



## Racial Advantage/Weakness Playtest

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### Racial Advantages and Weaknesses

Every character may have up to a maximum 4 total racial advantages and their corresponding weaknesses. **There is no longer any EXP cost for selecting any racial advantage. Racial advantages and weaknesses are paired, when selecting a racial advantage the character also receives the associated weakness.**

*Racial advantages* have a *skill level* for the purposes of indicating how the effect granted by the *racial advantage* renews, the *skill level* does not impact when a character can select the *racial advantage*.

For example, Tangleous is a half-Sylvan character with *soothing voice*. The effect of *soothing voice* renews as though it were an *expert skill*. The associated weakness, *disquiet*, is always active.

The highlighted advantage listed for each racial group, along with its weakness, are considered the *principal advantage/weakness* for the race and is automatically applied to the character when the race is selected; Commonfolk is the only race that does not have a *principal advantage/weakness*. When adding a second race the *principal advantage/weakness* of that race is also automatically applied. Players do not have to select further racial advantages/weaknesses if they do not wish to go beyond these initial race requirements.

No racial advantage of the same name may be selected twice, with the exception of racial advantages that have the weaknesses *item focus* and *vulnerable*. When a character selects racial advantages with these overlapping weaknesses, it results in each weakness having an escalating effect.

If two racial advantages have a weakness with the same name, other than *item focus* and *vulnerable*, a character cannot learn both of those racial advantages

**Other than the *item focus* and *vulnerable* weaknesses no other weakness with the same name can be more than once.**

### Characters can never benefit from having a racial weakness

For example, Blaze is *vulnerable* to fire, and finds a potion that allows them to heal from fire effects. When attacked with 10 fire, Blaze may use the effect of the potion to heal 10 HP, but the numeric of the attack is not doubled for the purposes of determining the amount of HP restored.

## Racial Advantages

### Breath Weapon

The character can naturally expel damaging energy. By default this energy takes the form of *fire* but is modified by a number of racial combinations. If the character race includes the following options the *qualifier* for this effect is changed to the listed type.

- Flora: Poison
- Monolith: Stone
- Frigid: Ice
- Sparks: Lightning

### Item Affinity

The character is particularly skilled with a certain type of item. Characters with this *racial advantage* gain 5 uses of the relevant *item skill* when they rest with an item of the relevant type. These *item skill* uses are only applicable with the specific weapon type.

For example, Hank has the *racial advantage, item affinity axe*, when he rests with an axe he gains 5 charges of *use weapon*, in addition to any uses he gains from the axe he's resting with and his other skills. These additional uses can only be used to activate *item abilities* of axes.

## Racial Weaknesses

### Item Focus

The character's *affinity* for a particular type of item leaves their use of other items hindered. The *item focus* weakness can be selected up to a maximum of two times.

- *Item Focus 1*
  - Characters with this weakness can only expend *item skills* to use the *baseline item ability* of items with which the character does not have an *affinity*.  
For example, Thandalaius has *weapon affinity bows*, she can only expend *use defensive item* to activate the *baseline item ability* of her armor, but not any other ability the armor can generate.
- *Item Focus 2*
  - In addition to the effect of *item focus 1*, a character with this weakness can only rest with items with which they have *affinity*.  
For example, Avalanche has *weapon affinity blunt* and *defensive affinity shield*, they can only rest with blunt weapons and shields. Additionally, they can only use the baseline item ability of their armor (but don't receive the free uses of that ability provided by resting with the armor).

### Vulnerable

The character's strength with respect to one aspect of their training leaves them with a weakness to certain *qualifiers or effect*. The *vulnerable* weakness can be selected up to a maximum of three times for a given *qualifier or effect*.

- Vulnerable I
  - When vulnerable to a *qualifier*, characters suffer double damage from numeric attacks with the *qualifier*, double the duration of any *effect* delivered with the *qualifier*, and are treated as *wounded* for purposes of resolving an *execute* with the *qualifier*.

If the duration of an effect is *encounter*, *sunrise/sunset*, or *forever* the duration is not affected by this weakness.

- *Vulnerable II*
  - When *vulnerable* to a *qualifier* at this level the character may not use *avoid* reactions to negate any effect with the *qualifier*
- *Vulnerable III*
  - When *vulnerable* to a *qualifier* at this level, any time the *qualifier*, in any form, affects the character, it results in an *altered effect* to *execute death*. Characters may not use any *reaction* against *execute* in response to this effect.

Being affected by *weaken body* also raises a character's *vulnerable* level by one until the *weaken body* is *removed*.

# Racial Advantage Charts

## Commonfolk

Skill Level	Advantage	Description	Weakness	Description
Innate	Brawler	x2 <i>Avoid stun</i>	Weak Spot	<i>Vulnerable strike</i>
Innate	Scavenger	Can instantly <i>harvest</i> a <i>resource node</i> , without the need for a <i>tool</i> , to receive a <i>material</i> of Plot's choice.	Gullible	The duration of <i>charm</i> effects is increased to <i>encounter</i>
Innate	Nimble	x2 <i>Avoid silver</i>	Delicate	<i>Vulnerable stone</i>

## Sylvan

Skill Level	Advantage	Description	Weakness	Description
Innate	Swift	x2 <i>Avoid steel</i>	Infirm	<i>Vulnerable poison</i>
Passive	Brilliant Infusion	Can immediately use any basic <i>infuser</i> consumable twice	Trade Fixation Tinker	You cannot make use of basic <i>tinker</i> consumables
Innate	Weapon Affinity Bows	Gain 5 uses of <i>use weapon</i> when resting with a bow	Item Focus	Cannot make full use of other weapons and item charges. See rules.
Passive	Empower Healing	Add one packet to any healing pool	Weak Spot	<i>Vulnerable strike</i>
Innate	Warp Silver	x2 Change any numeric spell or attack qualifier to <i>silver</i>	Infirm	<i>Vulnerable poison</i>
Basic	Psychic Sovereignty	<i>Reflect charm</i>	Countered	Cannot use <i>avoid reactions</i> against <i>reflected</i> effects
Expert	Soothing Voice	<i>By intent social calm encounter</i>	Disquiet	<i>Charm</i> effects last for the encounter
Basic	Banishing Shot	<i>Normal remove all</i> (must delivered via ranged weapon)	Fury	Whenever affected by a <i>charm</i> attack innate and basic skills must be used.

## Stouted

Skill Level	Advantage	Description	Weakness	Description
Innate	Stalwart	x2 <i>Avoid strike</i>	Incredulity	<i>Vulnerable magic</i>
Passive	Brilliant Smith	Can immediately use any basic <i>smith</i> consumable twice	Trade Fixation Infuser	You cannot make use of basic <i>infuser</i> consumables
Passive	Brilliant Tinker	Can immediately use any basic <i>tinker</i> consumable twice	Trade Fixation Runesmith	You cannot make use of basic <i>runesmith</i> consumables
Innate	Weapon Affinity Ax	Gain 5 uses of <i>use weapon</i> when resting with an ax	Item Focus	Cannot make full use of other weapons and item charges. See rules.
Innate	Weapon Affinity Blunt	Gain 5 uses of <i>use weapon</i> when resting with a blunt weapon	Item Focus	Cannot make full use of other weapons and item charges. See rules.
Innate	Stouted Harvest	x2 while <i>harvesting a resource node</i> the character harvests an extra S-1 or T-1 <i>material</i> (Plot's choice)	Bullheaded	Cannot rest or be renewed when wounded
Innate	Warp Steel	x2 Change any numeric spell or attack qualifier to <i>steel</i>	Infirm	<i>Vulnerable poison</i>
Passive	Battlefield Engineer	Can attempt a crafting challenge using any <i>craft skill</i> with a 50% additional material cost	Dazed	Whenever concentration skills are interrupted the character is affected by <i>stun defense encounter</i>

## Draconic

Skill Level	Advantage	Description	Weakness	Description
Innate	Magical Command	x2 <i>Avoid magic</i>	The Bane	<i>Vulnerable steel</i>
Innate	Avoid Lightning	x2 <i>Avoid lightning</i>	Delicate	<i>Vulnerable stone</i>
Passive	Brilliant Runesmith	Can immediately use any basic <i>runesmith</i> consumable twice	Trade Fixation Smith	Character cannot use basic <i>smith</i> consumables
Passive	Reactive Divination	The caster may discard a memorized <i>divination</i> spell to immediately cast a <i>divination</i> renew spell of a level lower	Delicate	<i>Vulnerable stone</i>
Innate	Heavy Scales	x2 <i>Avoid strike</i>	Dark Heritage	<i>Vulnerable silver</i>
Innate	Wing Gale	x2 Multipacket 3 for <i>repel</i> 10	Aloof	Cannot use <i>avoid</i> reactions against any attack from behind
Innate	Rend	x2 <i>20 normal pierce</i> when using claws/unarmed, cannot be modified	Frenzy	Durations for effect charm attack are doubled
Innate	Breath Weapon	x2 Multipacket 5 for <i>5 fire</i>	The Bane	<i>Vulnerable steel</i>

## Warborne

Skill Level	Advantage	Description	Weakness	Description
Innate	Vigorous Will	x2 Avoid poison	Weak Spot	<i>Vulnerable strike</i>
Innate	Withstand Fate	x2 Avoid execute	Incredulity	<i>Vulnerable magic</i>
Innate	Weapon Affinity Ax	Gain 5 uses of <i>use weapon</i> when resting with an axe	Item Focus	Cannot make full use of other weapons and item charges. See rules.
Innate	Weapon Affinity Two Handed	Gain 5 uses of <i>use weapon</i> when resting with a two-handed weapon	Item Focus	Cannot make full use of other weapons and item charges. See rules.
Innate	Warborne Harvest	x2 while <i>harvesting a resource node</i> the character harvests an extra V-1 or N-1 <i>material</i> (Plot's choice)	Bullheaded	Cannot rest or be renewed when <i>wounded</i>
Innate	Scavenger	Can instantly <i>harvest a resource node</i> , without the need for a <i>tool</i> , to receive a <i>material</i> of Plot's choice.	Gullible	The duration of <i>charm</i> effects is increased to <i>encounter</i>
Novice	Blood For Blood	Heal any numeric damage dealt to you heals you to your wounded state	Fury	Whenever affected by a charm attack innate and basic skills must be used.
Apprentice	Troll's Blood	Before 30 seconds elapse the character can heal 1 HP after being reduced to 0 HP	Flammable	<i>Vulnerable fire</i>

# Faeweld

Skill Level	Advantage	Description	Weakness	Description
Innate	Harmonious Energy	x2 <i>Avoid magic</i>	The Bane	Vulnerable steel
Innate	Lasting Enchantment	x2 Double the duration of a single target <i>enchantment</i> spell. The spell cannot be modified by any other means.	Dark Heritage	<i>Vulnerable silver</i>
Passive	Defensive Transmutation	When casting a <i>transmutation</i> spell with a <i>casting time</i> of <i>instant</i> the character may immediately grant a <i>guard</i> < <i>strike/silver/steel/poison</i> > by touch	Overload	<i>Vulnerable lightning</i>
Innate	Energy Discipline	x2 <i>Avoid remove</i>	Rime	<i>Vulnerable ice</i>
Passive	Brilliant Infusion	Can use any Infusion basic consumable twice, must be used immediately	Trade Fixation Tinker	You cannot make use of Tinker basic consumables
Innate	Fae Harvest	x2 while <i>harvesting a resource node</i> the character harvests an extra B-1 or C-1 <i>material</i> (Plot's choice)	Bullheaded	Cannot rest or be renewed when <i>wounded</i>
Passive	Fae Games	The character can cast the <i>glibness ritual</i> on 1 target	Fae Law	Cannot knowingly lie under any circumstance or effect
Master	Renew Magic	The character takes a basic or novice skill from a willing target, imbuing themselves with the use of the skill. In return the target can rememorize any skills. Can only be used while resting. The character can only be imbued with one skill at a time.	The Bane	<i>Vulnerable steel</i>

## Forged

Skill Level	Advantage	Description	Weakness	Description
Innate	Construct Constitution	x2 <i>Avoid poison</i>	Weak Spot	<i>Vulnerable strike</i>
Innate	Defensive Affinity Shield	Gain 5 uses of <i>use defensive</i> when resting with a shield	Item Focus	Cannot make full use of other weapons and item charges.
Passive	Brilliant Tinker	Can immediately use any basic <i>tinker</i> consumable twice	Trade Fixation Runesmith	You cannot make use of basic <i>runesmith</i> consumables
Innate	Energy Discipline	x2 <i>Avoid remove</i>	Rime	<i>Vulnerable ice</i>
Innate	Weapon Affinity Blunt	Gain 5 uses of <i>use weapon</i> when resting with a blunt weapon	Item Focus	Cannot make full use of other weapons and item charges.
Innate	Heart Furnace	x2 Expend 2 <i>quality 1 materials</i> to heal 10 HP	Overload	<i>Vulnerable lightning</i>
Novice	Positive Charge	<i>Magic remove all</i> , self only	Crumble	Any Shatter effects also deal 10hp damage (even if the shatter targets something you don't have)
Master	Energy Adaptation	Reflect all, cannot be used against any effect you are vulnerable to	Mundane Deficiency	Immune to Guard Normal

# Agrestral

Skill Level	Advantage	Description	Weakness	Description
Innate	Tough Hide	x2 <i>Avoid strike</i>	Dark Heritage	<i>Vulnerable silver</i>
Innate	Weapon Affinity Two Handed	Gain 5 uses of <i>use weapon</i> when resting with two-handed weapon	Item Focus	Cannot make full use of other weapons and item charges. See rules.
Innate	Weapon Affinity Short Weapons	Gain 5 uses of <i>use weapon</i> when resting with a short weapon	Item Focus	Cannot make full use of other weapons and item charges. See rules.
Innate	Hightail	x2 <i>Avoid explosion</i>	Dazed	Whenever concentration skills are interrupted the character is affected by <i>stun defense encounter</i>
Innate	Predator	x2 <i>Avoid pierce</i>	Berserker	Cannot use <i>avoid</i> reactions against charm effects
Innate	Scavenger	Can instantly <i>harvest a resource node</i> , without the need for a <i>tool</i> , to receive a <i>material</i> of Plot's choice.	Gullible	The duration of <i>charm</i> effects is increased to <i>encounter</i>
Innate	Warp Strike	x2 Change any numeric spell or attack qualifier to <i>strike</i>	Incredulity	<i>Vulnerable magic</i>
Master	Commune Animal	1x an event cast the <i>vision ritual</i> , without expending any <i>materials</i> . The casting must take place in an area with natural creatures and produces a result that relates to events that relate to events in that area or the creatures.	Dark Heritage	<i>Vulnerable silver</i>

## Flora

Skill Level	Advantage	Description	Weakness	Description
Innate	Flourishing	x2 Avoid ice	Flammable	<i>Vulnerable fire</i>
Innate	Empower Healing	Add one packet to any healing pool	Weak Spot	<i>Vulnerable strike</i>
Innate	Weapon Affinity Blunt	Gain 5 uses of <i>use weapon</i> when resting with a blunt weapon	Item Focus	Cannot make full use of other weapons and item charges. See rules.
Innate	Energy Overgrowth	x2 Avoid remove	Incredulity	<i>Vulnerable magic</i>
Innate	Grounded	x2 Avoid stone	Overload	Vulnerable lightning
Innate	Poison Skin	<i>Reflect 10 poison</i> to any numeric attack	Winded	When wounded you are also under a stun leg effect
Passive	Regeneration	The character can be healed to full using bandaging	Crumble	Any <i>shatter</i> effects also deal 10 hp damage (even if the shatter targets something you don't have)
Master	Commune Nature	1x an event cast the <i>vision ritual</i> , without expending any <i>materials</i> . The casting must take place in an area unspoiled by substantial development and produces a result that relates to events that relate to that area or nature.	Flammable	<i>Vulnerable fire</i>

## Cursed

Skill Level	Advantage	Description	Weakness	Description
Innate	Defiance	x2 Avoid dark	Dark Heritage	Vulnerable silver
Innate	Brawler	x2 Avoid stun	Weak Spot	Vulnerable strike
Innate	Warp Magic	x2 Change any numeric spell or attack qualifier to <i>magic</i>	Flammable	Vulnerable fire
Innate	Energy Discipline	x2 Avoid Remove	Rime	Vulnerable ice
Passive	Empower Evocation	Add one packet to any elemental pool	Infirm	Vulnerable poison
Innate	Curse of Rot	x3 magic Weaken Body 30	Rotten	<i>Weaken</i> effect durations are extended to encounter
Innate	Siphon	x2 10 <i>magic</i> by weapon or packet, the character is <i>healed</i> for 10 HP the numeric cannot be modified.	Frenzy	<i>Charm</i> effects are doubled in duration
Master	Commune Dead	1x an event cast the <i>vision ritual</i> , without expending any <i>materials</i> . The casting must take place adjacent to a dead body or grave site and produces a result that relates to events that relate to that target or events in that area.	Dark Heritage	Vulnerable silver

## Hidden

Skill Level	Advantage	Description	Weakness	Description
Innate	Enduring	x2 Avoid fire	Rime	<i>Vulnerable ice</i>
Innate	Warp Poison	x2 Change any numeric spell or attack qualifier to <i>poison</i>	Incredulity	<i>Vulnerable magic</i>
Innate	Weapon Affinity Short Weapons	Gain 5 uses of <i>use weapon</i> when resting with a short weapon	Item Focus	Cannot make full use of other weapons and item charges. See rules.
Innate	Weapon Affinity Thrown	Gain 5 uses of <i>use weapon</i> when resting with a thrown weapon	Item Focus	Cannot make full use of other weapons and item charges. See rules.
Passive	Lasting Enchantment	x2 Double the duration of a single target <i>enchantment</i> spell. The spell cannot be modified by any other means.	Dark Heritage	<i>Vulnerable silver</i>
Passive	Shadow Mend	From sundown to sunrise the character receives 4 additional HP when bandaged up to their wounded state	Daybreak	From sun up to sun down all <i>execute</i> effects are <i>execute death</i>
Innate	Toxin Spit	x2 poison Stun Body 10	Fury	Whenever affected by a Charm: Attack innate and basic skills must be used.
Apprentice	Reflect Magic	Reflect magic	The Bane	<i>Vulnerable steel</i>

# Monolith

Skill Level	Advantage	Description	Weakness	Description
Innate	Grounded	x2 Avoid Stone	Overload	<i>Vulnerable lightning</i>
Innate	Weapon Affinity Blunt	Gain 5 uses of <i>use weapon</i> when resting with a blunt weapon	Item Focus	Cannot make full use of other weapons and item charges. See rules.
Innate	Defensive Affinity Shield	Gain 5 uses of <i>use defensive</i> when resting with a shield	Item Focus	Cannot make full use of other weapons and item charges. See rules.
Passive	Defensive Transmutation	When casting a <i>transmutation</i> spell with a <i>casting time</i> of <i>instant</i> the character may immediately grant a <i>guard</i> <strike/silver/steel/poison> by touch	Overload	<i>Vulnerable lightning</i>
Innate	Solid Stance	x2 Avoid Shatter	The Bane	<i>Vulnerable steel</i>
Innate	Ground Slam	x2 Radius 10 Stone	Incredulity	<i>Vulnerable magic</i>
Innate	Warp Stone	x2 Change any numeric spell or attack qualifier to <i>stone</i>	Overload	<i>Vulnerable lightning</i>
Master	Commune Stone	1x an event cast the <i>vision ritual</i> , without expending any <i>materials</i> . The casting must take place adjacent to sources of stone and produces a result that relates to events in that area or to stone.	Overload	<i>Vulnerable lightning</i>

# Frigid

Skill Level	Advantage	Description	Weakness	Description
Innate	Frozen	x2 <i>Avoid ice</i>	Flammable	<i>Vulnerable fire</i>
Innate	Weapon Affinity Sword	Gain 5 uses of <i>use weapon</i> when resting with a sword	Item Focus	Cannot make full use of other weapons and item charges. See rules.
Passive	Brilliant Runesmith	Can immediately use any basic <i>runesmith</i> consumable twice	Trade Fixation Smith	You cannot make use of basic <i>smith</i> consumables
Innate	Cold Snap	x2 <i>Avoid charm</i>	Infirm	<i>Vulnerable poison</i>
Innate	Reserved	x2 <i>Avoid social</i>	Gullible	If <i>charmed</i> , and a <i>calm</i> command is given, the affect lasts the entire encounter.
Innate	Defensive Affinity Armor	Gain 5 uses of <i>use defensive</i> when resting with armor	Item Focus	Cannot make full use of other weapons and item charges. See rules.
Innate	Warp Ice	x2 Change any numeric spell or attack qualifier to <i>ice</i>	Flammable	<i>Vulnerable fire</i>
Master	Commune Water	1x an event cast the <i>vision ritual</i> , without expending any <i>materials</i> . The casting must take place adjacent to a body of water and produces a result that relates to events that relate to that area or water.	Flammable	<i>Vulnerable fire</i>

## Radiant

Skill Level	Advantage	Description	Weakness	Description
Innate	Smoldering	x2 <i>Avoid fire</i>	Rime	<i>Vulnerable ice</i>
Innate	Intangible	x2 <i>Avoid radius</i>	Credulous	Help effects are doubled in duration
Passive	Empower Evocation	Add one packet to any elemental pool	Infirm	<i>Vulnerable poison</i>
Passive	Brilliant Smith	Can immediately use any basic <i>smith</i> consumable twice	Trade Fixation Infuser	You cannot make use of basic <i>infuser</i> consumables
Innate	Blazing Evade	x2 <i>Avoid strike</i>	Infirm	<i>Vulnerable poison</i>
Apprentice	Detonate	<i>Intent 20 fire</i> (cannot be augmented by any skill)	Frenzy	Durations for <i>charm</i> are doubled in duration
Innate	Warp Fire	x2 Change any numeric spell or attack qualifier to <i>fire</i>	Rime	<i>Vulnerable ice</i>
Master	Commune Fire	1x an event cast the <i>vision ritual</i> , without expending any <i>materials</i> . The casting must take place adjacent to a fire or its remnants and produces a result that relates to events that relate to events in that area or fire.	Rime	<i>Vulnerable ice</i>

## Sparks

Skill Level	Advantage	Description	Weakness	Description
Innate	Foreseeing	x2 <i>Avoid lightning</i>	Delicate	<i>Vulnerable stone</i>
Innate	Anticipation	x2 <i>Avoid steel</i>	Incredulity	<i>Vulnerable magic</i>
Passive	Reactive Divination	The caster may discard a memorized <i>divination</i> spell to immediately cast a <i>divination</i> renew spell of a level lower	Delicate	<i>Vulnerable stone</i>
Innate	Agile	x2 <i>Avoid silver</i>	The Bane	<i>Vulnerable steel</i>
Innate	Brawler	x2 <i>Avoid stun</i>	Weak Spot	<i>Vulnerable strike</i>
Innate	Lightning Rod	x2 Multipacket 3 for 1 lightning, any 1 target struck that takes the effect can then have an innate 10 lightning cast at them immediately	Frail	All executes count as <i>execute death</i>
Innate	Warp Lightning	x2 Change any numeric spell or attack qualifier to <i>lightning</i>	Delicate	<i>Vulnerable stone</i>
Master	Commune Lightning	1x an event cast the <i>vision ritual</i> , without expending any <i>materials</i> . The casting must take place outdoors in an open location and produces a result related to any topic.	Delicate	<i>Vulnerable stone</i>