

Appendix

Authors' Note: By having a LitRPG story with four main characters, five if you include the loveable Rat Damon, it can be challenging to keep the reader up to speed on new classes, skills, perks, and spells. We struggled with how to show enough stats to satisfy readers eager for the details while still respecting readers that prefer a story with a lighter touch on stats. While we have a few character sheets throughout the book, we decided to have all character sheets laid out together, giving the reader the ability to read or skip as they prefer. This appendix is intended for readers that are interested in seeing the character sheets of all the characters and want to obtain more details on their various perks, skills, and spells, which will come after the character sheets in this appendix. Although not required reading, students that do read the appendix will get extra credit. (Assuming that sometime in the near future this book is required reading for high school literature classes; if that is not the case, please disregard.) Without further ado, the appendix.

Name: Jack. **Heritage:** Sun elf. **Class:** Bard. **Level:** 10. **Sex:** Male. **Height:** 5'9" **Weight:** 221 lbs.

Hair: Brown. **Eyes:** Blue. **Fame:** Level 3: Known. **Party Leader:** Level 6.

Attributes	Base	Modifier	Total	Rank
Strength	10		10	Average
Agility	33		35	Very High
Vitality	10		10	Average
Intelligence	19		19	Above Average
Wisdom	10		10	Average
Charisma	45		45	Elite
Luck	34		34	High

Hit Points: 71. **HP Regeneration:** 2/hour, outside of combat.

Stamina: 69. **Stamina Regeneration:** 2/minute.

Spell Points: 83. **SP Regeneration:** 2/minute.

Skills	Base	Modifier	Total	Rank	Perk(s)
Light Armor	11		11	Beginner	Light Armor Mobility
Dual Wield	29		29	Apprentice	Dual Attack 1 & 2 Perfect Ambidexterity
Small Blades	30		30	Journeyman	Hit Harder 1 & 2 Increase Critical
Stealth	47	+20	67	Expert	Armored Stealth 1 Stealth Status Foil Smell 1 Throw Sound
Open Locks	19		19	Beginner	Improvised Tools 1
Tracking	9		9	Untrained	
First Aid	13		13	Beginner	Combat Medic 1
Gathering Creatures	20		20	Apprentice	Improved Quality 1 & 2
Survival	31		31	Journeyman	Direction Sense Never Lost Find the Fastest Path 1
Cooking	8		8	Untrained	
Gathering Plants	23		23	Apprentice	Seek and You Shall Find 1 & 2
Meditation	13		13	Beginner	Mental Resistance 1
Climbing	1		1	Untrained	
Hiking	31		31	Journeyman	Difficult Terrain 1, 2, 3
Perception	36		36	Journeyman	See What Is Hidden 1 & 2 Improve Senses (Hearing)
Unarmed Combat	17		17	Beginner	Fist of Stone 1
Rope Use	12		12	Beginner	Inescapable Knots 1
Blunt Weapons	9		9	Untrained	
Acrobatics	15		15	Beginner	Parkour 1

Performance: Lute, Singing	55	+10	65	Master	Improvised Instrument Improve Performance 1 & 2 Calm or Incite Emotions 1 Sonic Dissonance
Parry	15		15	Beginner	Two Weapon Riposte
Bluff	18		18	Beginner	Feign Injury 1
Dodge	12		12	Beginner	Uncanny Dodge
Persuasion	25		25	Apprentice	Persuasive Performer 1 & 2
Diplomacy	23		23	Apprentice	Court Etiquette 1 Remove Racial Barriers 1
Trap Making	19		19	Beginner	Improvised Trap Making 1
Sense Motive	9		9	Untrained	
Intimidate	2		2	Untrained	
Crossbow	3		3	Untrained	
Disable Traps	3		3	Untrained	
Tactics	12		12	Beginner	Redirect
Jump	9		9	Untrained	
Swimming	15		15	Beginner	Hold Your Breath 1

Non-Skill Perks

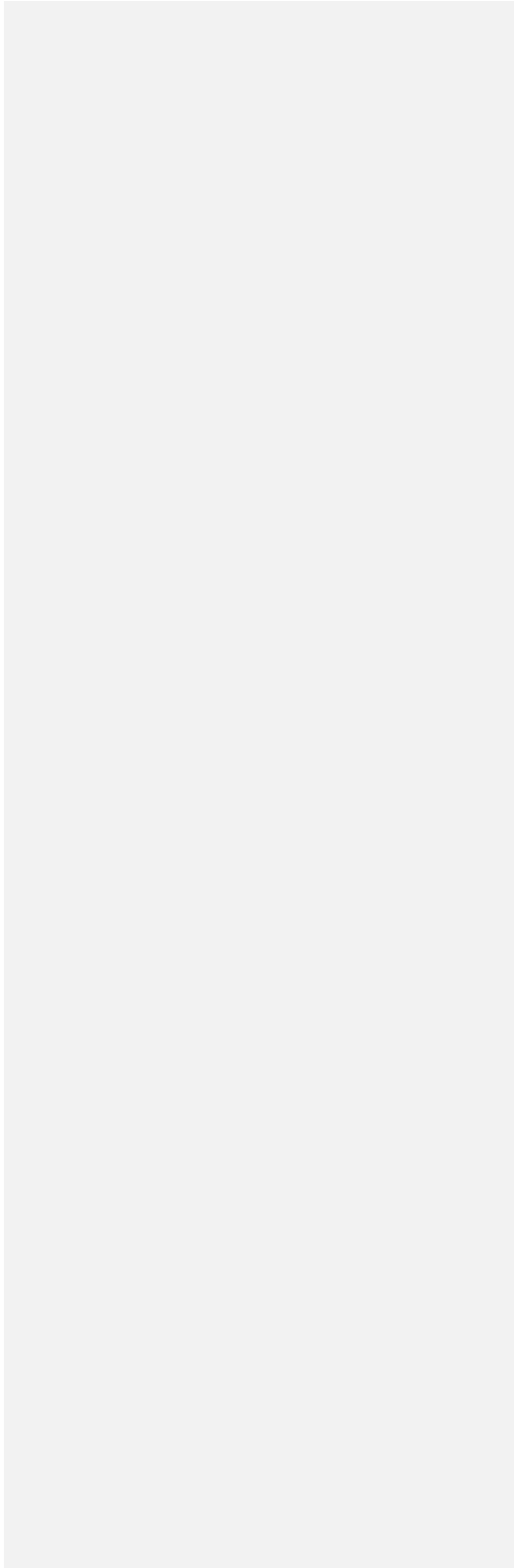
Background: Easygoing, Knows No Shame 1 & 2
Sun Elf: Darkvision, +10 Diplomacy, +10 Negotiation, +10 Light Magic
Rogue: Sense Danger
Rogue: Linguistics
Party Leader: Bastion
Party Leader: Bastion: Mind Meld 1
Party Leader: Bastion: Assign Tank 1
Party Leader: Bastion: Toughness
Party Leader: Bastion: Spell Defense
Party Leader: Bastion: Increased Party Size 1
Bard: Greater Inspire Ally
Bard: Discourage Foe
Bard: Song of Respite
Bard: Soothing Performance 1 & 2

Magic	Base	Modifier	Total	Rank	Perk(s)
Analyze	23		23	Apprentice	Creature Scan 1 Status Indicator 1
Savage Scorn	5		5	Untrained	
Advanced Heal	26		26	Apprentice	Ranged Heal 1 Healing Aura
Cure Poison	6		6	Untrained	
Mend Bones	10		10	Beginner	Healing 1
Cure Disease	3		3	Untrained	

Titles

Defender of the Weak
Monster Hunter

Languages
English
Common
Undercommon
Ravanan
Ancient Elorian
Dwarvish



Name: Gooch. **Heritage:** Stone giant. **Class:** Stalwart Guardian. **Level:** 10. **Sex:** Male. **Height:** 6'6"

Weight: 285. **Hair:** Black. **Eyes:** Brown. **Fame:** Level 3: Known.

Attributes	Base	Modifier	Total	Rank
Strength	41	+10	51	Very High
Agility	16		16	Above Average
Vitality	41		41	Very High
Intelligence	42		42	Very High
Wisdom	15		15	Above Average
Charisma	16		16	Above Average
Luck	8		8	Below Average

Hit Points: 121 (131). **HP Regeneration:** 8/hour, outside of combat.

Stamina: 106. **Stamina Regeneration:** 8/minute.

Spell Points: 86. **SP Regeneration:** 8/minute.

Skills	Base	Modifier	Total	Rank	Perk(s)
Heavy Armor	35		35	Journeyman	Armored Casting 1 & 2 Increased Defense 1
Axe Weapons	1		1	Untrained	
Small Blades	10		10	Beginner	Defense 1
Large Blades	11		11	Beginner	Defense 1
Blunt Weapons	20		20	Apprentice	Stunning Attack Bone Breaker
Thrown Weapons	26		26	Apprentice	Increased Range 1 Increased Damage 1
Block	29	+10	39	Apprentice	Shield Bash 1 Magic Defense 1
Parry	25		25	Apprentice	Improved Parry 1 Shield Riposte
Hiking	13		13	Beginner	Carrying Capacity
Perception	3		3	Untrained	
Gathering Creatures	2		2	Untrained	
First Aid	22		22	Apprentice	Stabilize 1 Combat Medic 1
Dodge	12		12	Beginner	Sliding Dodge
Gathering Plants	1		1	Untrained	
Cooking	1		1	Untrained	
Intimidate	4		4	Untrained	
Polearm	15		15	Beginner	Cleave
Information Gathering	6		6	Untrained	
Tactics	30		30	Journeyman	Sweep the Leg

					Redirect Switch Places
Bluff	1		1	Untrained	
Performance	7		7	Untrained	
Swimming	19		19	Beginner	Hold Your Breath 1

Non-Skill Perks

Background: Perfectionist, Protector
Heritage: +5 Strength, +5 Vitality, Hard as Stone (+5 Defense), +10 to Thrown Weapons
Fighter: Last Stand
Fighter: Know Pain, No Pain 1
Magus: Study Foe
Magus: Arcane Reservoir (Enhance Weapon, Fast Casting, Weapon Element)
Magus: Combat Casting 1 & 2
Magus: Weapon Proficiency
Magus: Know Pain, No Pain 2
Stalwart Guardian: Taunt

Magic	Base	Modifier	Total	Rank	Perk(s)
Burning Hands	18		18	Beginner	Extend Range
Absorb Elements	1		1	Untrained	
Comprehend Languages	10		10	Beginner	Increased Comprehension
Night Eyes	5		5	Untrained	
Magic Arrow	3		3	Untrained	
Shillelagh	9		9	Untrained	
Mending	2		2	Untrained	
Thorn Armor	2		2	Untrained	

Titles
Defender of the Weak
Monster Hunter
Resolute

Languages
English
Spanish
French
Portuguese
Common

Name: Geoe. **Heritage:** Fey. **Class:** Summoner. **Level:** 10. **Sex:** Male. **Height:** 5'11" **Weight:** 165 lbs.

Hair: Brown. **Eyes:** Brown. **Fame:** Level 3: Known.

Attributes	Base	Modifier	Total	Rank
Strength	8		8	Below Average
Agility	16		16	Above Average
Vitality	17		17	Above Average
Intelligence	62		62	Epic
Wisdom	28		28	High
Charisma	15		15	Above Average
Luck	10		10	Average

Hit Points: 54. **HP Regeneration:** 3/hour, outside of combat.

Stamina: 90. **Stamina Regeneration:** 3/minute.

Spell Points: 162. **SP Regeneration:** 7/minute.

Skills	Base	Modifier	Total	Rank	Perk(s)
Staves	3		3	Untrained	
Hiking	21		21	Apprentice	Difficult Terrain 1 & 2
Acting	26		26	Apprentice	Mimicry 1 Story Telling 1
Unarmored Defense	5		5	Untrained	
Dodge	5		5	Untrained	
Persuasion	6		6	Untrained	
Block	1		1	Untrained	
Perception	9		9	Untrained	
Small Blades	17		17	Beginner	Hit Harder 1
Swimming	25		25	Apprentice	Hold Your Breath 1 Webbed Feet 1

Non-Skill Perks

Background: Man-E-Faces, Cardio Queen
Fey: Otherworldly, Limited Glide, +10 to Enchantment & Illusion Spell Domains
Mage: Arcane Scholar
Mage: Summoning Domain Specialization 1 & 2
Summoner: Augment Summons
Summoner: Summoner Link

Magic	Base	Modifier	Total	Rank	Perk(s)
Magic Arrow	11		11	Beginner	Multiple Arrows 1
Summon Animal Ally	15		15	Beginner	Varied Summons
Shield	7		7	Untrained	

Comprehend Languages	5		5	Untrained	
Acid Spray	7		7	Untrained	
Magnus's Grasping Tentacles	7		7	Untrained	
Dust Devil	6		6	Untrained	
Magnus's Pit of Fun	6		6	Untrained	
Magnus's Mighty Mitt	2		2	Untrained	
Fiery Acorns	5		5	Untrained	
Wall of Stone	1		1	Untrained	

Languages
English
Vulcan
Dothraki
Common
Undercommon

Name: Topber. **Heritage:** Tiefling. **Class:** Way of the Stone Fist. **Level:** 10. **Sex:** Male. **Height:** 6'1"

Weight: 240 lbs. **Hair:** Brown. **Eyes:** Blue. **Fame:** Level 3: Known.

Attributes	Base	Modifier	Total	Rank
Strength	18		18	Above Average
Agility	38		38	Very High
Vitality	17		17	Above Average
Intelligence	25		25	High
Wisdom	23		23	Above Average
Charisma	16		16	Above Average
Luck	19		19	Above Average

Hit Points: 95 (110). **HP Regeneration:** 3/hour, outside of combat.

Stamina: 95 (110). **Stamina Regeneration:** 3/minute.

Spell Points: 87. **SP Regeneration:** 4/minute.

Skills	Base	Modifier	Total	Rank	Perk(s)
Cooking	58		58	Master	Improvised Cooking 1 & 2 Detect Poison Multiply Food 1 Heroic Feast 1
Dodge	18		18	Beginner	Somersault Dodge
Hiking	11		11	Beginner	Carrying Capacity 1
Parry	6		6	Untrained	
Perception	6		6	Untrained	
Staves	12		12	Beginner	Spinning Defense
Unarmed Combat	1		1	Untrained	
Unarmored Defense	18		18	Beginner	Fluid Movements 1
Jump	7		7	Untrained	
Performance	19		19	Beginner	Improvised Instrument

Non-Skill Perks

Background: Rules for Thee, Not for Me
Tiefling: Darkvision, Fire Resistance, Thick Skin (+4 Defense)
Monk: Evasion
Monk: Smooth Move
Monk: Snatch Arrows
Monk: Stunning Attack
Monk: Strength of the Earth

Magic	Base	Modifier	Total	Rank	Perk(s)
Watery Shield	11		11	Beginner	Durable

Ice Shard	11		11	Beginner	Spinning Attack
Icy Patch	4		4	Untrained	
Fog Cloud	4		4	Untrained	
Air Jump	6		6	Untrained	
Wind Wall	10		10	Beginner	Quick Cast
Sleet Storm	2		2	Untrained	

Languages
English
Common

Titles
Fear Defier

Name: Rat Damon. **Heritage:** Rat. **Class:** Strategist. **Level:** 6. **Sex:** Male. **Height:** 5" **Weight:** 4 lbs.

Hair: Light brown with streaks of white. **Eyes:** Brown. **Fame:** Level 2: Lesser Known.

Attributes	Base	Modifier	Total	Rank
Strength	6		6	Low
Agility	29		29	High
Vitality	14		14	Average
Intelligence	28		28	High
Wisdom	10		10	Average
Charisma	14		14	Average
Luck	25		25	High

Hit Points: 44. **HP Regeneration:** 3/hour, outside of combat.

Stamina: 48. **Stamina Regeneration:** 3/minute.

Spell Points: 10. **SP Regeneration:** 2/minute.

Skills	Base	Modifier	Total	Rank	Perk(s)
Claw & Fang	13		13	Beginner	
Dodge	11		11	Beginner	Sliding Dodge
Stealth	30		30	Journeyman	Camouflage 1 & 2 Stealth Status
Tactics	8		8	Untrained	

Non-Skill Perks

Heritage: Darkvision
Heritage: Thick Skin
Heritage: Rational Thought
Scout: Burrower
Scout: Ambush
Scout: Sense Danger
Scout: Enhanced Senses
Strategist: Need Time to Think
Strategist: Planned Insanity

Languages
Rat
Undercommon
Common (understands)

Titles
Chosen

Name: Dobby. **Heritage:** Goblin. **Class:** Scout. **Level:** 2. **Sex:** Male. **Height:** 4'5" **Weight:** 82 lbs.

Hair: Brown. **Eyes:** Brown. **Fame:** Level 0: Unknown.

Attributes	Base	Modifier	Total	Rank
Strength	8		8	Below Average
Agility	14		14	Average
Vitality	8		8	Below Average
Intelligence	7		7	Below Average
Wisdom	10		10	Average
Charisma	9		9	Below Average
Luck	10		10	Average

Hit Points: 16. **HP Regeneration:** 2/hour, outside of combat.

Stamina: 20. **Stamina Regeneration:** 2/minute.

Spell Points: 10. **SP Regeneration:** 1/minute.

Skills	Base	Modifier	Total	Rank	Perk(s)
Stealth	8		8	Untrained	
Small Blades	4		4	Untrained	
Unarmored Combat	2		2	Untrained	

Non-Skill Perks

Heritage: Darkvision
Heritage: Unclean
Scout: Ambush

Languages
Undercommon

Spells (and perks associated with spells)

Name	From	Description	Party Member
Absorb Elements	Spell: Abjuration	Casting Time: Instant. Spell Cost: 7. Cooldown: 1 minute. Tier: Simple. Effect: Instantly produce a barrier around the caster, lasting 5 seconds or until absorbing 20 points of magical elemental damage, whichever occurs first.	Gooch
Acid Spray	Spell: Evocation	Casting Time: 3 seconds. Spell Cost: 8. Cooldown: 20 seconds. Tier: Simple. Effect: Acid Spray shoots a small cone of acid 10 feet from the caster's outstretched fingers, doing 6-12 points of acid damage to anything it hits. Targets within the area of effect will receive an agility check to reduce the damage.	Geoe
Air Jump	Spell: Air	Casting Time: 2 seconds. Spell Cost: 6. Duration: 1 minute. Cooldown: None. Tier: Simple. Effect: You are able to use slight air movements to jump 4 times higher and longer than normal jumps. You also gain the ability to change the direction of your jumps. Requirement: Light or no armor.	Topher
Advanced Heal	Spell: Restoration	Casting Time: 3 seconds. Spell Cost: 8. Cooldown: 30 seconds. Tier: Advanced. The tier 2 version of Minor Heal increases healing from 1-8 +3 (charisma modifier) to 4-16 +3 (charisma modifier). Prerequisite: Minor Heal. Note: All skill levels and perks gained on Minor Heal will carry over to Advanced Heal.	Jack
Ranged Heal 1	Advanced Heal	You can cast Minor Heal at a range of 10 feet + charisma modifier (4) x level of this perk. Initial range of heal is 14 feet.	Jack
Healing Aura	Advanced Heal	Any allies within 10 feet of the recipient of your Minor Heal spell will be healed for half of the healing granted to the main target.	Jack
Analyze	Spell: Divination	Casting Time: 2 seconds. Spell Cost: 2. Cooldown: 10 seconds. Tier: Simple. Effect: Analyze an item, creature, or object.	Jack
Creature Scan	Analyze	Your Analyze spell has a 20% chance to identify a creature's defensive or offensive ability. Further ranks in this perk will increase the likelihood of this occurring.	Jack

Status Indicator	Analyze	The system will impose a red bar above creatures displaying the current status of their hit points. Prerequisite: Creature Scan 1.	Jack
Burning Hands	Spell: Evocation	Casting Time: 3 seconds. Spell Cost: 8. Cooldown: 20 seconds. Tier: Simple. Effect: Shoots a small jet of flame 10 feet from your outstretched fingers, doing 4-10 points of fire damage to anything it hits. Targets within the area of effect will receive an agility check to reduce the damage.	Gooch
Extend Range	Burning Hands	Extends the range of Burning Hands by 5 feet.	Gooch
Comprehend Languages	Spell: Divination	Casting Time: 15 seconds. Spell Cost: 10. Cooldown: 5 minutes. Tier: Simple. Effect: Grants the caster the ability to speak and read the language of a person nearby. Lasts 8 hours.	Gooch, Geoe
Increased Comprehension	Comprehend Languages	5% chance of retaining knowledge of the language. Cumulative with multiple castings of the same language.	Gooch
Cure Poison	Spell: Restoration	Casting Time: 15 seconds. Spell Cost: 10. Cooldown: 30 seconds. Tier: Simple. Effect: The Cure Poison spell will instantly cure any weak poison in the target. Stronger poisons can resist this spell, based on the strength of the poison vs. the skill of the caster.	Jack
Cure Disease	Spell: Restoration	Casting Time: 13 seconds. Spell Cost: 15. Cooldown: 1 minute. Tier: Simple. Effect: The Cure Disease spell will instantly cure any weak disease in the target. Stronger diseases can resist this spell, based on the strength of the disease vs. the skill of the caster.	Jack
Dust Devil	Spell: Summoning	Casting Time: 10 seconds. Spell Cost: 15. Cooldown: 24 hours. Tier: Advanced. Effect: This spell enables the caster to conjure a weak air elemental, which will appear as a small whirlwind made of dust and debris. The creature will move as directed by the caster but dissipates if separated from the caster by more than 90 feet. The winds of the dust devil are sufficient to put out torches, small campfires, and other open flames of non-magical origin. Any enemies caught inside the whirlwind are blinded for 5 seconds after exiting the whirlwind. Enemies caught inside the	Geoe

		dust devil will also take 2-9 points of damage from flying debris for every 5 seconds they remain in the whirlwind. Lasts 1 minute.	
Fiery Acorns	Spell: Conjuraton	Casting Time: 15 seconds. Spell Cost: 21. Cooldown: 1 minute. Tier: Advanced. Effect: Create 8 fiery acorns that do 3-12 points of fire damage when they hit something. Chance to catch whatever they hit on fire.	Geoe
Fog Cloud	Spell: Water / Air	Casting Time: 10 seconds. Spell Cost: 7. Duration: 30 minutes. Cooldown: 1 hour. Tier: Simple. Effect: Creates a 30-foot-radius sphere of misty fog centered on you. Visibility in the mist is limited to 5 feet. The sphere will move with you.	Topher
Icy Patch	Spell: Water	Casting Time: 3 seconds. Spell Cost: 8. Cooldown: 1 minute. Duration: 1 minute. Tier: Simple. Effect: Creates a 10-by-10-foot patch of ice on the ground.	Topher
Ice Shard	Spell: Water	Casting Time: 2 seconds; can channel longer for larger shard. Spell Cost: 6. Cooldown: 10 seconds. Tier: Simple. Effect: Creates a large ice shard that can be flung up to 30 feet away. Does 2-8 points of damage, plus 4 points of damage for each second channeled beyond 2 seconds.	Topher
Spinning Attack	Ice Shard	When you fire an ice shard, it now spins as it leaves your hands, allowing it to travel farther, be more accurate, and do more damage. Increases maximum distance by 10 feet and increases chance to hit and perform a critical strike by 10%.	Topher
Magic Arrow	Spell: Evocation	Casting Time: 8 seconds. Spell Cost: 9. Cooldown: 30 seconds. Tier: Simple. Effect: Cast a magic arrow that unerringly hits your target, doing 2-8 points of damage. The number of arrows depends on the skill of the spell.	Gooch, Geoe
Multiple Arrows 1	Magic Arrow	You can now fire 2 arrows with your Magic Arrow spell.	Geoe
Magnus's Grasping Tentacles	Spell: Summoning	Casting Time: 5 seconds. Spell Cost: 30. Cooldown: 15 minutes. Tier: Advanced. Effect: Creates 2 tentacles that can appear anywhere within 30 feet of caster. These tentacles attempt to grab and hold anything within 15 feet of them, doing crushing	Geoe

		damage as well. More tentacles will appear as skill develops.	
Magnus's Mighty Mitt	Spell: Summoning	Casting Time: 3 seconds. Spell Cost: 34. Cooldown: 1 hour. Tier: Advanced. Effect: Creates a gigantic semi-transparent hand that obeys the caster's will. The hand can swat or punch, doing 12-36 points of damage. The hand can also perform shove or push actions, along with completely grabbing the target, holding them immobile. Target can evade hand with an agility check and break out of hand with a strength check.	Geoe
Magnus's Pit of Fun	Spell: Summoning	Casting Time: 5 seconds. Spell Cost: 45. Cooldown: 1 hour. Tier: Advanced. Effect: Summons a 10-foot-square lava pit. Any target caught in the area of effect must make an agility check or fall into the lava, taking 10-14 points of damage per second.	Geoe
Mend Bones	Spell: Restoration	Casting Time: 30 seconds. Spell Cost: 20. Cooldown: 5 minutes. Tier: Advanced. Effect: The Mend Bones spells restores dem bones, dem bones, dem broken bones.	Jack
Healing 1	Mend Bones	When casting Mend Bones, in addition to repairing the bone, heal 2-8 points of damage. Prerequisite: Minor Heal	Jack
Mending	Spell: Alteration	Casting Time: 8 seconds. Spell Cost: 6. Cooldown: 1 minute. Tier: Simple. Effect: Repair an item, including weapons and armor.	Gooch
Night Eyes	Spell: Alteration	Casting Time: 12 seconds. Spell Cost: 12. Cooldown: 5 minutes. Tier: Simple. Effect: Target gains Darkvision for one hour.	Gooch
Savage Scorn	Spell: Enchantment	Casting Time: 2 seconds. Spell Cost: 8. Cooldown: 10 seconds. Tier: Simple. Effect: The Savage Scorn spell mocks an opponent, causing them to fumble their next attack if they fail their resistance check. Savage Scorn is cast as part of an insult directed at your foe.	Jack
Shield	Spell: Abjuration	Casting Time: Instant. Spell Cost: 10. Cooldown: 1 minute. Tier: Simple. Effect: Creates a magical barrier able to absorb 25 points of damage before dissipating.	Geoe

Shillelagh	Spell: Divine	Casting Time: 5 seconds. Spell Cost: 8. Cooldown: 1 hour. Tier: Simple. Effect: The stick, club, or quarterstaff you are holding is imbued with nature's power, making the weapon magical. The weapon deals an additional 2-8 damage when wielded by the caster. The spell ends when the caster lets go of the weapon.	Gooch
Sleet Storm	Spell: Water / Air	Casting Time: 8 seconds. Spell Cost: 21. Duration: 1 minute. Cooldown: 1 hour. Tier: Advanced. Effect: You conjure a 20-foot-radius storm of sleet, pelting anyone caught in the storm for 4-16 points of damage per second.	Topher
Summon Animal Ally	Spell: Summoning	Casting Time: 30 seconds. Spell Cost: 18. Cooldown: 1 hour. Tier: Simple. Effect: Summons an animal ally to fight for you. Remains with you for 10 minutes or until health is gone.	Geoe
Varied Summons	Summon Animal Ally	When casting Summon Animal Ally, you can vary the animal summoned.	Geoe
Thorn Armor	Spell: Alteration	Casting Time: 3 seconds. Spell Cost: 12. Duration: 1 minute. Cooldown: 30 seconds. Tier: Advanced. Effect: Causes spikes to grow from armor, causing 6-9 points of damage per spike.	Gooch
Wall of Stone	Spell: Conjuraton	Casting Time: 7 seconds. Spell Cost: 19. Cooldown: 1 hour. Tier: Advanced. Effect: Create a 3-inch-thick wall of stone that can be up to 20 feet high and 60 feet wide. The wall is permanent unless dispelled by the caster.	Geoe
Watery Shield	Spell: Water	Casting Time: 1 second. Spell Cost: 8. Duration: 1 minute or until broken. Cooldown: 15 seconds. Tier: Simple. Effect: Creates a shield of thick water in front of the caster, absorbing up to 20 points of damage before dissipating.	Topher
Durable	Watery Shield	Watery Shield can now absorb up to 50 points of damage before dissipating.	Topher
Wind Wall	Spell: Air	Casting Time: 3 seconds. Spell Cost: 23. Duration: 1 minute or until broken. Cooldown: 1 minute. Tier: Advanced. Effect: A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 25 feet long, 15 feet high,	Topher

		and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration. When the wall appears, each creature within its area must make a strength-saving throw. A creature takes 3-24 bludgeoning damage on a failed save, and half as much damage on a successful save.	
Quick Cast	Wind Wall	Cast time of Wind Wall is reduced from 3 seconds to 1.5 seconds.	Topher

Skill Perks

Skill	Perk	Description	Party Member
Acrobatics	Parkour	You are able to traverse obstacles through the use of running, vaulting, jumping, rolling, and other movements in order to travel from one point to another in the quickest and most efficient way possible. Further ranks will continue to increase this perk.	Jack
Acting	Mimicry 1	You can perfectly mimic another creature that you have heard speak for at least a minute. This includes things you have seen on TV or heard on the radio.	Geoe
Acting	Story Telling 1	While narrating your story, you are able to use magic to create illusions to illustrate your words. Prerequisite: Ability to cast spells.	Geoe
Block	Shield Bash 1	You use your shield to bash an enemy, stunning them for a base of 5 seconds. This can be completely or partially resisted by resistances of the creatures you are bashing. This maneuver takes 6 stamina and has a cooldown of 30 seconds. Additional ranks in this perk will increase its effectiveness.	Gooch
Block	Magic Defense 1	You use your shield to partially block spells directed at you. You apply your shield's defense bonus against spells that would normally bypass armor defense. Further ranks in this skill will increase defense applied against such spells.	Gooch
Blunt Weapons	Stunning Attack	Gains at 50% chance to stun an opponent for 6 seconds when landing a headshot. Stamina Cost: 12. Cooldown: 1 minute. Note: Duration of stun may be lessened based on other factors.	Gooch
Blunt Weapons	Bone Breaker	Swing with bone-crushing force, gaining an increased chance to break your opponent's bone. Stamina Cost: 8. Cooldown: 15 minutes.	Gooch
Bluff	Feign Injury 1	Whenever you take damage, you can make a bluff check to convince foes that you have a more serious injury. Each rank in this perk increases the believability of your bluff and allows you to feign more serious injuries.	Jack

Cooking	Improvised Cooking 1	You are able to substitute ingredients based on what you have on hand. Substitution must be the same type of food. Ex: Substitute turkey for chicken.	Topher
Cooking	Improvised Cooking 2	You are able to substitute ingredients based on what you have on hand. Substitution must be the same type of food. Ex: Substitute turkey for beef.	Topher
Cooking	Detect Poison	Through sense of smell and your acute sense of taste, you are able to determine whether or not food has been poisoned.	Topher
Cooking	Multiply Food 1	You have a supernatural ability to feed more people than you should be able to, given the amount of food you start with. Prerequisite: Expert rank in cooking.	Topher
Cooking	Heroic Feast 1	Anyone ingesting food you have spent at least 30 minutes preparing gains +5 strength and +5 vitality and receives +25% resistance to disease and poisons for the next 8 hours. Prerequisite: Master rank in cooking.	Topher
Diplomacy	Court Etiquette 1	You inherently understand the basic court etiquette of any government that you meet, as long as you can understand their language. Additional ranks will significantly enhance your court etiquette knowledge.	Jack
Diplomacy	Remove Racial Barriers 1	You can break down racial barriers. When you employ diplomacy on creatures of other races, the racial penalty will be reduced. Additional ranks of this perk will significantly decrease the racial penalty. Prerequisite: Court Etiquette 1.	Jack
Dodge	Uncanny Dodge	Gives you a chance dodge attacks you don't even know are coming. Prerequisite: Sense Danger.	Jack
Dodge	Sliding Dodge	When successfully dodging an attack, move up to 10 feet in any direction. Cooldown: 1 minute. Stamina Cost: 6	Gooch, Rat Damon
Dodge	Somersault Dodge	Your body flows within the dance that is combat. When you successfully dodge an attack, you may immediately move 15 feet in a direction of your choosing. Stamina Cost: 6. Prerequisite: Fluid Movement 1	Topher
Dual Wield	Dual Attack 1	Chance to hit with both weapons is increased by 50% for this attack. Attempts to block or parry this attack	Jack

		are reduced by 50%. Stamina Cost: 10. Cooldown: 15 seconds.	
Dual Wield	Dual Attack 2	Chance to hit with both weapons is increased by 75% for this attack. Attempts to block or parry this attack are reduced by 75%. Chance to perform critical strike on attacks increased by 25%. Stamina Cost: 10. Cooldown: 15 seconds.	Jack
Dual Wield	Perfect Ambidexterity	You can perform any action equally well with either hand. Prerequisite: Apprentice in dual wield.	Jack
First Aid	Combat Medic 1	You can quickly treat wounds during battle. Bandaging or otherwise healing an ally in battle takes 20% less time.	Jack
First Aid	Stabilize 1	You can stabilize a wounded target. Applying first aid to a target will provide a 25% higher chance to remove bleeding and other associated debuffs.	Gooch
Gathering Creatures	Improved Quality 1	The chance to produce higher-quality hides increases by 10%.	Jack
Gathering Creatures	Improved Quality 2	The chance to produce higher-quality hides increases by 50%.	Jack
Gathering Plants	Seek and You Shall Find 1	Increases the chance to spot useful plants by 25% and increases the range of spotting plants by 25%.	Jack
Gathering Plants	Seek and You Shall Find 2	Increase the chance to find plants by an additional 50% (total 75%) and increase the range of spotting plants by an additional 50% (total 75%).	Jack
Heavy Armor	Armored Casting 1	Reduces the penalty of casting spells in armor by 25%. Normal: Spell failure chance in heavy armor is 75%.	Gooch
Heavy Armor	Armored Casting 2	Reduces the penalty of casting spells in armor by an additional 50% (Total: 75%). Normal: Spell failure chance in heavy armor is 75%.	Gooch
Heavy Armor	Increased Defense 1	Increases the bonus to defense of heavy armor you are wearing by 2. Further ranks in this perk will continue to increase bonus to defense.	Gooch
Hiking	Difficult Terrain 1	Increase ability to hike effectively on difficult terrain, such as ice, by 25%.	Jack, Geoe
Hiking	Difficult Terrain 2	Increase ability to hike effectively on difficult terrain, such as ice, by an additional 50% (total 75%).	Jack, Geoe

Commented [CR1]: In the text, this was 25%; revise to reconcile

Commented [CR2R1]: Comment still technically stands; leaving it as is in case it's intentional.

Hiking	Difficult Terrain 3	Gain the supernatural ability to cling to any surface.	Jack
Hiking	Carrying Capacity 1	Carrying Capacity 1: Increase carrying capacity by 50 pounds. Normal: Your carrying capacity is equal to your strength score x 5. You can currently carry 55 pounds with no stamina drain.	Gooch, Topher
Large Blades	Defense 1	You gain a bonus of +10 to the parry skill when using large blades.	Gooch
Light Armor	Light Armor Mobility	For all intents and purposes, light armor is treated as no armor when it came to moving around in it and general encumbrance.	Jack
Meditation	Mental Resistance 1	Gain an additional 25% resistance to mental attacks against you. Stamina Cost: 15.	Jack
Open Locks	Improvised Tools 1	Reduce the penalty to open locks without thieves' tools by 25%.	Jack
Parry	Two Weapon Riposte	When dual wielding weapons, if you successfully parry a blow with one weapon, you can perform a riposte instantly with your other weapon. The riposte has an increased chance of scoring a critical hit. Stamina Cost: 6. Cooldown: 30 seconds. Prerequisite: Beginner rank in dual wield.	Jack
Parry	Improved Parry 1	Increases the chance to successfully parry an attack by 10%.	Gooch
Parry	Shield Riposte	When wielding a shield, if you successfully parry a blow with a weapon, you can perform a riposte instantly with your shield. The riposte has an increase chance of scoring a critical hit. Stamina Cost: 6. Cooldown: 30 seconds. Prerequisite: Beginner rank in block.	Gooch
Perception	See What is Hidden 1	Your ability to spot secret doors, traps, and hidden caches is improved by 25%.	Jack
Perception	See What is Hidden 2	Your ability to spot secret doors, traps, and hidden caches will be improved by an additional 75%, for a total of 100%.	Jack
Perception	Improved Sense (Hearing)	Choose one of your 5 senses and improve it. Every time you choose this perk, you can pick a different sense.	Jack

Performance	Improvised Instrument	You can play a less-than-ideal instrument properly. Examples include lutes with broken strings or using pots and kettles for drums. Each rank in this perk will significantly improve your ability to improvise with a different instrument.	Jack, Topher
Performance	Improve Performance 1	You can tailor your performance to that of your audience, giving you a 25% bonus on your performance check. Having a good performance results in more affection from the audience, which could lead to tangible gifts such as free drinks or money, in addition to increasing your fame points. Each rank in this perk increases the bonus to your performance. The first rank provides a 25% bonus.	Jack
Performance	Improve Performance 2	You can tailor your performance to that of your audience, giving you an additional 50% bonus (total 75%) on your performance check. Having a good performance results in more affection from the audience, which could lead to tangible gifts such as free drinks or money, in addition to increasing your fame points. Each rank in this perk increases the bonus to your performance.	Jack
Performance	Calm or Incite Emotions 1	With a successful performance check, you may calm or incite the emotions of nearby creatures, moving the relationship rank either closer to friendly or to hostile, depending on your intent. Before you ask, the attitude ranks consist of the following: enemy, hostile, unfriendly, neutral, friendly, ally, and beloved. This perk can be chosen multiple times, increasing the chance of achieving your desired outcome. Prerequisite: Two ranks in Improve Performance.	Jack
Performance	Sonic Dissonance	You can attempt to use your performance skill to disrupt the spells of enemy spellcasters. Spells must have a verbal component for this to work. Once you use this ability, it cannot be used again until the following day. Prerequisite: Master rank in performance.	Jack
Persuasion	Persuasive Performer 1	Your skill ranks in persuasion provide a permanent +5 synergy bonus to performance checks.	Jack
Persuasion	Persuasive Performer 2	Your skill ranks in persuasion provide an additional +5 synergy bonus to performance checks.	Jack

Polearm	Cleave	When you kill or incapacitate a creature with a polearm weapon, you gain an immediate additional attack against a nearby creature. Stamina Cost: 6. Cooldown: 15 seconds.	Gooch
Rope Use	Inescapable Knots 1	You are able to tie more knots that are hard to deconstruct. +25% effectiveness when using knots to tie up a creature.	Jack
Small Blades	Hit Harder 1	You add 2 points of damage to each small blade attack.	Jack, Geoe
Small Blades	Hit Harder 2	You add an additional 3 points of damage to each small blade attack for a total of 5 damage.	Jack
Small Blades	Increase Critical	Increases the chance to perform critical strikes with small blades by 5%.	Jack
Small Blades	Defense 1	You gain a bonus of +10 to the parry skill when using small blades.	Gooch
Staves	Spinning Defense	You spin your staff around in a fast circle, improving your chance to block all incoming attacks by 50%. Duration: 10 seconds Stamina Cost: 10. Cooldown: 1 min.	Topher
Stealth	Foil Smell 1	You are stealthy against more than just sight and sound. This perk allows you to somewhat mask your odors, reducing an enemy's ability to smell you by 50%. Prerequisite: Journeyman rank in stealth.	Jack
Stealth	Throw Sound	You can throw sound to distract your opponent You are able to throw your voice or any movement sounds. Prerequisite: Expert rank in stealth. At least 3 levels in Rogue and a total of 7 character levels.	Jack
Stealth	Stealth Status	Gives you a real time stealth status bar that will allow you to know the status of your stealth skill when trying to stealth around others. Prerequisite: Sense Danger, level 4 Rogue, apprentice rank in stealth.	Jack, Rat Damon
Stealth	Armored Stealth 1	Decreases stealth penalty for wearing armor by 25%. Normal penalties: light armor 25%, medium armor 50%, heavy armor 100%.	Jack
Stealth	Camouflage 1 & 2	You have an improved ability to blend into your surroundings, gaining near invisibility and increasing your stealth by 30 for sight-based detection checks.	Rat Damon
Survival	Direction Sense	No matter where you are or how turned around you are, you are able to find north.	Jack

Survival	Never Lost	You always know where you are and cannot be lost. You know the location of any previous destination relative to your current location. This ability works above and below ground. Prerequisite: Direction Sense.	Jack
Survival	Find the Fastest Path 1	You gain the ability to always find the fastest path to your goal. Party hiking speed increased by 25% when on the fastest path. Prerequisite: Journeyman rank in survival and hiking and the Direction Sense and Never Lost perks.	Jack
Swimming	Hold Your Breath 1	Allows you to hold your breath 25% longer than normal	Jack, Geoe, Gooch
Swimming	Webbed Feet 1	Your swim speed increases by 25%.	Geoe
Tactics	Redirect	Once per battle, you can issue an order and move an ally up to 15 feet. The ally does not take damage during this move.	Jack, Gooch
Tactics	Sweep the Leg	Once per battle, you can mark a target. Attacks against the marked Target have a 5% increased chance of hitting and a 5% increased chance of scoring a critical strike.	Gooch
Tactics	Switch Places	Enact this ability to switch places with an ally within 30 feet. Cooldown: 15 minutes.	Gooch
Thrown Weapons	Increased Range 1	Increases range of thrown weapons by 25%.	Gooch
Thrown Weapons	Increased Damage	Increase damage of all thrown weapons by 25%.	Gooch
Trap Making	Improvised Trap 1	You can make a trap with less-than-ideal materials. Traps made in this manner are 50% more effective than normal.	Jack
Unarmored Combat	Fists of Stone	The bones in your fists become dense as stone, reducing the chance to break the bones in your hands by 100%. Damage of punches from your fists increases by 50%.	Jack
Unarmored Defense	Fluid Movements 1	You have learned to fight unarmored, and your reaction speed has adjusted to the freedom doing so	Topher

		allows. You gain a onetime bonus of 10 to the dodge skill.	
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Class & Party Leader Perks

Class or Party Leader	Perk	Description	Party Member
Bard	Soothing Performance 1	Allows you to use your musical talent to heal all creatures within 30 feet of you for 2-8 + 3 (charisma modifier). Note: Counts against daily number of Bardic perk uses.	Jack
Bard	Soothing Performance 2	Allows you to use your musical talent to significantly heal all creatures within 30 feet of you for 4-16 + 6 (twice your charisma modifier). Prerequisite: Soothing Performance 1. Note: Counts against daily number of Bardic perk uses.	Jack
Bard	Inspire Ally	Using musical talent, you inspire allies within 30 feet of you, granting them +15% attack speed and +3 damage on all physical attacks. This perk lasts for 1 minute after the Bard is finished singing or playing an instrument. Note: Counts against daily number of Bardic perk uses.	Jack
Bard	Discourage Foe	Using musical talent, you discourage foes within 30 feet of you, subjecting them to 15% reduction in attack speed and -3 damage on all physical attacks. This perk lasts for 1 minute after the Bard is finished singing or playing an instrument. Note: Counts against daily number of Bardic perk uses.	Jack
Bard	Song of Respite	Using musical talent, you double the healing regeneration of yourself and any allies that can see or hear you. This perk lasts for 8 hours. Note: Counts against daily number of Bardic perk uses.	Jack
Bard	Greater Inspire Ally	Increase the bonus of Inspire Ally to 25% attack speed and +5 damage on all physical attacks. This perk lasts for 1 minute after the Bard is finished singing or playing an instrument. Note: Counts against daily number of Bardic perk uses.	Jack

Fighter	Last Stand	When reduced to 0 hit points, you are instead reduced to 1 hit point. One use per day.	Gooch
Fighter	Know Pain, No Pain 1	Reduces pain by 1% for each point in vitality.	Gooch
Mage	Arcane Scholar	Chance to learn a new spell from a tome is increased by 50%.	Geoe
Mage	Summoning Domain Specialization	Reduces time to cast spells in this domain by 50%. Also makes learning any tier 1 and tier 2 spells from this domain automatically successful. Grants the ability to learn tier 4 spells.	Geoe
Magus	Study Foe	You study your foe for 10 seconds, looking for weaknesses. During this time, you cannot cast or attack, but can defend yourself. After the 10 seconds is up, you may be able to identify your target's weaknesses. Success is dependent on your skill versus the skill of the creature.	Gooch
Magus	Combat Casting 1	You can cast evocation spells while wielding weapons in each hand, a two-handed weapon, or a weapon and a shield. The spells take 25% longer to cast, due to additional vocalization requirements of the spell.	Gooch
Magus	Combat Casting 2	This perk removes the 25% casting time penalty for casting when wielding weapons (or shield) in each hand.	Gooch
Magus	Arcane Reservoir	The Magus gains a reservoir of magical energy that can be drawn upon to fuel his combat ability. The reservoir contains a number of points equal to the levels gained in Magus + intelligence modifier.	Gooch
Magus	Enhance Weapon	Grants a 10% attack and damage bonus to your weapon, lasting for 1 minute. Note: Using this ability counts against the Arcane Reservoir daily limit.	Gooch
Magus	Fast Casting	Change the casting time of a spell to instantaneous. Note: Using this ability counts against the Arcane Reservoir daily limit.	Gooch
Magus	Weapon Element	Add elemental damage to your weapon, adding 1-6 damage to each attack, lasting for 1 minute. This can stack with Enhance Weapon. Elemental damage choices include fire, lightning, acid, and cold. Sorry,	Gooch

		Captain Planet, no heart! Note: Using this ability counts against the Arcane Reservoir daily limit.	
Magus	Weapon Proficiency	By practicing with a weapon for a few minutes, you become proficient with that weapon, achieving beginner rank.	Gooch
Magus	Know Pain, No Pain 2	Reduces pain by 2% for each point in vitality.	Gooch
Monk	Smooth Move	You gain the speed of a rushing river. While wearing light or no armor, your speed increases by 25%. This is a permanent passive ability.	Topher
Monk	Evasion	Grants a 50% greater chance to avoid area of effect spells.	Topher
Monk	Snatch Arrows	You can catch projectiles thrown or fired at you. Stamina Cost: 4.	Topher
Monk	Stunning Attack	You can channel ki, your inner power, to attack and disrupt the enemy's ki and stun them. Stamina Cost: 6. Cooldown: 1 minute.	Topher
Monk	Strength of the Earth	Form an earth stance to gain +10 strength, +10 vitality, and be unable to be moved by others.	Topher
Party Leader	Bastion	A good defense is the best offense. Your leadership provides a +5 bonus to overall party defense skills, such as parry, block, and dodge.	Jack
Party Leader	Assign Tank	You can assign a tank role for your party. The person you designate as tank will receive a +5 skill bonus to parry and block.	Jack; Gooch assigned as tank
Party Leader	Mind Meld 1	You can communicate telepathically with members of your party, within a range of 90 feet.	Jack
Party Leader	Toughness	Adds 10 hit points to all party members.	Jack
Party Leader	Spell Defense	Provides a permanent 15% damage reduction from spells or spell-like effects to everyone in the party. Also decreases duration of negative spell effects by 15%.	Jack
Party Leader	Increased Party Size	Add an additional member to your party, allowing the maximum of 5 creatures.	Jack

Rogue	Linguistics	Special. Your natural aptitude for learning via “Knows No Shame” allows you to learn the Linguistics perk. This perk gives you the ability to learn the basics of a language in a few seconds.	Jack
Rogue / Scout	Sense Danger	Passive skill granting the ability to sense an incoming attack. This skill greatly reduces the chance of backstab or other stealth attacks working on you. Stamina Cost (when activated): 5.	Jack, Rat Damon
Scout	Ambush	Gain an additional sneak attack multiplier when surprising a foe.	Rat Damon, Dobby
Scout	Burrower	Can burrow into objects and creatures with supernatural speed.	Rat Damon
Scout	Enhanced Senses	When there is no ally within 30 feet of you, your senses are twice as effective.	Rat Damon
Stalwart Guardian	Taunt	A spell-like ability that forces enemies within 20 feet to engage you in combat. The enemy must make a wisdom resistance check to avoid this compulsion. Spell Cost: 10. Cooldown. 30 seconds.	Gooch
Strategist	Need Time to Think	Slows down perceived time, which allows for more time to assess a situation. Does not grant time for physical actions, as this is a perception-based perk. Usable once per day.	Rat Damon
Strategist	Planned Insanity	Each plan of yours has a small chance to succeed with a chaotic flair. This ability is a manifestation of the luck stat of the user.	Rat Damon
Summoner	Summoning Domain Specialization 2	Reduces time to cast spells in this domain by 50%. Also makes learning any tier 1 to tier 3 spells from this domain automatically successful. Grants the ability to learn tier 5 spells.	Geoe
Summoner	Augment Summons	Creatures summoned gain +10 to all physical stats and are larger than normal.	Geoe
Summoner	Summoner Link	You and your summons have a bond. You can choose to experience all 5 senses of your summoned ally. Range: 1,000 feet. Permanent +5 to your perception skill.	Geoe

Heritage, Title & Background Perks

Heritage, Title or Background	Perk	Description	Party Member
Background	Knows No Shame 1 & 2	Out of battle, your curious nature knows no shame, allowing you to learn skills like no other. In battle, you also Know No Shame. Because you made 5 kills by targeting the genitals of other creatures, your critical multiplier has increased from 2 to 3 when attacking this area.	Jack
Background	Easygoing	You take life as it comes. +50% resistance to fear effects. -50% resistance to suggestions or dares.	Jack
Background	Perfectionist	Increases casting time of spells by 25% and increases damage of those spells by 25%.	Gooch
Background	Protector	Use shield to block attacks at an ally within 5 feet. Stamina Cost: 6. Cooldown: 15 seconds.	Gooch
Background	Man-E-Faces	Allows you to change gender and heritage every 5 levels.	Geoe
Background	Rules for Thee, Not for Me	You can ignore base class restriction for the first level and pick any heritage race at level 1.	Topher
Heritage	Darkvision	Ability to see in darkness as if it were in dim light. However, you cannot discern color, only shades of gray.	Jack, Topher, Dobby, Rat Damon
Heritage	Hard as Stone	Hardens the skin to near stone, providing a bonus that improves as you level up.	Gooch
Heritage	Otherworldly	Perk gained from fey heritage. Provides 50% resistance to mental attacks.	Geoe
Heritage	Limited Glide	Perk gained from fey heritage. Wings allow for limited glide, and slowly progress toward flight as the person grows in power.	Geoe
Heritage	Fire Resistance	You gain resistance to fire-based magic from your tiefling heritage.	Topher
Title	Monster Hunter	This title increases the chance to find rare or higher-quality loot by 10% when battling unusual monsters.	Jack, Gooch

Heritage	Thick Skin	Your skin is harder than normal skin and provides a permanent +2 to defense.	Topher, Rat Damon
Heritage	Unclean	Your less-than-sterile upbringing has imbued you with immunity to all diseases.	Dobby
Title	Defender of the Weak	Your reputation with good-aligned races is increased by 1 rank. Your reputation with evil-aligned races is decreased by 1 rank.	Jack, Gooch
Title	Resolute	You have demonstrated your resolve in battle. You may apply a onetime bonus of 5 to a stat of your choosing.	Gooch
Title	Fear Defier	You have overcome one of your base fears. Gain +25% resistance against all future fear attacks.	Topher
Title	Chosen	First rat to ever attain a class. Bonus of 15% to all experience earned. Obtained Rational Thought perk.	Rat Damon
Chosen	Rational Thought	Your thinking has evolved beyond survival instincts, and you can use reason and logic in different ways. Bonus of +10 to intelligence.	Rat Damon