

# AZAMAR CHARACTER FEATURE INDEX

Feature	Cost	Prerequisites	Page	Effect
<i>Ablex Colleague</i>	15	<i>Ablex Tenant</i>	75	(See Description)
<i>Ablex Master</i>	20	<i>Ablex Colleague, TS: Wizard</i>	75	(See Description)
<i>Ablex Student</i>	5	<i>TS: Wizard</i>	74	(Willpower, DR Easy, closes minor or small tears in the Fabric, Duration: Immediate)
<i>Ablex Tenant</i>	10	<i>Ablex Student</i>	74	(See Description)
<i>Abnormal Size</i>	5	<i>CO</i>	40	(+2d to Dexterity or Strength, 2d Max Attribute on Opposite Attribute Dexterity or Strength)
<i>Achromatic</i>	3	<i>CO, RO: Shrave</i>	40	(Sneak +15 when not moving, Sneak +9 while moving, Activation: Immediate)
<i>Acumen</i>	3	<i>CO, RO: Shrave</i>	40	(Permanent, Replace Willpower for Search as desired)
<i>Adrenaline Junkie</i>	5	<i>CO</i>	40	(See Description)
<i>Adverflammian</i>	3	<i>CO, RO: Shrave</i>	40	(Armor +20 against Heat and Fire)
<i>Afflicted</i>	7	<i>CO</i>	40	(See Description)
<i>Affliction of Stains</i>	5	<i>TS: Wizard</i>	70	(Willpower, DR Easy, This places the magical mark on the target, Duration: Permanent)
<i>Air Blast</i>	5	<i>TS: Wizard</i>	67	(See Description)
<i>Alchemical Conjunction</i>	15	<i>Summon, BT, TS: Wizard</i>	64	(See Description)
<i>Ambidextrous</i>	5	<i>CO</i>	40	(No DR change for offhand, without the DR level increases by one level)
<i>Apprentice Sword Chanter</i>	5	<i>RS: Tre’uoall</i>	46	(See Description)
<i>Archaminari</i>	25	<i>TS: Wizard</i>	68	(Willpower+1d to Hit, Range: 10/20/40 Damage: Willpower+21/18/15, Duration: Immediate)
<i>Archon</i>	5	<i>RO: Tre’uoall</i>	46	(Ranged +4d)
<i>Arrow</i>	5	<i>BT, TS: Wizard</i>	59	(See Description)
<i>Ascendancy</i>	30	<i>BT, RO: Urbane</i>	46	(See Description)
<i>Ascendant</i>	7	<i>CO, BT</i>	40	(Permanent, Ignore Corruption Event Effects)
<i>Asylum</i>	10	<i>Initiate</i>	67	(See Description)
<i>Aterum</i>	5	<i>Shadow League Initiate</i>	47	(+2d Sneak in daylight, +4d Sneak in shadows, Activation: Immediate, Duration: 1d Rounds)
<i>Auroran</i>	7	<i>CO, BT, RO: Full Blooded Human</i>	41	(See Description)
<i>Avatar</i>	6	<i>CO, BT, RS: Humans</i>	41	(See Description)
<i>Barrier</i>	10	<i>Shield BT, TS: Wizard</i>	62	(Willpower DR Moderate, Armor +5d vs All Damage, Duration: 1d6 rounds)
<i>Battle Intuition</i>	3	<i>CO, RS: Shrave</i>	47	(See Description)
<i>Beast of Burden</i>	2	<i>CO</i>	41	(Lift +12, Stamina +12)
<i>Blade Novice</i>	5	<i>RS: Bu’Col</i>	47	(Swords Only, Melee +6, Damage +3)
<i>Blade Warrior</i>	10	<i>Blade Novice</i>	47	(Swords Only, Melee +16, Damage +6 , these bonuses replace those of Blade Novice)
<i>Blades</i>	5	<i>BT, TS: Wizard</i>	59	(See Description)
<i>Blast</i>	5	<i>Arrow, BT, TS: Wizard</i>	59	(See Description)
<i>Blast Wave</i>	5	<i>TS: Wizard</i>	74	(See Description)
<i>Blood Ties</i>	7	<i>CO, RO: Urbane</i>	41	(See Description)
<i>Bloodlust</i>	25	<i>Raze &amp; Vociferate</i>	47	(Move +5, Damage +9, Melee or Brawl +9 for one(1) Round)
<i>Blurred</i>	10	<i>Resilience</i>	47	(Heal 1d Hit Points)
<i>Bounce</i>	5	<i>Tether</i>	47	(See Description)
<i>Boundless</i>	5	<i>RS: Bu’Col</i>	47	(Shea’Ahks Only, Melee +6, Damage +3 )
<i>Breach</i>	5	<i>BT, TS: Wizard</i>	60	(Willpower DR Moderate, Summons a random creature, Duration: Permanent)
<i>Brutal</i>	5	<i>RS: Wyvine</i>	47	(Brawl and Melee Damage +6)
<i>Brute Force</i>	3	<i>CO</i>	41	(Push-Pull +12, Lift +12)
<i>Burst of Speed</i>	3	<i>CO</i>	41	(See Description)
<i>Bury</i>	3	<i>CO, RS: Enfri</i>	41	(+3d Sneak, Activation: Immediate)
<i>Camp</i>	5	<i>BT, TS: Wizard</i>	60	(See Description)

Feature	Cost	Prerequisites	Page	Effect
Capital	5		47	(See Description)
Cardshark	5		47	(+4d Gambling)
Cat Burglar	3	CO	41	(Security +9, Sneak +9, Athletics +9, Business: Appraisal +9, Streetwise +9)
Cats Eye	5	RO: All except Shrave	47	(See Description)
Change Water	5	TS: Wizard	67	(See Description)
Changeling	5	RO: Humans	48	(Permanent, Persona +2d with all strangers)
Chary	10	BT, TS: Wizard	62	(See Description)
Chink in the Armor	3	CO, RS: Enfri	41	(See Description)
Chiromancer	7	CO	41	(Permanent, +2d Athletics, +2d Brawl, +2d Grapple, +2d Melee, +2d Dodge)
Chitonous	3	CO, RO: Shrave	41	(Armor +12, Activation: Immediate)
Claws	3	CO, BT	42	(See Description)
Cleaver	5		48	(+2d Melee, Damage +3 with Axe weapons)
Cleft	10		48	(See Description)
Cloak	5	Synergist, BT	48	(See Description)
Cogent	30	BT, TS: Wizard	65	(See Description)
Combat Instincts	5	Prerequisite: RS: Wyvine	48	(Initiative +6)
Combat Medic	2	CO	42	(First Aid +15)
Concentration	5	CO	42	(See Description)
Conflagration	20	TS: Wizard	75	(See Description)
Confliction	10	The Ties That Bind	48	(See Description)
Conjure Element	5	BT, TS: Wizard	60	(See Description)
Consumption	5	RO: Immyr	50	(Counters all Magical Effects in progress, must beat the Willpower roll of the Magic User)
Contrast	10	TS: Wizard	72	(Willpower, DR Moderate, Persuasion +5d, Duration: Immediate)
Correspondence	5	Synergist, Blur-Touched	50	(See Description)
Corruption	5	Ritual of Zamaranth, TS: Wizard	68	(See Description)
Corruptor	25		48	(See Description)
Crack Pilot	2	CO	42	(Piloting +15)
Creedulient	15	Blood Ties	48	(See Description)
Crematory	10		48	(See Description)
Criminal Contacts	5		50	(+3d Streetwise to contact Criminal Underworld)
Crush Depth	10	TS: Wizard	68	(See Description)
Curiosity	2	CO	42	(Operate +15)
Custodian	15	Principal	50	(See Description)
Danger Sense	50		50	(See Description)
Darken	10	Illuminate, BT, TS: Wizard	62	(Willpower DR Moderate, Causes darkness, 50m radius, Duration: 3d6 rounds)
Dead-Aim	5		50	(See Description)
Defiance	40	Warlock	50	(See Description)
Defiler	5	Apprentice Sword Chanter	50	(See Description)
Deftness	5	CO, RO: Enfri	42	(Permanent, +3d Dodge)
Dementia	5	TS: Wizard	74	(See Description)
Density	5	TS: Wizard	67	(See Description)
Deriver	2	CO	42	(Language +15)
Desiccate	15	BT, TS: Wizard	64	(See Description)
Destined	6	CO	42	(See Description)
Detain	25	Breach & Spellbind, BT, TS: Wizard	65	(See Description)
Detect Magic	3	RO: Tre'noall	50	(See Description)
Detonate	10	TS: Wizard	74	(See Description)
Devian	3	CO	42	(Streetwise +12)

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<i>Didactic</i>	5	<i>CO</i>	42	<i>(See Description)</i>
<i>Dilation</i>	15	<i>TS: Wizard</i>	73	<i>(Willpower, DR Moderate, +3d Initiative)</i>
<i>Dilettante</i>	10	<i>BT, TS: Wizard</i>	62	<i>(See Description)</i>
<i>Disentanglement</i>	20	<i>TS: Wizard</i>	75	<i>(See Description)</i>
<i>Disrupt</i>	5	<i>Ritual of Zamaranth, TS: Wizard</i>	69	<i>(See Description)</i>
<i>Divide</i>	20	<i>TS: Wizard</i>	75	<i>(See Description)</i>
<i>Door</i>	5	<i>Synergist, Blur-Touched</i>	50	<i>(See Description)</i>
<i>Dragonscendant</i>	4	<i>CO, RO: Shrave</i>	42	<i>(See Description)</i>
<i>Dragoon</i>	2	<i>CO</i>	42	<i>(Riding +15)</i>
<i>Drain Life</i>	5	<i>Ritual of Zamaranth, TS: Wizard</i>	69	<i>(See Description)</i>
<i>Dust Lord</i>	20	<i>Reality Peak, BT, TS: Wizard</i>	65	<i>(See Description)</i>
<i>Dzhigitovka</i>	6		51	<i>(+3d Ride, +3d Athletics and Dodge: While Riding)</i>
<i>Eavesdrop</i>	5		51	<i>(Search +9 for listening only)</i>
<i>Effigy</i>	4	<i>CO</i>	42	<i>(+6d Sneak to stay hidden without moving, Activation: Immediate)</i>
<i>Effusive</i>	45	<i>BT, TS: Wizard</i>	65	<i>(See Description)</i>
<i>Elemental Union</i>	5	<i>BT, TS: Wizard</i>	60	<i>(Weave an elemental effect into a magical effect, Duration: Immediate)</i>
<i>Empath</i>	10		51	<i>(+4d Empathy)</i>
<i>Enervation</i>	7	<i>CO, BT, RO: Full Blooded Human</i>	43	<i>(See Description)</i>
<i>Entanglement</i>	20	<i>TS: Wizard</i>	75	<i>(See Description)</i>
<i>Enthrall</i>	15	<i>TS: Wizard</i>	73	<i>(Willpower, DR Very Difficult, Persuasion +6d, Duration: Immediate)</i>
<i>Entrepreneur</i>	2	<i>CO</i>	43	<i>(Business +15)</i>
<i>Ephemeral</i>	10	<i>Initiate</i>	67	<i>(See Description)</i>
<i>Ersatz</i>	5		51	<i>(+3d Deception)</i>
<i>Evasion</i>	15	<i>RS: Bu'Col</i>	51	<i>(Permanent, Dodge replaces Vitality for soaking Damage)</i>
<i>Eviction</i>	10	<i>TS: Wizard</i>	70	<i>(See Description)</i>
<i>Exploit</i>	5	<i>TS: Wizard</i>	74	<i>(See Description)</i>
<i>Expose Fault</i>	5		51	<i>(See Description)</i>
<i>Expunge</i>	10	<i>Ritual of Zamaranth, TS: Wizard</i>	69	<i>(See Description)</i>
<i>Extinguish</i>	5	<i>TS: Wizard</i>	67	<i>(See Description)</i>
<i>Extract</i>	20	<i>TS: Wizard</i>	68	<i>(See Description)</i>
<i>Façade</i>	3	<i>CO</i>	43	<i>(Deception +12 for impersonation and disguise)</i>
<i>Fame</i>	5	<i>Cannot take Forgettable</i>	51	<i>(+4d Persuasion when recognized)</i>
<i>Favor</i>	5		51	<i>(See Description)</i>
<i>Fawn</i>	4	<i>CO</i>	43	<i>(+3d Deception, Empathy, and Persuasion)</i>
<i>Fealty</i>	5	<i>TS: Wizard</i>	70	<i>(Willpower, DR Easy, This places the magical mark on the target, Duration: Permanent)</i>
<i>Fearless</i>	5	<i>RS: Immyr</i>	51	<i>(Never suffers penalties due to Fear Effects, Magical or otherwise)</i>
<i>Fearsome</i>	10	<i>Brutal</i>	51	<i>(See Description)</i>
<i>Fellowship Member</i>	5		51	<i>(See Description)</i>
<i>Fiend Binding</i>	10	<i>TS: Wizard</i>	74	<i>(See Description)</i>
<i>Fifth Rite</i>	6	<i>CO, BT</i>	43	<i>(See Description)</i>
<i>Fire Burst</i>	10	<i>TS: Wizard</i>	68	<i>(See Description)</i>
<i>Fissure</i>	20	<i>TS: Wizard</i>	73	<i>(See Description)</i>
<i>Flay</i>	15	<i>TS: Wizard</i>	68	<i>(See Description)</i>
<i>Flurry</i>	10	<i>Blade Warrior</i>	51	<i>(See Description)</i>
<i>Fly</i>	10	<i>Levitate, BT, TS: Wizard</i>	62	<i>(Willpower DR Moderate, Fly: Move Self or Target(up to 100kg) +50, Duration: 1d6 rounds)</i>
<i>Forgettable</i>	5	<i>CO, BT, Cannot take Fame</i>	43	<i>(+4d Deception)</i>
<i>Fortification</i>	5	<i>TS: Wizard</i>	72	<i>(Willpower, DR Moderate, +4d Armor, Duration: 1d rounds)</i>
<i>Frame</i>	10	<i>TS: Wizard</i>	74	<i>(Willpower, DR Moderate, +4d Armor versus Melee or Brawl attacks, Duration: 1d rounds)</i>

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<i>Free Diver</i>	3	CO	43	(Stamina +12, Swim +12)
<i>Fulminate</i>	10		52	(See Description)
<i>Garrulous</i>	5	BT, TS: Wizard	61	(See Description)
<i>Gifted</i>	6	CO	43	(Aptitude +9)
<i>Golem</i>	5	TS: Wizard	68	(Willpower, DR Moderate, +5d Armor, +3d to Brawl Damage, Duration: 1d Rounds)
<i>Grim</i>	25	Ritual of Zamaranth, TS: Wizard	69	(See Description)
<i>Grounding</i>	10	Consumption	52	(See Description)
<i>Hand of the Fiend</i>	15	TS: Wizard	71	(Willpower, DR Very Difficult, Immune to Fiend Possession, Duration: Permanent)
<i>Haze</i>	5	Ritual of Zamaranth, TS: Wizard	69	(See Description)
<i>Heal</i>	5	BT, TS: Wizard	61	(See Description)
<i>Healer</i>	3	CO	43	(First Aid +12, Medicine +12)
<i>High Archon</i>	15	Warrior Archon	52	(See Description)
<i>Holes</i>	15	BT, Pilfer	52	(See Description)
<i>Hubrous</i>	10	BT, TS: Wizard	62	(See Description)
<i>Illuminate</i>	5	BT, TS: Wizard	61	(Willpower DR Easy, Causes light, 50m radius, Duration: 3d6 rounds)
<i>Immolation</i>	20	Raze	52	(See Description)
<i>Incite</i>	10	TS: Wizard	72	(Willpower, DR Difficult, Causes random Characters in a crowd to attack one another)
<i>Inferno</i>	15	TS: Wizard	75	(See Description)
<i>Influence</i>	5	TS: Wizard	72	(Willpower, DR Moderate, +5d Persuasion, Duration: Immediate)
<i>Information Store</i>	5		52	(+4d Academics)
<i>Inimical</i>	40	BT, TS: Wizard	65	(See Description)
<i>Initiate</i>	5	Three(3) Magical Effects, Willpower Minimum(Attribute + Skill) of 4d, TS: Wizard	66	(See Description)
<i>Inner Radiance</i>	6	CO, BT	43	(Permanent, Willpower replaces Vitality for absorbing Damage)
<i>Inspire</i>	10	TS: Wizard	72	(Willpower, DR Moderate, +2d to Ally attacks and dodges, Duration: 1d rounds)
<i>Inspire</i>	15	Spellbind, BT, TS: Wizard	64	(Willpower DR Difficult, +2d to all Allies rolls, 500m radius, Duration: 1d6 rounds)
<i>Interdiction</i>	5	Grounding	52	(See Description)
<i>Interference</i>	20	TS: Wizard	73	(See Description)
<i>Intrinsic</i>	6	CO, BT	43	(See Description)
<i>Inure</i>	5	BT, TS: Wizard	61	(See Description)
<i>Keystone</i>	10	TS: Wizard	70	(See Description)
<i>Killing Blow</i>	20	RO: Wyvine	52	(See Description)
<i>Laconic</i>	3		52	(Permanent, perfect understanding and communication with Laconic)
<i>Lance Adept</i>	15	Lance Reaper	52	(See Description)
<i>Lance Inept</i>	5	RS: Wyvine	52	(See Description)
<i>Lance Prime</i>	20	Lance Adept	53	(See Description)
<i>Lance Reaper</i>	10	Lance Inept	53	(See Description)
<i>Leap</i>	3	CO, RS: Shrave	53	(Jump +12, Able to jump double(2x) the character's Move, Activation: Immediate)
<i>Leap of Faith</i>	2	CO	43	(Jump +15)
<i>Levitate</i>	5	BT, TS: Wizard	61	(Willpower DR Easy, Levitate: Move Self or Target Up(up to 100kg) +15, Duration: 1 round)
<i>Lightbeam</i>	4	CO, BT	44	(See Description)
<i>Litigious</i>	2	CO	44	(Law +15)
<i>Macerate</i>	15	TS: Wizard	75	(Willpower to Hit, Range: 5/10/20, Damage: Willpower, Duration: 1d rounds)
<i>Magic Affinity</i>	5	RS: Tre'uoll, Blur-Touched	53	(Willpower +6)
<i>Manifest</i>	10	Initiate	66	(See Description)
<i>Manifestation</i>	20	Obelisk, Custodian, and Interdiction, RS: Immyr	53	(See Description)
<i>Marionette</i>	20	Ritual of Zamaranth, TS: Wizard	69	(See Description)

Feature	Cost	Prerequisites	Page	Effect
<i>Mark of the Nemesis</i>	10	<i>TS: Wizard</i>	70	<i>(See Description)</i>
<i>Martyr</i>	7	<i>CO</i>	44	<i>(See Description)</i>
<i>Master Archon</i>	20	<i>High Archon</i>	53	<i>(See Description)</i>
<i>Masterworker</i>	2	<i>CO</i>	44	<i>(Artisan +15)</i>
<i>Maw of Ofygar</i>	35	<i>TS: Wizard</i>	71	<i>(See Description)</i>
<i>Meditation</i>	5		53	<i>(+4d Stamina)</i>
<i>Mercurial</i>	10	<i>BT, TS: Wizard</i>	63	<i>(Willpower, DR Moderate, +4d Initiative to a single, willing target, Duration 1d Rounds)</i>
<i>Merge</i>	5	<i>Synergist, BT, Trade Only: Wizard</i>	53	<i>(See Description)</i>
<i>Missile Catch</i>	10	<i>Weapon Catch</i>	53	<i>(Use Throw as an alternative to Dodge for missile weapons such as arrows)</i>
<i>Mnemonics</i>	6	<i>CO, BT</i>	44	<i>(See Description)</i>
<i>Mollify</i>	10	<i>BT, TS: Wizard</i>	63	<i>(See Description)</i>
<i>Moniker</i>	10	<i>TS: Wizard</i>	75	<i>(See Description)</i>
<i>Natural</i>	10	<i>Note: Available one time, affects one Skill</i>	53	<i>(Permanent, Half the to raise a Skill forever)</i>
<i>Natural Leader</i>	2	<i>CO</i>	44	<i>(Command +15)</i>
<i>Nightbreed</i>	7	<i>BT, RO: Full Blooded Human</i>	44	<i>(See Description)</i>
<i>Nimble</i>	5	<i>CO</i>	44	<i>(+2d Athletics, Sneak, and Persuasion)</i>
<i>Noble</i>	5	<i>CO</i>	44	<i>(Politics: Noble +9, culture +9, law +9, language +9)</i>
<i>Oath of Embers</i>	30	<i>Creedulient</i>	53	<i>(See Description)</i>
<i>Obelisk</i>	15	<i>Blurred</i>	54	<i>(+3d Willpower or Stamina, as needed)</i>
<i>Observant</i>	5	<i>CO</i>	44	<i>(+4d Search)</i>
<i>Obstruction</i>	5	<i>TS: Wizard</i>	67	<i>(See Description)</i>
<i>Oculus</i>	3	<i>CO, RO: Any but Shrave</i>	44	<i>(See Description)</i>
<i>Ofygar's Confoundabulator</i>	10	<i>BT, TS: Wizard</i>	63	<i>(See Description)</i>
<i>Ofygar's Crimson Glow</i>	5	<i>BT, TS: Wizard</i>	61	<i>(See Description)</i>
<i>Old Hand</i>	30	<i>Blade Warrior</i>	54	<i>(Sword Only, Melee +18, Damage +9, these bonuses replace those of Blade Warrior)</i>
<i>One Foot In</i>	10	<i>Initiate</i>	67	<i>(See Description)</i>
<i>Onslaught</i>	5	<i>RO: Wyvine</i>	54	<i>(See Description)</i>
<i>Organization Leader</i>	20	<i>Fellowship Member</i>	54	<i>(See Description)</i>
<i>Paramount</i>	75	<i>Old Hand and Severance</i>	54	<i>(See Description)</i>
<i>Pathfinder</i>	3	<i>CO</i>	44	<i>(+3d Search for discovering hidden paths and roads, Activation: Immediate)</i>
<i>Perceive</i>	5	<i>TS: Wizard</i>	74	<i>(See Description)</i>
<i>Phalanx</i>	5	<i>Synergist</i>	54	<i>(See Description)</i>
<i>Phase Bearer</i>	10	<i>Phase Initiate</i>	72	<i>(See Description)</i>
<i>Phase Harbinger</i>	15	<i>Phase Bearer</i>	73	<i>(See Description)</i>
<i>Phase Initiate</i>	5	<i>TS: Wizard</i>	72	<i>(See Description)</i>
<i>Phase Nadir</i>	20	<i>Phase Harbinger</i>	73	<i>(See Description)</i>
<i>Photographic Memory</i>	5	<i>CO</i>	45	<i>(See Description)</i>
<i>Pilfer</i>	5		54	<i>(See Description)</i>
<i>Pivot</i>	5	<i>RO: Enfri and Immyr</i>	54	<i>(Damage +9, only for use with two handed melee weapons or pole arms)</i>
<i>Pluck and Tuck</i>	5		54	<i>(+2d Pick Pocket, Sneak)</i>
<i>Polarize</i>	5	<i>TS: Wizard</i>	70	<i>(See Description)</i>
<i>Pospeshnos</i>	7	<i>RO: Wyvine</i>	54	<i>(See Description)</i>
<i>Principal</i>	5	<i>Cleaver, RS: Immyr</i>	55	<i>(+3d Melee, Damage +6 with Axe weapons, these bonuses replace those of Cleaver)</i>
<i>Purge</i>	10	<i>Initiate</i>	66	<i>(Willpower +3d)</i>
<i>Purify</i>	5	<i>BT, TS: Wizard</i>	61	<i>(See Description)</i>
<i>Purse Snatch</i>	3	<i>CO</i>	45	<i>(Pick Pocket +12, Streetwise +12)</i>

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<i>Pyromancer</i>	6	<i>CO, BT</i>	45	<i>(See Description)</i>
<i>Quick Draw</i>	5		55	<i>(+2d Melee, May freely exchange Melee Weapons as a free action once a Round)</i>
<i>Quiet</i>	7	<i>CO, BT</i>	45	<i>(See Description)</i>
<i>Rally</i>	5		55	<i>(+2d to Attacks, Damage +3, to all Allies within five(5) unit distance, one(1) round)</i>
<i>Raze</i>	15	<i>Fearsome</i>	55	<i>(Ignores enemy armor for damage from an attack, melee or brawl only)</i>
<i>Reality Peak</i>	15	<i>Side Step, BT, TS: Wizard</i>	64	<i>(See Description)</i>
<i>Refined</i>	5	<i>CO</i>	45	<i>(Dexterity +6, Culture +6)</i>
<i>Reflection</i>	5	<i>RS: Wyvine</i>	55	<i>(See Description)</i>
<i>Repel</i>	15	<i>Spellbind, BT, TS: Wizard</i>	64	<i>(See Description)</i>
<i>Reputation</i>	10		55	<i>(+4d Persuasion with allies)</i>
<i>Requiem</i>	10	<i>Initiate</i>	66	<i>(See Description)</i>
<i>Resilience</i>	5	<i>RS: Immyr</i>	55	<i>(Armor +8)</i>
<i>Resonance</i>	20	<i>TS: Wizard</i>	73	<i>(See Description)</i>
<i>Revulsion</i>	20	<i>Inspire, BT, TS: Wizard</i>	65	<i>(See Description)</i>
<i>Rite of Blending</i>	5	<i>Rite of Stone</i>	55	<i>(Permanent, +2d Armor)</i>
<i>Rite of Blood</i>	4	<i>CO, BT</i>	45	<i>(See Description)</i>
<i>Rite of Force</i>	10	<i>RO: Immyr</i>	55	<i>(See Description)</i>
<i>Rite of Stone</i>	5	<i>RO: Immyr</i>	55	<i>(Permanent, +12 Maximum Hit Points)</i>
<i>Rite of the Mountain</i>	5	<i>Rite of Stone</i>	55	<i>(See Description)</i>
<i>Ritual of Zamaranth</i>	5	<i>Ritual of Zamaranth, TS: Wizard</i>	69	<i>(See Description)</i>
<i>Rote of Binding</i>	10	<i>TS: Wizard</i>	70	<i>(See Description)</i>
<i>Rote of Breathing</i>	10	<i>TS: Wizard</i>	70	<i>(See Description)</i>
<i>Rote of Cold</i>	10	<i>TS: Wizard</i>	70	<i>(See Description)</i>
<i>Rote of Daggers</i>	10	<i>TS: Wizard</i>	71	<i>(See Description)</i>
<i>Rote of Dust</i>	10	<i>TS: Wizard</i>	71	<i>(See Description)</i>
<i>Rote of Flames</i>	10	<i>TS: Wizard</i>	71	<i>(See Description)</i>
<i>Rote of Flight</i>	10	<i>TS: Wizard</i>	71	<i>(See Description)</i>
<i>Rote of Healing</i>	10	<i>TS: Wizard</i>	71	<i>(See Description)</i>
<i>Rote of Warding</i>	10	<i>TS: Wizard</i>	71	<i>(See Description)</i>
<i>Rupture (Weaver)</i>	5	<i>TS: Wizard</i>	72	<i>(See Description)</i>
<i>Rupture</i>	10	<i>Breach, BT, TS: Wizard</i>	63	<i>(Willpower DR Heroic, Rips open a gate to another realm, Duration: Permanent)</i>
<i>Saboteur</i>	2	<i>CO</i>	45	<i>(Demolitions +15)</i>
<i>Sanguine</i>	15	<i>BT, TS: Wizard</i>	64	<i>(See Description)</i>
<i>Scholar of Zurn</i>	30	<i>Avatar</i>	56	<i>(See Description)</i>
<i>Scout</i>	4	<i>CO</i>	45	<i>(Communication +12, Navigation: Land +9, Survival +9)</i>
<i>Scout</i>	10		56	<i>(Search +12 and Survival +6 for tracking and hunting a target)</i>
<i>Seafarer</i>	5	<i>RO: Wyvine</i>	56	<i>(Navigation +12, Vehicle Weapons +12)</i>
<i>Serpent Tongue</i>	5	<i>CO</i>	45	<i>(+5d Persuasion)</i>
<i>Sever</i>	5	<i>TS: Wizard</i>	74	<i>(See Description)</i>
<i>Severance</i>	50	<i>Unfettered</i>	56	<i>(Shea'abk Only, Melee +12, Damage +15 , these bonuses replace those of Unfettered)</i>
<i>Shadow League Agent</i>	10	<i>Shadow League Initiate</i>	56	<i>(See Description)</i>
<i>Shadow League Initiate</i>	3	<i>CO, RS: Enfri</i>	45	<i>(+2d Throw, Damage +6 with a thrown weapon)</i>
<i>Shadow League Magister</i>	15	<i>Aterum, Shadow League Agent</i>	56	<i>(Throw Shadow Blades, Range 4/6/8, Damage: Str+9/+6/+3, Shadow Armor +3d)</i>
<i>Shaper Adroit</i>	15	<i>Shaper Scholar</i>	71	<i>(See Description)</i>
<i>Shaper Majestic</i>	20	<i>Shaper Adroit</i>	71	<i>(See Description)</i>
<i>Shaper Scholar</i>	10	<i>Shaper Tyro</i>	71	<i>(See Description)</i>

Feature	Cost	Prerequisites	Page	Effect
<i>Shaper Tyro</i>	5	<i>TS: Wizard</i>	70	<i>(+3d Willpower for Tatuaxe Features)</i>
<i>Shatter</i>	10	<i>TS: Wizard</i>	72	<i>(See Description)</i>
<i>Shield</i>	5	<i>BT, TS: Wizard</i>	61	<i>(Willpower DR Easy, Armor +3d vs Missile Weapons, Duration: 1d6 rounds)</i>
<i>Shrill</i>	5	<i>CO</i>	45	<i>(Search +16 for listening or locating objects by sound)</i>
<i>Side Step</i>	10	<i>BT, TS: Wizard</i>	63	<i>(See Description)</i>
<i>Siege Specialist</i>	2	<i>CO</i>	45	<i>(Heavy Weapons +15)</i>
<i>Slow</i>	10	<i>Speed, BT, TS: Wizard</i>	63	<i>(Willpower DR Easy, Halves Number of Actions, Duration: 1 round)</i>
<i>Slumber</i>	5	<i>TS: Wizard</i>	72	<i>(See Description)</i>
<i>Snuffler</i>	5	<i>CO</i>	45	<i>(Search +16 for Smell and Taste)</i>
<i>Sovereign Sword Chanter</i>	15	<i>Sword Chanter</i>	56	<i>(See Description)</i>
<i>Speed</i>	5	<i>BT, TS: Wizard</i>	61	<i>(Willpower DR Easy, Doubles Number of Actions, Duration: 1 round)</i>
<i>Spell Bleed</i>	15	<i>BT, TS: Wizard</i>	64	<i>(See Description)</i>
<i>Spell Expansion</i>	5	<i>BT, TS: Wizard</i>	62	<i>(Expands a single magical effect from one person up to 6 people, Duration: Immediate)</i>
<i>Spell Extension</i>	5	<i>BT, TS: Wizard</i>	62	<i>(Doubles a single time period or duration of a magical effect, Duration: Doubled)</i>
<i>Spell Storm</i>	25	<i>Blast &amp; Summon, BT, TS: Wizard</i>	66	<i>(See Description)</i>
<i>Spell Triggering</i>	5	<i>BT, TS: Wizard</i>	62	<i>(Creates a spell trigger for a single magical effect, Duration: Trigger lasts 1d6 days)</i>
<i>Spellbind</i>	10	<i>Purify, BT, TS: Wizard</i>	63	<i>(See Description)</i>
<i>Spellborne</i>	7	<i>CO, BT</i>	46	<i>(Permanent, add two(+2) all Cinema Points earned forever)</i>
<i>Spider Monkey</i>	2	<i>CO</i>	46	<i>(Climb +15)</i>
<i>Squint</i>	3	<i>CO, RO: Shrave</i>	56	<i>(See Description)</i>
<i>Steamworks</i>	6	<i>CO</i>	46	<i>(+4d Engineering)</i>
<i>Steel Will</i>	7	<i>CO</i>	46	<i>(Permanent, Automatic success for any roll normally involving Willpower to resist)</i>
<i>Stone Barrage</i>	10	<i>TS: Wizard</i>	68	<i>(See Description)</i>
<i>Stones</i>	6	<i>CO, BT</i>	46	<i>(See Description)</i>
<i>Stricken</i>	10	<i>Heal, BT, TS: Wizard</i>	63	<i>(See Description)</i>
<i>Subsidy</i>	15	<i>Ritual of Zamaranth, TS: Wizard</i>	69	<i>(See Description)</i>
<i>Summon</i>	10	<i>Conjure Element, BT, TS: Wizard</i>	64	<i>(Willpower DR Moderate, Summons an Elemental being, Duration: 3d6 rounds)</i>
<i>Surgeon</i>	5		56	<i>(First Aid +12, Medicine +12, these bonuses stack with the features: Healer or Combat Medic)</i>
<i>Sustained</i>	5	<i>Synergist, Blur-Touched</i>	56	<i>(See Description)</i>
<i>Sweep</i>	5	<i>RS: Wyvine</i>	56	<i>(See Description)</i>
<i>Sword Chanter</i>	10	<i>Apprentice Sword Chanter</i>	57	<i>(See Description)</i>
<i>Synchronized Attack</i>	5	<i>Synergist</i>	57	<i>(See Description)</i>
<i>Synergist</i>	7		57	<i>(See Description)</i>
<i>Tempo Fighting</i>	20		57	<i>(+2d to each Attack roll following a successful attack)</i>
<i>Tether</i>	5	<i>Synergist, Blur-Touched</i>	57	<i>(See Description)</i>
<i>The Fold</i>	5	<i>TS: Wizard</i>	74	<i>(See Description)</i>
<i>The Ties That Bind</i>	10	<i>Boundless</i>	57	<i>(Shea'Ahks Only, Melee +12, Damage +6, these bonuses replace those of Boundless)</i>
<i>Thorn</i>	30	<i>Sovereign Sword Chanter, Master Archon, Transference, Cat's Eye, Detect Magic, and Magic Affinity</i>	57	<i>(+24 to any roll three times(3x) per day)</i>
<i>Thurian</i>	4	<i>CO, RS: Shrave</i>	46	<i>(Persona +16 with creatures Intellect 2d or less)</i>
<i>Time Sense</i>	3	<i>CO</i>	46	<i>(Permanent, No roll required)</i>
<i>Tracer</i>	6		57	<i>(+4d Climb, Jump, +2 Move over normal terrain)</i>
<i>Transference</i>	5	<i>RO: Tre'uoll</i>	57	<i>(Heal another by touch, Hit Points 1d+6 Undead or Demonic creatures suffer Damage: 1d +6)</i>
<i>Traverse</i>	15	<i>Fly, BT, TS: Wizard</i>	65	<i>(See Description)</i>
<i>Treasure Hunter</i>	3	<i>RO: Enfri</i>	57	<i>(+6d Search for finding the most valuable items amongst many items)</i>
<i>Tributaries</i>	5	<i>Blur Touched</i>	58	<i>(See Description)</i>

Feature	Cost	Prerequisites	Page	Effect
<i>Tumbler</i>	1	<i>CO</i>	46	(Security: Lockpicking +15)
<i>Unfettered</i>	30	<i>The Ties That Bind</i>	58	( <i>Shea'abks Only, Melee +18, Damage +9, these bonuses replace those of The Ties That Bind</i> )
<i>Vapidity</i>	15	<i>BT, TS: Wizard</i>	65	(See Description)
<i>Vault</i>	10	<i>Onslaught</i>	58	(See Description)
<i>Ventrillo</i>	5	<i>CO, BT, RS: Urbane</i>	46	(See Description)
<i>Victor</i>	50		58	(See Description)
<i>Vigilance</i>	5	<i>TS: Wizard</i>	74	(See Description)
<i>Vociferate</i>	15	<i>Fearsome</i>	58	(See Description)
<i>Volley</i>	5	<i>Synergist</i>	58	(See Description)
<i>Warlock</i>	30	<i>Bloodlust</i>	58	(See Description)
<i>Warrior Archon</i>	10	<i>Archon</i>	58	(Damage +6 with Ranged weapons, stacks with Archon)
<i>Weapon Affinity</i>	5		58	(+2d to Attack with any weapon of the specific type)
<i>Weapon Catch</i>	5		58	(See Description)
<i>Weapon Mastery</i>	15	<i>Quick Draw, Weapon Affinity: Specific Weapon Type</i>	58	(See Description)
<i>Weapon Redirect</i>	10	<i>Weapon Catch</i>	59	(Use Throw to catch and redirect a thrown weapon, requiring no secondary roll)
<i>Weighted Soul</i>	15	<i>TS: Wizard</i>	75	(See Description)
<i>Well Traveled</i>	4	<i>CO</i>	46	(culture +9, law +9, politics +9, language +9)
<i>Wrench Turner</i>	3	<i>RO: Enfri</i>	59	(See Description)
<i>Wylborne</i>	5		59	(Survival +12, Search +6 for discerning direction)
<i>Zeal</i>	20		59	(+2d to any roll, May be combined with any other bonus)
<i>Zenith</i>	50	<i>Avatar</i>	59	(Willpower+18 to Hit, Range: 1000/3000/5000, Damage: Willpower+36/33/30)

## Prerequisites Legend

Prerequisite	Code
Creation Only.	CO
Blur Touched.	BT
Race Only.	RO
Race Specific	RS
Trade Specific	TS