



ABILITIES

These Perks give the characters new unique skills that can improve their survivability, work efficiency or fighting skills.

IMPERMEABLE 40★

Gain 100% waterproofness

COLD RESIST 50★

Temperature cannot be set below 5 degrees

HEAT RESIST 50★

Temperature cannot be set higher than 5 degrees below the character's overheat temperature.

SWIFT HANDS 30★

Picking up, harvesting and taking item become instant actions.

MINE MASTER 10★

Instantly destroy any mined item when performing mining actions.

CHOP MASTER 15★

Instantly destroy any chopped item when performing chopping actions.

FISH MASTER 5★

When using a fresh water fishing rod, fish will instantly eat the bait.

COOK MASTER 5★

When cooking in the cookpot, food will instantly ready (no cooking time)

PROFESIONAL CHEF 5★

Able to use red kitchenwares

ENCHANTMENT

20 

Able to equip trinkets to gain special abilities.



Mini Arcade (MOD ITEM. More info on the Reign of Giants section):
Increases XP gained. Each stack give 25% boost (max 400%).

 This is the main trinket for late game.



Dessicated Tentacle:

You no longer trigger Tentacles.

 Great for early game! Safely explore the marsh area , harvest reeds, and collect resources during tentacle and merm natural battles.



Fake Kazoo:

Chances of not consuming durability when playing an instrument. Each stack give 6% more (max 66%).

 Work for any instrument (even from other mods).



Frazzled Wires:

Increases the chance of getting hit by lightning. Each stack gives 10% more (max 100%).

Track Suspicious Boss Pile with this trinket equipped for a surprise!



Lying Robot:

After half a day, removes 1 stack of this trinket and gives a random amount of gears (min 3, max 8 gears).



Gord's Knot:

Every 2 stacks of this trinket counts as having 1 rope. This substitutes the crafting material while Gord's Knot won't be consumed.

 Store this trinket near your crafting area and equip it before crafting to save a lot of grass.



Mismatched Buttons:

Gain a random amount of XP each time you use a Sewing Kit. May gain more XP the more stacks you have (min 1, max 10+ XP up to 1000 XP).



Gnome and Gnomette:

- If you have the "Gnome" or "Gnomette" equipped while fighting near one or more players with the opposite trinket equipped, both players gain sanity and health regen that scales based on the number of trinkets equipped by the other players.
- Each stack gives +0,2 regeneration per second (max 5).
- If you use the "Telelocator Staff" you will be teleported to a random player with the opposite trinket equipped.



 You can exploit this by hitting "Chester", gaining health and sanity regeneration for extended periods of time.



Ball and Cup:

When fishing at ponds, doubles the catch.



 Recomended for fishing "Crumpled Packages" at the "Lake" in the "Oasis" for rare blueprints/trinkets.

Hardened Rubber Bung:

- Automatically repairs boat leaks 5 seconds after appearing.
 - Each stack reduces the delay by 0.5 seconds (min 0.5 secs).
 - Will only repair the leak happen while you standing on the boat
-  Mandatory for fighting "Crabking", "Malbatross", "Pirate Raids", "Sea Weeds" or "Cookie Cutters".



Air Unfreshener:

Makes you immune to negative sanity auras.

If no other combat trinkets are available, the Air Unfreshener can also be useful for boss fight



Back Scratcher:

Increases picking range for picking up items. Each stack gives 1 range point (max 20).

With enough stacks, the "Back Scratcher" can be used to pick up items from a "Cave Hole".



Beaten Beater:

Gain more XP when cooking. Each stack gives an extra 2 XP (max 24).

As Warly, cooking with a full stack of "Beaten Beater" grants 240 XP.
Pair it with the **Cook Master Perk** to grind XP faster than killing seasonal bosses!



Bent Spork:

Gain additional hunger when eating foods. Each stack gives an extra 1 hunger (max 15).

The "Bent Spork" is great for early game, as it boosts the effect of any food eaten, even raw berries.



Frayed Yarn:

Befriends nearby "Catcoons". "Catcoon" followers fully healed every 3 seconds. Each stack increases max number of followers by 1.



Wire Hanger:

Gives immunity to plant's brambles.



Second-hand Dentures:

Gain hunger each time you kill a small creature. Each stack gives 0,4 hunger (max 10).

A few stacks of this are great for extended exploration. Without need for perishable food, you can replenish your hunger by killing 4-10 spiders, which are abundant across the map, including in caves.



White Knight:

Gives a speed boost while mounted. Each stack gives 8% more (max 120%).



Walter's best friend!



White Bishop:

Using magic staffs will recover sanity instead of consuming it.



White Rook:

Repairing walls instantly restores them to full phase.



Black Knight:

Give mounts a damage boost while being mounted. Each stack gives 10% more (max 200%).



"Black Knight" doesn't boost the player's damage, but the mount's damage instead, making it useful for cheating boss fights with an ornery "Beefalo".



Black Bishop:

Using magic staffs won't consume their durability, but will instead drain twice the usual amount of sanity. When triggered, the "Black Bishop" has a 25% chance to be consumed.



Black Rook:

Instantly destroys walls when attacking them, while also recovering sanity. Each stack gives 5 more sanity (max 40).



Leaky Teacup:

When you drink a "Soothing Tea", removes 1 stack of "Leaky Teacup" to start a tea party chain. All nearby players can drink a "Soothing Tea" to join the tea party. All players who join gain Stars (they do not require "Leaky Teacup" equipped). Number of Stars gained is equal to the number of players at the party.



Melty Marbles:

Each time you destroy a "Marble Tree" or "Marble Shrub" gain a random amount of "Melty Marbles" (min 1, max 5 "Melty Marbles").

 Since "Melty Marbles" can be traded with the "Pig King" for gold nuggets, farming marble while equipping this is just a real estate.



Potato Cup:

Every 15 seconds lose 15 hunger, then spawns a potato.

 Losing 15 hunger for a single potato is always worth it, since a simple "Roasted Potato" restores 25 hunger (40 for Wolfgang!!) and 20 Health.



Toy Trojan Horse:

Allows the player to open containers while mounted.



Tiny Rocketship:

Randomly boosts movement speed for a short duration.

 Since speed is the most important Stat, the "Tiny Rocketship" is generally a useful trinket.



Shoe Horn:

Makes the player immune to slipping on ice or be slowed by terrain.



Unbalanced Top:

Chances of get a random gem from mining. Each stack gives 4% more (max 100%).



Lucky Cat Jar:

Animals are not scared of you (no longer counted as a prey).

 You're in luck if you find a "Lucky Cat Jar", as it makes hunting "Koalefants", "Mooslings", "Rabbits", "Birds" and "Volt Goats" much easier.

 Looking for infinite morsels? Head to rabbit territory and either kill them with a spear (no need to chase, as they won't run away) or place traps right in their face. You can also drop a single seed to attract birds and kill them before they eat it.



Crocodile Toy:

Grants a chance to instantly kill creatures that are currently swimming. Each stack gives 10% more chances (max 100%).

 Because hounds are amphibious, the "Crocodile Toy" can be a lifesaver during a hound attack.



Empty Elixir:

When using a healing item, nearby players receive 25% of the healing effect. Each stack gives 5% more (max 100%).



Faux Fangs:

Increases damage dealt at night by 30%, but reduces it by the same amount during the day. Each stack raises the effect by 3% (max 99%).



Lone Glove:

Gain a strong grip. cannot be disarmed



Snail Scale:

Increases the weight of caught fishes. Each stack raises the chance of catching a heavier fish, with 40 stacks guaranteeing maximum fish weight.

 Will also count fishes caught using the "Strident Trident".



Goop Canister:

When refueling items, provides additional fuel. Each stack increases fuel power by 50% (max 900%).

 Characters that already provide additional fuel gain no extra effect.



Toy Cobra:

Gain health each time you kill a small creature. Each stack gives 0,2 health (max 5).



Broken Stake:

Grants a chance to instantly kill shadow creatures when attacking them. Each stack gives 4% more chances (max 80%).

**Odd Radio:**

Increases XP gained when playing alone on the server (no other players). Each stack provides an additional 1 XP (max 40).

**Broken Hairdryer:**

Instantly thaws when frozen.

**Binoculars:**

Increases cast range. Each stack give 1 range point (max 20).

**Spider Ring:**

Deals more damage to spiders. Each stack gives a 20% damage multiplier (max 200%).

**Cubic Zirkonia Ball:**

Reflects damage back to the attacker, but increases the damage taken by 100%. Each stack gives 10% more damage reflected (max 330%).

**Broken Terrarium:**

Can't die from fatal damage, but every use removes 1 stack of "Broken Terrarium".

**Monkey Paw:**

Prevents you from attracting "Accursed Trinkets."

RAPID HEALING

25

Heals using healing items heal twice as much.

HARVESTER

35

Gain strong grip and will not drop slippery items
Gain double the items from gathering.

LOOT GOBLIN

100

Gain double the loot from mobs killed. Have to deal the killing blow to get it.

EFFECTIVE WORKER

20

Gain double the loot from trees and boulders.

CUT CORNERS

90

Crafting requires only half of the materials.

SUPER PET

40

The critter following you will gain additional passives. The effect fades away if they're hungry.

**Kittykit:**

Gains 1 XP each time you use a staff.

**Vargling:**

Hounds will no longer targets you.

**Ewelet:**

Makes you immune to planar damage.

**Friendly Peeper:**

Spawns a "Milky Whites" every half day.

**Broodling:**

You deal extra damage when attacking. Bonus damage is equal to 10% of your current **Level**.

**Glomglom:**

When you're going insane fully restores your sanity (2-day cooldown).

**Giblet:**

Gets a 40% speed boost for 4 seconds when attacked, but during this time, also reduces your damage by 40%.

**Mothling:**

You deal double damage to shadow-aligned mobs and take half damage from them.

HUMAN CARTOGRAPHER

15 

Active Skill : When clicked, Deconstruct all papers in the inventory into materials

HUMAN SMELTER

5 

Active Skill : When clicked, Merge all items in inventory that did not have full durability into 1

HUMAN DUMPSTER

5 

Active Skill : When clicked, gradually remove all unattended items on the ground in the world (excluding important items).

10 items will be removed every 0.1 seconds. Item dropped or picked up after skill activated wont be affected.

TIPS :



Claiming **Mine Master** and **Chop Master Perks** early on to gather resources will speed up early stages. It also helps achieve **Woodcutter** and **Miner Achievements**.

Additionally **Chop Master Perk** is really useful against "Toadstool". It destroys "Sporecaps" in a single hit.



Impermeable, **Cold Resist** and **Heat Resist Perks** are most useful in their respective seasons (spring, winter and summer respectively). Since these skills are costly, it's best to reset them when not needed and only claims the relevant skill for the current season.



Since Wurt gains extra **XP** from fishing, claiming **Fish Master Perk** will help her level up faster. Similarly, Warly benefits from **Cook Master Perk**, while Maxwell and Woodie gain advantages from both **Mine Master** and **Chop Master Perks**



Enchantment Perk is a cheap and yet powerful perk. Giving tons of conditional boosts for any condition. Take as early as possible, then hunt some trinkets by digging graves.