PERKS:

***Generic***:  
  
Adventuring Spirit: 5% extra chance to succeed all event checks

Survivalist: Food satiates you 25% more

Scrounger: Find 10% more food

Journeyman: Gain +2 crafting rating

Pack Mule: +10 carry weight

***Combat generic:***  
Savagery: +1 to maximum damage with weapons

Trained Technique: +5% accuracy with weapons

Exploit vulnerability: 1% crit chance and +10% crit damage with weapons

Enduring Spirit: Take 30% reduced damage while under 40% Endurance

Ever Alert: Reduces chances of ambushes while resting

Combat Readiness: Increases your initiative by 5

***Stats:***

Tougher than Nails (*requires 12 str):* Reduces all incoming damage by 1

Constitution (*requires 16 str)*: Gain 1 extra max Endurance per point of strenght

Titan (*requires 20 str):* You can wield two-handed weapons with a shield or off-hand

Fleetfooted (*requires 12 dex):* You have +10% dodge until hit in combat

Swift Kill (*requires 16 dex):* You deal 50% extra damage during the first turn of combat

One Step Ahead (*requires 20 dex):* You always go first in combat, and your first attack or skill is a guaranteed crit

Fast Reader (*requires 12 lore):* Scrolls you use have a 33% chance of not being consumed

Counterspell (*requires 16 lore):* You take 50% reduced damage from spells

Foresight (*requires 20 lore):* The first time you fail an event check per rest, succeed instead

Divine Agent (*requires 12 faith):* Every 4 points of Faith you have grant you +1 spell rating

Vanquisher of Evil (*requires 16 faith):* You can use your Faith to determine your damage with Strenght weapons

Unyielding Heart (*requires 20 faith):* Afflictions on you last 1 turn less (no less than 1)

***Axes:***Decapitate: Your attacks with hatchets, war axes and poleaxes deal +15% damage against targets below 50% Endurance and +33% against targets below 25% Endurance  
  
Disembowel: Your attacks with hatchets, war axes and poleaxes deal +20% damage against wounded body parts  
  
Berserking: While wielding a hatchet, war ax or poleax, you deal +20% damage and take +10% damage   
  
  
***Blades:***

Opening Flourish: While wielding a dagger, sword or longsword you have +10% damage and accuracy during your first turn in combat  
  
Press the Advantage: While wielding a dagger, sword or longsword you have +5% accuracy and block/parry chance against enemies with lower initiative than you  
  
Study your Foe: Your next attack with a dagger, sword or longsword after dodging, blocking or parrying deals +30% damage   
  
  
***Thrust:***Mail Breaker: Your crits with Stilettos, rapiers or estocs penetrate 2 armor  
  
Learned Fighter: While wielding a stiletto, rapier or estoc, after attacking and not landing a crit, your crit chance increases by 5% (up to 15%). Resets after critting.  
  
Vanquisher: Successive crits with stilettos, rapiers or estocs have +10% crit damage (up to +30%)

***Reach:***Battle-ready: While wielding a claw, spear or pike, you have +20 initiative. This bonus decays by 5 every round (down to 0)  
  
Impaler: Hits with claws, spears or pikes that penetrate all armor deal +20% damage  
  
Skullpiercer: Critical hits with claws, spears or pikes always penetrate all armor

***Bludgeon:***

Blunt Force Trauma: Hits with clubs, maces and mauls against heads have a 25% chance to blind and against torsos have a 25% chance to neutralize

Kinetic Shock: Blocked or parryied attacks with clubs, maces or mauls penetrate 2 armor

Weapon Breaker: Enemies that parry your club, mace or maul attacks are disarmed

***Defensive:***Patient Defense: While wielding a lathi, staff or warstaff, you have a +10% chance to parry and block against enemies with higher initiative  
  
Safeguard: While wielding a lathi, staff or warstaff, you have +10% affliction and crit avoidance  
  
Versatile combatant: While wielding a lathi, you have a +10% chance to dodge. While wielding a staff, you have a +15% chance to block. While wielding a warstaff, you have a +25% chance to parry

***Spell generic:***Destructor: 10% increased damage with spells

***Arcane:***

Arcanist: +2 rating for arcane spells and rituals

Savant: +4 to rating for arcane spell scrolls

***Divine:***  
Dominie: +2 rating for divine spells and rituals

Savior: +15% increased healing with divine spells

***Nature:***  
Shaman: +2 rating for nature spells and rituals

***Eldritch:***  
Occultist: +2 rating for eldritch spells and rituals

Toying with madness: When casting eldritch spells and rituals, randomly get -2 to +4 to rating

***Infernal:***  
Demonologist: +2 rating for infernal spells and rituals

Devil Pact: Infernal rituals have a 100% chance to mishap, but still are cast normally.

***Rituals:***  
Spiritual Emanations: +1 to minimum level of aura rituals. -4 to ritual rating

Anima Expander: Can have up to 3 auras active at a time. You take 8% increased damage for each active aura

Arcane Smith: +1 to minimum level of glyph rituals. -4 to ritual rating

Push the limits: Can have up to 3 glyphs active on a weapon. At your next rest, each weapon has a 10% to be destroyed per active glyph

Magical Guardian: +1 to minimum level of aegis spells. -4 to ritual rating

Spelldancer: If you have no light, medium or heavy armor equipped, you can have up to 3 active Aegis rituals

Shapeshifter: +1 to minimum level of form spells. -4 to ritual rating  
  
***Fire:***Pyromancer: +1 to minimum level of fire spells and rituals. -1 to maximum level of other schools.

Cremator: Your fire damage has a 15% chance of burning.

Fan the Flames: Burns you inflict deal 40% extra damage but last 1 turn less.

Firewalker: You fire damage deals 10% extra and you have 20% fire resistance

***Cold:***  
Lich: +1 to minimum level of cold spells and rituals. -1 to maximum level of other schools.

Chill to the bone: Your chills last twice as long

Shatter: Chilled enemies take 5% extra damage per turn they have been chilled  
  
Blizzardwalker: Your cold damage deals 10% extra and you have 20% cold resistance