend them against	Punch or Stab	-	Core (27)
Vothite Mind Sorcery	Your spells can be cast subtly, but cannot do non-mental damage	-	Mage*	Atlas (178)
Walk Like Wind	You move quicker and can climb vertical surfaces	Exert	Expert*	Atlas (176)
Well Met	People and creatures you meet are less likely to be hostile	-	-	Core (27)
Whirlwind Assault	Once per scene, apply Shock damage to all foes around you	Stab	-	Core (27)
Wildtongue	You can communicate simple ideas with animals	Survive	Expert*	Atlas (176)
World Tree Lance Style	Your spears have a longer range & return to you after being thrown	Stab	Warrior*	Atlas (176)
Wrathful Mountain Style	Manifest a magic shield and attack those who attack allies you screen for free	Stab or Punch	Warrior*	Atlas (176)
Xenoblooded	You have a special set of genetics due to your ancestry	-	-	Core (27)