Out of Context: Dragon Age Protagonist Supplement

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This document can be used as a supplement in any Jump that does not have the land of Thedas within its continuity.

By taking this Supplement you have chosen to be the linchpin of the world, anchored to that determine the future of the world. You will enter into this continuity as a Drop-In, falling out of a rift in the Veil.

+1000 CP

If this Supplement is instead taken as an Isolated Jump, you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten-year-long Jump.

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Race:

You must choose to be either a Human, Dwarf, Elf or Qunari.

Human - Free

Humans are the most numerous, yet also the most contentious, of all the races of Thedas. Only four times have they ever united beneath a single banner, the last being centuries ago. The monotheistic faith of the Chant of Light plays a major role in human society. The majority of humanity in Thedas descended from numerous human tribes.

Elf - Free

The elves are a slender humanoid race with a lithe build, large eyes, and pointed ears. Long ago, the elves were the dominant race on Thedas, and their advanced civilization was based on nature, the Fade, and magic. Modern elves have lost most of their cultural heritage and identity. They attempted to rebuild their society in the Dales, but are a scattered society.

Dwarf +200 CP

The dwarves are short, stocky, skilled builders, who boast a long tradition of courage and martial might. They once developed a vast underground empire of twelve great Thaigs that spanned the breadth of Thedas. However, their world was all but destroyed during the First Blight, as their millennia-long battle against the darkspawn has caused their race to decline.

Qunari +600 CP

The Qunari are a metallic-skinned, usually horned race of large humanoids said to be descended from dragons. Their society is governed by the teachings of the Qun, a pseudo-religious philosophical text that dictates all aspects of life.
Anyone who has followed the Qun since birth is known as a Qunari regardless of race, though members who are born outside the Qun or were born into the Qun but reject it are not considered to be Qunari but are instead called "Vashoth".

Class:

There are three classes – warrior, rogue, and mage. Humans and elves can be of any class, but dwarves are unable to be mages.

Warrior

Warriors are the front-line fighters, the backbone of any party under assault. They rely on melee and ranged weapons, supplemented by powerful special abilities that draw from deep reserves of stamina. They can withstand and deliver a great deal of punishment, and have a strong understanding of tactics.

Rogue

Rogues are crafty combatants who succeed in battle by combining speed, subterfuge, and a wide range of abilities to bring their opponents down in unexpected ways, sometimes before the enemy even perceives danger. Rogues can pick locks with great skill, disarm traps, incapacitate enemies with ease, or sneak up on targets to deliver a devious and crippling backstab.

Mage (Incompatible with “Dwarf”)

A mage is able to interact with the forces of magic, using different elemental powers. Dwarves cannot be mages, since they are unable to connect with the Fade and therefore are unable to control the forces of magic. Most elven mages are assumed to have come from an alienage, as Dalish magi stay in their clans, sometimes becoming the keeper.

Origin:

If you have chosen the **Qunari** Race, you may not select an Origin.

Human Noble (Requires “Human”)
Born to wealth and power second only to royalty, you find your training in both diplomacy and war put to the test when your father's castle is betrayed from within on the very night your elder brother leads the family's forces to war.

City Elf (Requires “Elf”)
You have always lived under the heavy thumb of your human overlords, but when a local lord claiming his privilege with the bride shatters your wedding day, the simmering racial tensions explode in a rain of vengeance.

Dalish Elf (Requires “Elf”)
Proud of your role as one of the last 'true elves', you have always assumed you would spend your life wandering with your clan... until a chance encounter with a relic of your people's past threatens to tear you away from everything you've known.

Magi (Mandatory with “Mage”)
Gifted with a power considered dangerous by most, you have spent most of your life secluded in the remote tower of the Circle of Magi to be trained and watched closely by the dreaded Templars. Now your final test is upon you—succeed and prove your strength or be slain.

Dwarf Commoner (Requires “Dwarf”)
Born casteless in a land where rank is everything, bound as the lackey and thug of a local crime lord, you have spent your life invisible until chance thrusts you into the spotlight, where you can finally prove whether you will be defined by your actions or your birth.

Dwarf Noble (Requires “Dwarf”)
The favored child of the dwarven king, you proudly take up your first military command... only to learn that the deadly intrigues of dwarven politics can pose a greater danger than even that faced on the battlefield.

Perks:

Perk Booster Demonstration:
To get a **Booster:** Perk, you will need to purchase the stated Perks. As a **demonstration**:

Something Rare -400 EP
This Perk is an example of something rare that the subject of this OOCS can do.

Almost Unique -600 EP
This Perk would be an almost unique thing that the subject of this OOCS can do.

Something Rare Booster: Something Unique
This Perk is an example of something unique that the subject of this OOCS can do.

To get the Perk **Something Unique**, you need to take both the **Almost Unique** Perk that it follows and the **Something Rare** Perk that is commented before the boosted Perk.

Skill Perks:

Skills are a type of perk that contains knowledge and capabilities which allow the user to perform certain functions, while the Skill Perk is active you will never forget the knowledge or capabilities. Unlike spells for mages and talents for warriors or rogues, skills are abilities that are not designed to be activated during combat, though many of them still relate to combat. The knowledge gained through these skills will not be lost when the perks are disabled, however it is possible that you could forget the knowledge over time.

Gain **+8 SP**, you may purchase **+2 SP** for **-50 CP**, **+16 SP** for **-300 CP** or **+64 SP** for **-1000 CP**.

Coercion -1 SP (Free for “City Elf”)
This skill provides Intimidation and Persuasion capabilities, allowing you to convince others to change their views. Having Strength will contribute to any intimidating tactics you use, whereas having Cunning will contribute to your more persuasive tactics.

Improved Coercion -1 SP (Requires “Coercion”)
Your ability to read and influence others has improved.

Expert Coercion -2 SP (Requires “Improved Coercion”)
You are exceptionally influential and can compel all but the most strong-willed individuals.

Master Coercion -2 SP (Requires “Expert Coercion”)
You are a silver-tongued master of coercion, able to sway just about anyone.

Stealing -1 SP (Free for “Dwarven Commoner”)
You have the knowledge of how to pilfer small items from others, but failed attempts at pickpocketing will have consequences. Your pickpocket is more effective with more cunning and stealth.

Improved Stealing -1 SP (Requires “Stealing”)
You are a subtler thief, making attempts at stealing more likely to succeed.

Expert Stealing -2 SP (Requires “Improved Stealing”)
You are so quick-fingered that victims almost never notice the theft until it's too late.

Master Stealing -2 SP (Requires “Expert Stealing”)
You are now a world-class thief, able to distract and mislead the poor mark, even during combat.

Trap-Making -1 SP
You have learned the Trap-Making skill and can construct basic traps or lures from common components. Components and plans may be bought from merchants, looted from defeated enemies, or found while exploring.

Improved Trap-Making -1 SP (Requires “Trap-Making”)
You have learned to create complex second-tier traps and lures, and can now detect enemy traps at greater range than previously.

Expert Trap-Making -2 SP (Requires “Improved Trap-Making”)
You have learned to assemble lethal third-tier traps and lures.

Master Trap-Making -2 SP (Requires “Expert Trap-Making”)
You have mastered the art of designing deadly fourth-tier traps and lures, and gain a further increase to trap detection range.

Survival -1 SP (Free for “Dalish Elf”)
You have the ability to track enemies and can detect the presence of nearby creatures weaker than yourself. This skill also grants a small bonus to your nature resistance.

Improved Survival -1 SP (Requires “Survival”)
You can detect nearby creatures of an equal or lower level, revealing the type of creature and its hostility. This skill also grants a small bonus to your nature resistance.

Expert Survival -2 SP (Requires “Improved Survival”)
You can detect nearby creatures that are somewhat more powerful than you, revealing the subtype of creature and vaguely how powerful it is. This skill also grants a small bonus to your nature resistance.

Master Survival -2 SP (Requires “Expert Survival”)
You can detect all nearby creatures, no matter how powerful they are, and you also gain a bonus to your nature and physical resistance.

Herbalism -1 SP (Free for “Magi”)
This skill allows you to create potions, poultices, and salves from any herbs you find or buy, knowing when any herbs you have can be used as ingredients.

Improved Herbalism -1 SP (Requires “Herbalism”)
You have become more familiar with flora allowing you to make a wide variety of potions, poultices, and salves, including the second tier from a wider variety of ingredients.

Expert Herbalism -2 SP (Requires “Improved Herbalism”)
You have perfected the techniques required to make third-tier potions, poultices, and salves.

Master Herbalism -2 SP (Requires “Expert Herbalism”)
You possess a vast knowledge of herbs that permit creation of potent fourth-tier potions, poultices, and salves.

Poison-Making -1 SP (Free for “Rogue”)
You have learned how to craft poisons and grenades, using ingredients that you have available, in the same manner as those used in Herbalism.

Improved Poison-Making -1 SP (Requires “Poison-Making”)
You can now create deadly second-tier poisons and grenades.

Expert Poison-Making -2 SP (Requires “Improved Poison-Making”)
You have learned exotic new techniques for making poisons and grenades up to the third level of potency.

Master Poison-Making -2 SP (Requires “Expert Poison-Making”)
You are an elite poisoner, able to create fourth-tier poisons and grenades.

Combat Training -1 SP (Free for “Warrior”, “Human Noble” and “Dwarven Noble”)
You have completed basic combat training, allowing you to deal out and take more damage from an attack before it interrupts your focus.

Improved Combat Training -1 SP (Free for “Warrior” with “Human Noble” or “Dwarven Noble”, Requires “Combat Training”)
You have been well-trained, allowing you to deal out and take more damage from an attack before it interrupts your focus, and you gain a bonus to stamina and mana regeneration.

Expert Combat Training -2 SP (Requires “Improved Combat Training”)
You have seen more battles than even a seasoned soldier, and gain bigger bonuses to attack. You can also take more damage from an attack before it interrupts your focus.

Master Combat Training -4 SP (Requires “Expert Combat Training”)
You are highly experienced in combat and gain bonuses to your natural armor and attack, you also can take far more damage from an attack before it interrupts your focus.

Combat Tactics -1 SP (Free with “Magi”)
You can formulate strategies quickly in battle, and develop instinctive responses. You can condition yourself and those you train in order to develop these instinctive responses that are automatically implemented without active thought, such as when your health is below 50% a potion is automatically used, or if an enemy is casting a specific spell you cast a corresponding spell. This skill is most helpful for those who wish to automate their responses.

Improved Combat Tactics -1 SP (Requires “Combat Tactics”)
You can now analyze the battlefield more astutely, and gain more understanding over conditioning and instinctive responses.

Expert Combat Tactics -2 SP (Requires “Improved Combat Tactics”)
You have learned a great deal about martial strategy, and gain more understanding over conditioning and instinctive responses.

Master Combat Tactics -4 SP (Requires “Expert Combat Tactics”)
You are a master tactician, able to plan for any eventuality, and gain greater understanding over conditioning and instinctive responses.

Runecrafting -1 SP
You have learned the basic techniques of Lyrium inscription, allowing you to create simple Weapon Runes and Armor Runes. These runes can be inserted into Weapons and Armor to give a bonus to that item.

Improved Runecrafting -2 SP (Requires “Runecrafting”)
You have discovered more precise methods for tracing ancient symbols, allowing the creation of intricate second-tier runes.

Expert Runecrafting -2 SP (Requires “Improved Runecrafting”)
You have delved deeply into the histories of early Tevinter images, allowing the creation of powerful third-tier runes.

Master Runecrafting -2 SP (Requires “Expert Runecrafting”)
You have become one of Ferelden's foremost scholars on iconography, allowing the creation of exacting fourth-tier runes.

Vitality -1 SP
You have begun a regimen of strenuous exercise, granting a permanent bonus to your health.

Improved Vitality -1 SP (Requires “Vitality”)
You have adopted a diet of more nourishing foods, granting a further bonus to health.

Expert Vitality -2 SP (Requires “Improved Vitality”)
You have consumed small amounts of toxic substances to enhance natural immunities, granting a further bonus to health.

Master Vitality -2 SP (Requires “Expert Vitality”)
You have suffered intentional injuries in order to develop an innate robustness, granting a further bonus to health.

Clarity -1 SP
You have embraced ancient techniques of meditation, granting a permanent bonus to your mana and stamina.

Improved Clarity -2 SP (Requires “Clarity”)
You have studied the secrets of sleeping soundly, granting a further bonus to mana and stamina.

Expert Clarity -2 SP (Requires “Improved Clarity”)
You have braved exposure to the elements in order to build mental focus, granting a further bonus to mana and stamina.

Master Clarity -4 SP (Requires “Expert Clarity”)
You have learned to find reserves of vigor in personal suffering, granting a further bonus to mana and stamina.

Talent Perks:

Talents are unique selectable abilities that allow you to perform combat actions with optimised procession.

Gain **+4 TP**, you may purchase **+1 TP** for **-50 CP**, **+8 TP** for **-300 CP** or **+32 TP** for **-1000 CP**.

Born of the Stone -3 TP (Requires “Dwarf”)

You are a true Child of the Stone, born of the earth itself. You can tap into the power to shift the stone as though it were a living and a changing part of yourself, allowing it to guide you.

Protagonist Booster: Bounty of the Earth

Whenever you travel beneath the earth, the stone offers you its most priceless gifts, such as ore, gems, and Lyrium. While underground, you will always find treasure of some type.

Mini-Map Booster: Stone Sense

You no longer need your eyes to see beneath the earth, as you are able to pick up even the slightest vibrations through physical contact with the ground. This enables you to perceive your surroundings as precisely as normal sight. You can also sense the structure and materials of solid substances, including the presence of caves, material changes and structural weaknesses. You will be able to feel any impact that others make with the land, such as walking or digging.

Health Booster: The Stone's Vengeance

Whenever you use a weapon to attack others, you will have a chance to produce Titan Stones to strike your enemies, dealing 20% more damage and apply a Bleeding effect.

Stamina Booster: Heart of the Titan

Through a unified rhythm of the heart, you and your allies become more synchronized with one another. This improves your party’s damage output by 20% and allows you all to heal 15% faster.

Skyhold Smith Booster: Anvil of the Void

You are now able to sculpt golems out of any solid material you touch. Once sculpted, you can then artificially animate them either by creating a complex program for them to follow simple commands or by embedding them with a soul, making them far more intelligent.

Schematics Booster: Titan Flesh

You can now merge into the ground in order to shift the land to benefit you as though it were your limbs. You can tunnel through solid matter, without disturbing it, including fully solid ones like the earth and looser collections such as sand or snow. You may also choose to coat your body in whatever material you pass through in order to make it an armor-like extension of your body.

Power of the Anchor - Free (Requires “Inquisitor”)
In addition to sealing and controlling rifts, your mark for them extends your control over the Veil and makes you a leader in the eyes of the people.

Protagonist Booster: Mark of the Rift
Through channeling the Mark of the Rift, you can create a temporary tear in the Veil that causes massive damage to those within its area and can even kill summoned creatures outright.

Rook Booster: Focused Teamwork
Whenever you lead a team in combat, you will all gain a subconscious awareness of each other's actions and intentions, helping you all perform combined actions with improved ease.

Champion of Kirkwall Booster: Aegis of the Rift
You can now wrap yourself in the Veil, turning it into a spherical magical shield that protects everyone inside it from ranged attacks and deflects some enemy projectiles.

Grey Warden Booster: Anchor Discharge
The Anchor now steadily accumulates energy and by using its power carefully, you can slip your entire party briefly between the Fade and the normal world. This discharges the accumulated energy that damages nearby enemies, while making you and nearby allies invulnerable to damage for a short time. While in this state, hidden objects in dark areas are revealed to you.

Power of Blood - Free (Requires “Grey Warden”)

Normally, the abilities within the Power of Blood are gained through drinking the Alchemical Concoction within Avernus's Tower. This instantly grants powers that "enhance" the power that a Warden gains from the darkspawn taint.

Constitution Booster: Blood Thirst

Your own tainted blood spills in sacrifice, increasing movement speed, attack speed and critical hit-chance. For as long as this Perk Booster is **Toggled** on, however, you will suffer greater damage and continuously diminishing health.

Strength Booster: Blood Fury

You can spray tainted blood in order to knock back nearby enemies, which they may resist by passing a physical resistance check. The gush of blood, however, results in a loss of personal health.

Cunning Booster: The Tainted Blade

Your blood gushes forth, coating the edges of weapons with a deadly taint. For as long as this Perk Booster is **Toggled** on, you gain a bonus to damage determined by your cunning, but you will suffer from continuously depleting health in return.

Dexterity Booster: Dark Passage

Tapping the power of tainted blood makes you more nimble, able to move more quickly while using Stealth, and more likely to dodge a physical attack.

Willpower Booster: Bloody Grasp

Your own tainted blood becomes a weapon, sapping your health slightly but inflicting spirit damage on the target. Darkspawn targets suffer additional damage for a short period.

Magic Booster: Dark Sustenance

A self-inflicted wound lets you draw from the power of tainted blood, rapidly regenerating a significant amount of mana but taking a small hit to health.

Dual-Weapon Training -1 TP

With this tree, you will become more proficient fighting with two weapons at the same time and help you become more effective with your off-hand weapon.

Protagonist Booster: Dual-Weapon Training

You have become more proficient at fighting with two weapons and now deal closer to normal damage bonus with your off-hand weapon.

Rook Booster: Dual-Weapon Finesse

You are extremely skilled at wielding a weapon in each hand, gaining bonus to attack and defense.

Champion of Kirkwall Booster: Dual-Weapon Expert

You have significant experience with two-weapon fighting, gaining a bonus to critical chance, as well as a possibility with each hit to inflict bleeding lacerations that continue to damage a target for a time.

Grey Warden Booster: Dual-Weapon Mastery

Only a chosen few truly master the complicated art of fighting with two weapons, but you are now among that elite company, able to wield full-sized weapons in both hands. Stamina costs for all dual-weapon talents are also reduced.

Dual Striking -1 TP

With this tree, you will become more proficient at performing simultaneous strikes with multiple weapons.

Protagonist Booster: Dual Striking

When this Perk Booster is **Toggled** on, you strike with both weapons simultaneously. Attacks cause more damage, but you cannot inflict regular critical hits or backstabs.

Rook Booster: Riposte

You can strike at a target once, dealing normal damage, as well as stunning the opponent unless they pass a physical resistance check. You then strike with the other weapon, generating a critical hit if the target is stunned.

Champion of Kirkwall Booster: Cripple

You can strike low at a target, gaining a momentary attack bonus and hitting critically if the attack connects, while crippling the target with penalties to movement speed, attack, and defense unless they pass a physical resistance check.

Grey Warden Booster: Punisher

You can make three blows against a target, dealing normal damage for the first two strikes and generating a critical hit for the final blow, if it connects. The target may also suffer penalties to attack and defense, or be knocked to the ground.

Dual-Weapon Sweep -1 TP (Free for “Warrior” with “City Elf” or “Dwarven Commoner”)

With this tree, you will become more effective at making multiple strikes in quick succession.

Protagonist Booster: Dual-Weapon Sweep

You can sweep both weapons in a broad forward arc, striking nearby enemies with one or both weapons and inflicting significantly more damage than normal.

Rook Booster: Flurry

You can lash out with a flurry of three blows, dealing normal combat damage with each hit.

Champion of Kirkwall Booster: Momentum

You have learned to carry one attack through to the next, increasing attack speed substantially. However, when this Perk Booster is **Toggled** on, it consumes stamina quickly.

Grey Warden Booster: Whirlwind

You can fly into a whirling dance of death, striking out at surrounding enemies with both weapons. Each hit deals normal combat damage.

Twin Strikes -2 TP

With this tree, you will learn how to make precise strikes with multiple weapons to do vital damage to your target.

Protagonist Booster: Twin Strikes

Two devastating strikes in rapid succession each inflict a critical hit. **Find Vitals** adds additional damage to each hit. If the target is affected by **Low Blow**, they can’t move for a short time.

Rook Booster: Find Vitals

You are a force of nature when wielding two weapons, gaining permanent bonuses to melee critical chance and critical damage. **Twin Strikes** now inflicts additional bleeding damage.

Champion of Kirkwall Booster: Low Blow

You can strike at the legs of surrounding enemies, imposing penalties to movement speed and attack speed for a short time. If an opponent is already bleeding from **Twin Strikes**, they slip and fall to the ground as well.

Grey Warden Booster: Unending Flurry

You single out an enemy for death, stabbing them quickly and repeatedly, consuming a small amount of stamina with each hit. The assault continues until the target dies or flees, or until you miss or run out of stamina. If the target is bleeding from **Twin Strikes**, each swing becomes a critical hit. If the target is slowed by **Low Blow**, you cannot miss.

Melee Archer -1 TP

With this tree, you will become proficient at close range combat with a bow and arrow.

Protagonist Booster: Melee Archer

Experience fighting in tight quarters has taught you how to fire without interruption, even when being attacked.

Rook Booster: Aim

You can carefully place each shot for maximum effect while this Perk Booster is **Toggled** on. This decreases rate of fire, but grants bonuses to attack, damage, armor penetration, and critical chance. **Master Archer** further increases these bonuses.

Champion of Kirkwall Booster: Defensive Fire

While active, you can change stance, receiving a bonus to defense but slowing the rate of fire. With the **Master Archer** talent, the defense bonus increases.

Grey Warden Booster: Master Archer

Deadly with both bows and crossbows, master archers receive additional benefits when using **Aim**, **Defensive Fire**, **Crippling Shot**, **Critical Shot**, **Arrow of Slaying**, **Rapid Shot**, and **Shattering Shot**. This talent also eliminates the penalty to attack speed when wearing heavy armor, although massive armor still carries the penalty.

Pinning Shot -1 TP (Free for “Warrior” with “Dalish Elf”)

With this tree, you will learn how to improve the penetration power of your projectiles to cripple your foes.

Protagonist Booster: Pinning Shot

A shot to the target's legs disables the foe, pinning the target in place unless they pass a physical resistance check, and slowing movement speed otherwise.

Rook Booster: Crippling Shot

A carefully aimed shot hampers the target's ability to fight by reducing attack and defense if it hits, although the shot inflicts only normal damage. The **Master Archer** talent adds an attack bonus while firing the **Crippling Shot**.

Champion of Kirkwall Booster: Critical Shot

Finding a chink in the target's defenses, you can fire an arrow that, if aimed correctly, automatically scores a critical hit and gains a bonus to armor penetration. The **Master Archer** talent increases the armor penetration bonus.

Grey Warden Booster: Arrow of Slaying

You can generate an automatic critical hit if this shot finds its target, although high-level targets may be able to ignore the effect. After firing this shot, you suffer from reduced stamina regeneration for a time. **Master Archer** adds an extra attack bonus.

Rapid Shot -1 TP

With this tree, you will learn how to fire arrows at a rapid rate, allowing you to make multiple strikes in the time it would normally take to make one.

Protagonist Booster: Rapid Shot

Speed wins out over power while this Perk Booster is **Toggled** on, you can fire more rapidly but without any chance of inflicting regular critical hits. **Master Archer** increases the rate of fire further still.

Rook Booster: Shattering Shot

You can fire a shot designed to open up a weak spot in your target's armor. The shot deals normal damage if it hits and imposes an armor penalty on the target. **Master Archer** increases the target's armor penalty.

Champion of Kirkwall Booster: Suppressing Fire

When this Perk Booster is **Toggled** on, your shots hamper foes. Each arrow deals regular damage and also encumbers the target with a temporary penalty to attack. This penalty can be applied multiple times.

Grey Warden Booster: Scattershot

You can fire a single arrow that automatically hits, stunning the target and dealing normal damage. The arrow then shatters, hitting all nearby enemies with the same effect.

Accuracy -2 TP

With this tree, you will learn how to improve your skill at hitting your target.

Protagonist Booster: Accuracy

For as long as this Perk Booster is **Toggled** on, your mind is clear of everything except the next shot's trajectory, gaining bonuses to attack, damage, ranged critical chance, and ranged critical damage, all dependent on your dexterity.

Rook Booster: Arrow Time

Intense focus slows your perception of time, effectively reducing the movement speed of enemies who come near for as long as this Perk Booster is **Toggled** on, excepting those of elite rank or higher. This deep concentration drains stamina constantly.

Champion of Kirkwall Booster: Burst Shot

You can launch a special shaft that scores an automatic triple critical hit against the target enemy, then shatters, inflicting half the effect on those unfortunate enough to be in the vicinity. Friendly fire is possible.

Grey Warden Booster: Rain of Arrows

You can point your bow to the sky and fire multiple projectiles, which then rain down over time in the targeted area. Friendly fire is possible.

Warrior Talent Perks:

These Talents can only be taken by those with the **Health** Perk.

Shield Bash -1 TP (Free for “Warrior” with “Human Noble” or “Dwarven Noble”)

With this tree, you will learn how to wield your shield as though it were a blunt weapon, allowing you to strike with a powerful force.

Health Booster: Shield Bash

You can shield-bash a target, dealing normal damage as well as knocking the target off its feet unless they pass a physical resistance check. **Shield Mastery** adds an additional attack with the shield.

Constitution Booster: Shield Pummel

You can follow up an attack with two hits from the shield, dealing normal damage with each attack. If the target fails a physical resistance check, they are stunned. **Shield Mastery** adds an additional attack with the shield.

Strength Booster: Overpower

You can lash out with the shield three times. The first two hits inflict normal damage. The last strike is a critical hit if it connects, knocking the target down unless they pass a physical resistance check. **Shield Mastery** increases the damage.

DA Keep Booster: Assault

You can quickly strike a target four times, but deal reduced damage with each hit. If You have **Shield Mastery**, the damage from each hit increases.

Shield Defense -1 TP

With this tree, you will learn how to optimize your shield's defensive capabilities and improve your stability.

Health Booster: Shield Defense

While this Perk Booster is **Toggled** on, you can drop into a defensive stance that favors the shield, gaining a bonus defense and chance to shrug off missile attacks, but taking a penalty to attack. With **Shield Balance**, the attack penalty is removed. With **Shield Expertise**, the defense bonus increases. With **Shield Mastery**, the defense bonus increases further.

Constitution Booster: Shield Balance

You have learned to compensate for the weight of a shield in combat and no longer suffer an attack penalty while using **Shield Defense**.

Strength Booster: Shield Wall

While this Perk Booster is **Toggled** on, your shield becomes nearly a fortress, adding a significant bonus to armor and a greater likelihood of shrugging off missile attacks, but at the cost of reduced damage. **Shield Expertise** makes you immune to direct knockdown attacks while this Perk Booster is **Toggled** on, and **Shield Mastery** gives a bonus to defense.

DA Keep Booster: Shield Expertise

Your experience using a shield in combat has made certain abilities more efficient, increasing the defense bonus for **Shield Defense** and making you immune to direct knockdown attacks while using **Shield Wall**.

Shield Block -1 TP

With this tree, you will be able to better utilise your shield in order to counter the techniques of your enemies.

Health Booster: **Shield Block**

You have practice fighting with a shield, which improves your guard. Enemies can no longer flank you on the shield-carrying side.

Constitution Booster: **Shield Cover**

While this Perk Booster is **Toggled** on, your shield provides a greater chance of deflecting missile attacks. **Shield Mastery** increases this bonus further.

Strength Booster: **Shield Tactics**

You are proficient enough with a shield to defend from all angles, so that attackers no longer benefit from flanking strikes.

DA Keep Booster: Shield Mastery

You have mastered the use of the shield for both offense and defense, and receive additional benefits when using **Shield Bash**, **Shield Pummel**, **Assault**, **Overpower**, **Shield Defense**, **Shield Wall**, and **Shield Cover**.

Juggernaut -2 TP

With this tree, you will learn how to optimize your body structure in order to enhance your shield's defensive capabilities.

Health Booster: Juggernaut

A powerful physique allows you to knock aside any enemies who are in the way while this Perk Booster is **Toggled** on, and you are moving. Each knockback drains a small amount of stamina.

Constitution Booster: Carapace

No attack gets past this shield completely. For a moderate duration, all damage is reduced by an amount proportional to your constitution modifier. **Bulwark of the Ages** improves the protection, making you completely immune to damage for the first half of this effect.

Strength Booster: Air of Insolence

While this Perk Booster is **Toggled** on, you adopt an intimidating posture that continuously draws the attention of nearby enemies, consuming stamina constantly.

DA Keep Booster: Bulwark of the Ages

You are one with your shield, improving the effectiveness of **Carapace** and making you completely immune to damage for the first half of that effect.

Pommel Strike -1 TP

With this tree, you will learn how to use the hilt of your blade in order to strike your enemies.

Health Booster: Pommel Strike

Instead of going for the fatal attack an enemy expects, you can strike out with a weapon's pommel, knocking the opponent to the ground unless they pass a physical resistance check.

Constitution Booster: Indomitable

Through sheer force of will, you can remain in control on the battlefield, gaining a slight increase to attack and damage while being immune to stun or knock down effects for the duration of when this Perk Booster is **Toggled** on

Strength Booster: Stunning Blows

Your fondness for massive two-handed weapons means that each attack offers a chance to stun the opponent due to the sheer weight behind the blow.

DA Keep Booster: Critical Strike

You can make a single massive swing at the target, gaining a bonus to attack. If the strike connects, it is an automatic critical hit, possibly killing the opponent outright if their health is low enough.

Sunder Arms -1 TP

With this tree, you will be able to disarm and destroy the equipment of your opponents in order to weaken them offensively and defensively.

Health Booster: Sunder Arms

Your attempts to hinder a target's ability to fight back, rather than going directly for a killing blow. Unless the target passes a physical resistance check, it suffers a penalty to attack for a short time.

Constitution Booster: Shattering Blows

You are as adept at destruction as at death, and gain a large damage bonus against golems and other constructs.

Strength Booster: Sunder Armor

You can aim a destructive blow at the target's armor or natural defenses. The attack deals normal damage, but also damages the armor unless the target passes a physical resistance check.

DA Keep Booster: Destroyer

Few can stand against the savage blows of a destroyer. Every attack sunders the target's armor, reducing its effectiveness for a short time. The effects of multiple blows do not stack.

Mighty Blow -1 TP

With this tree, you will learn how to empower each of your strikes to overwhelm your enemies.

Health Booster: Mighty Blow

You can put extra weight and effort behind a single strike, gaining a bonus to attack. If it hits, the blow deals critical damage and imposes a penalty to movement speed unless the target passes a physical resistance check.

Constitution Booster: Powerful Swings

While this Perk Booster is **Toggled** on, you can put extra muscle behind each swing, gaining a bonus to damage but suffering penalties to attack and defense. Two-Handed Strength reduces the penalties to attack and defense.

Strength Booster: Two-Handed Strength

You have learned to wield two-handed weapons more effectively, reducing the penalties to attack and defense from **Powerful Swings**.

DA Keep Booster: Two-Handed Sweep

You can swing a two-handed weapon through enemies in a vicious arc, dealing normal damage to those it hits and knocking them down unless they pass a physical resistance check.

Sweeping Strike -2 TP

With this tree, you will learn how to wield your weapon in order to combat multiple enemies at once.

Health Booster: Sweeping Strike

A massive swing plows through a cone of enemies, inflicting a critical hit against the primary target and normal damage against others in the cone. Affected enemies are also knocked to the ground unless they pass a physical resistance check.

Constitution Booster: Two-Handed Impact

While this Perk Booster is **Toggled** on, each blow from Your heavy two-hander generates a small shockwave that damages other enemies near the target. When this Perk Booster is **Toggled** on, it drains stamina constantly.

Strength Booster: Onslaught

You can advance several times, sweeping the weapon in huge arcs that hit multiple enemies.

DA Keep Booster: Reaving Storm

While this Perk Booster is **Toggled** on, you spin continuously to attack surrounding enemies, slashing in wild arcs but spending stamina with each hit. This Perk can only be activated during combat.

Powerful -1 TP

With this tree, you will empower your body to counteract the challenges that may weaken your blows.

Health Booster: Powerful

Through training and hard work, you have gained greater health and reduced the fatigue penalty for wearing armor.

Constitution Booster: Threaten

You adopt a challenging posture that increases enemy hostility with each melee attack, drawing them away from other allies while this Perk Booster is **Toggled** on.

Strength Booster: Bravery

Your unwavering courage grants bonuses to damage, physical resistance, and mental resistance, as well as a bonus to critical chance that increases proportionally to the number of enemies above two that you are engaging.

DA Keep Booster: Death Blow

Each time you fell an enemy, the end of the battle seems closer at hand, restoring a portion of your stamina.

Precise Striking -1 TP

With this tree, you will increase the focus and precision of your blade work.

Health Booster: Precise Striking

You can try to make each attack count, sacrificing attack speed for a bonus to attack as well as an increased chance to score critical hits for as long as Perk Booster is **Toggled** on.

Constitution Booster: Taunt

A mocking bellow catches the attention of nearby foes, increasing their hostility toward you. **Frightening Appearance** increases the effect.

Strength Booster: Disengage

A relaxed position makes you seem less threatening, reducing the hostility of nearby enemies, who may seek other targets instead.

DA Keep Booster: Perfect Striking

You focus on precision, gaining a massive attack bonus for a moderate time.

Second Wind -2 TP

With this tree, you will learn how to improve your combat longevity, pushing your reserves beyond what you thought possible.

Health Booster: Second Wind

Long years of training grant access to deep reserves of vigor, instantly restoring nearly all of your stamina.

Constitution Booster: Peon's Plight

You can lash out with a powerful blow intended to eliminate the weakest opposition. A successful attack automatically kills a target of normal or lesser rank, inflicts a double critical hit against an elite target, or inflicts a regular hit against a boss.

Strength Booster: Grievous Insult

A vile epithet attracts the ire of all enemies nearby, drawing them away from their current targets and toward you.

DA Keep Booster: Massacre

You spin in an arc of death, automatically killing nearby enemies of lower or lesser rank and scoring a critical hit against any elite target, but inflicting normal damage against a boss.

Warrior Specialisation:

These Talents can only be taken by those with both the **DA Keep** and **Health** Perks.

Berserker -2 TP (-1 TP for “Dwarf”)

The first berserkers were dwarves. They would sacrifice finesse for a dark rage that increased their strength and resilience. Eventually, dwarves taught these skills to others, and now berserkers can be found amongst all races. They are renowned as terrifying adversaries.

DA Keep Booster: Berserk

The stench of blood and death drives you into a willing fury, providing a bonus to damage. Rages incur a penalty to stamina regeneration, however, which **Constraint** reduces. **Resilience** adds a bonus to health regeneration while this Perk Booster is **Toggled** on.

Health Booster: Resilience

You can now focus the power of rage more effectively, gaining a bonus to health regeneration while **Berserk** is active, as well as a bonus to nature resistance that applies at all times.

Constitution Booster: Constraint

You have learned to retain control, reducing **Berserk's** penalty to stamina regeneration.

Strength Booster: Final Blow

All your stamina goes into a single swing. If the blow connects, the attack inflicts extra damage proportional to the amount of stamina lost.

Champion -2 TP (-1 TP for “Human”)

Champions are veteran warriors and confident leaders. Possessing skill at arms impressive enough to inspire allies, they can also intimidate and demoralize foes. These are the heroes you find commanding an army, or plunging headlong into danger, somehow making it look easy.

DA Keep Booster: War Cry

You can let out a fearsome cry that gives nearby enemies a penalty to attack. With **Superiority**, nearby enemies are also knocked down unless they pass a physical resistance check.

Health Booster: Rally

Your presence inspires nearby allies, giving them bonuses to attack and defense while this Perk Booster is **Toggled** on. When coupled with **Motivate**, the attack bonus increases.

Constitution Booster: Motivate

You can inspire allies to attack with renewed vigor. The **Rally** talent now increases attack, in addition to its defense bonus.

Strength Booster: Superiority

You are so fearsome that **War Cry** now knocks nearby opponents off their feet unless they pass a physical resistance check.

Reaver -2 TP

Demonic spirits teach more than blood magic. Reavers terrorize their enemies, feast upon the souls of their slain opponents to heal their own flesh, and can unleash a blood frenzy that makes them more powerful as they come nearer to their own death.

DA Keep Booster: Devour

You can revel in death, absorbing the lingering energy of all nearby corpses, each of which partially restores your health.

Health Booster: Frightening Appearance

This talent focuses your unsettling countenance into a weapon, making a target cower in fear unless they pass a mental resistance check. **Frightening Appearance** also increases the effectiveness of **Taunt** and **Threaten**.

Constitution Booster: Aura of Pain

Radiating an aura of psychic pain, you take constant spirit damage while this Perk Booster is **Toggled** on, as do all enemies nearby.

Strength Booster: Blood Frenzy

You gain a large bonus to damage whenever your health decreases, but while this Perk Booster is **Toggled** on, you incur a penalty to your health regeneration.

Templar -2 TP (-1 TP for “Human”)

Mages who refuse the Circle's control become apostates and live in fear of a templar's powers, as they have the ability to dispel and resist magic. As servants of the Chantry, the templars have been the most effective means of controlling the spread and use of arcane power for centuries.

DA Keep Booster: Righteous Strike

The templars are enforcers specifically designed to control and slay mages. Each of your melee attacks against an enemy spellcaster drains them of their mana.

Health Booster: Cleanse Area

You can purge the area of magic, removing all dispellable effects from those nearby. Friendly fire is possible.

Constitution Booster: Mental Fortress

You have learned to focus on duty, gaining a large bonus to mental resistance.

Strength Booster: Holy Smite

You can strike out with righteous fire, inflicting spirit damage on the target and other nearby enemies. If the target is a spellcaster, they must pass a mental resistance check or else lose mana and take additional spirit damage proportional to the mana lost. All affected enemies are stunned or knocked back unless they pass physical resistance checks.

Guardian -3 TP (-1 TP for “Dwarf”)

Many warriors foolishly believe they can control the tide of a battle on their own, but a guardian knows an ally's survival is as important as an enemy's death.

DA Keep Booster: Guardian's Shield

You are dedicated to protecting allies, building a shield around a party member and absorbing damage based on your constitution. **Master Guardian** increases the strength of the shield.

Health Booster: Fortifying Presence

The guardian sheaths the entire party in mystical protection, granting each member a temporary bonus to armor, with strength and duration both dependent on the guardian's constitution.

Constitution Booster: Master Guardian

The guardian has committed to life as a true defender. **Guardian's Shield** now absorbs more damage, **Fortifying Presence** now provides a greater armor bonus.

Strength Booster: Aura of the Stalwart Defender

This Perk Booster can only be **Toggled** on during combat. While **Toggled** on, you make a personal sacrifice in order to preserve allies, creating a field that pulls a foe back towards you if they try to leave the field unless the enemy passes a physical resistance check.

Spirit Warrior -3 TP (-1 TP for “Elf”)

Although spirit warriors employ magical abilities, they are not mages; instead, they flirt with inhabitants of the Fade who agree to augment mortal abilities in exchange for a glimpse of the physical world. Naturally, the Chantry's templars rarely acknowledge that distinction.

DA Keep Booster: Beyond the Veil

You don a cloak of mystical energies from the Fade in order to evade a substantial proportion of physical attacks, but this Perk drains stamina constantly. If you have **Soulbrand**, your attacks all deal spirit damage, bypassing enemy armor.

Health Booster: Soulbrand

You have gained a deeper connection to the spirit world. While **Beyond the Veil is active**, you gain a moderate chance of resisting hostile spells.

Constitution Booster: Fade Burst

You burst with energies drawn from the other side of the Veil, dealing spirit damage to all enemies nearby, particularly harming creatures from the Fade. The amount of damage depends on your willpower. Friendly fire is possible.

Strength Booster: Blessing of the Fade

You are able to draw strength from the benevolent spirits of the Fade. While **Beyond the Veil** is active, your chance of resisting hostile spells increases further, and you gain bonuses to movement speed and attack speed.

Rogue Talent Perks:

These Talents can only be taken by those with the **Stamina** Perk.

Dirty Fighting -1 TP (Free for “Rogue”)

With this tree, you will be skilled at using underhanded tactics in battle to trick and deceive your enemies.

Stamina Booster: Dirty Fighting

You can incapacitate a target, who takes no damage from the attack but is stunned for a short time.

Cunning Booster: Combat Movement

The quick-stepping rogue can more easily outmaneuver opponents, granting a wider flanking angle that makes backstabs easier to achieve.

Dexterity Booster: Coup De Grâce

When a target is incapacitated, the opportunistic rogue strikes where it hurts the most, inflicting automatic backstabs against stunned or paralyzed targets.

Golden Nug Booster: Feign Death

You can collapse at the enemies' feet, causing them to lose interest and seek other targets until you give up the ruse.

Below the Belt -1 TP

With this tree you will be able to strike the more vulnerable areas of your opponent such as the groin area.

Stamina Booster: Below the Belt

You can deliver a swift and unsportsmanlike kick to the target, dealing normal combat damage as well as imposing penalties to defense and movement speed unless the target passes a physical resistance check.

Cunning Booster: Deadly Strike

You can make a swift strike at a vulnerable area on the target, dealing normal damage but gaining a bonus to armor penetration.

Dexterity Booster: Lethality

You can have a keen eye for weak spots, and thus gain a bonus to critical chance for all attacks. Additionally, if your cunning is greater than your strength, sharpness of mind lets you use your cunning to affect attack damage in place of the strength modifier.

Golden Nug Booster: Evasion

You can gain an almost preternatural ability to sense and avoid danger. This talent grants a one-in-five chance of evading a physical attack, including being stunned or knocked down.

Lockpicking -1 TP

With this tree, you will be able to undo locks of any type.

Stamina Booster: Deft Hands

All rogues have some understanding of opening locks and spotting traps, but with particularly dexterous hands and a steady grip you can gain a bonus when picking locks or disarming traps. Your cunning also contributes to these skills.

Cunning Booster: Improved Tools

You always have a full set of implements designed to defeat trickier locks and spring traps without harm. These tools add a further bonus when lockpicking or disarming traps, which your cunning also affects.

Dexterity Booster: Mechanical Expertise

Through practice and research, you have come to possess an encyclopedic knowledge of devices designed to prevent entry. Knowing the right technique for the job lends you yet another bonus when dealing with locks or traps. Your cunning also contributes to these skills.

Golden Nug Booster: Device Mastery

Practice makes perfect, and only the most intricate locks or elaborate traps give you pause at this level of mastery. A further bonus applies when lockpicking or disarming traps. Your cunning also contributes to these skills.

Stealth -1 TP

With this tree, you will have extensive knowledge and skill in many types and ways of stealth.

Stamina Booster: Stealth

You have learned to fade from view, although perceptive enemies may not be fooled. Taking any action beyond movement, including engaging in combat or using items, will still attract attention. If you initiate combat while still stealthed, the first strike is an automatic critical hit or backstab.

Cunning Booster: Stealthy Item Use

You have learned how to use items while sneaking.

Dexterity Booster: Combat Stealth

You can be stealthy enough to try sneaking during combat, although at a significant penalty.

Golden Nug Booster: Master Stealth

You have mastered the art of stealth, gaining significant bonuses on all stealth checks.

Heartseeker -2 TP

With this tree, you will have the talent for targeting the hearts of your enemies.

Stamina Booster: Heartseeker

You can strike with great precision, attempting to fell weakened enemies in one last blow. If the attack is successful, a target of elite rank or lower is killed instantly if its health is already low enough. If the attack does not kill, it inflicts a critical hit instead.

Cunning Booster: Ghost

You can melt into the shadows, completely evading enemies' physical attacks for a short time.

Dexterity Booster: Weak Points

While this Perk Booster is **Toggled** on, you can seek out enemies' weak points, striking each target in a manner that increases all damage the foe suffers for a short time, no matter the source of the damage.

Golden Nug Booster: Flicker

your deadly speed is unmatched. Within a targeted area, you disappear in a blur, sprinting from target to target to backstab each of them.

Artificer -1 TP

Intricate mechanisms are the core of the artificer’s craft: Deadly traps, distracting contraptions, marvels of engineering turned to deadly purpose. If an artificer is standing at the far end of a seemingly innocuous stretch of the battlefield, you should find another path. If he or she is smiling? Best just to hope your affairs are in order.

Stamina Booster: Spike Trap

You set a trap that, when an enemy approaches, detonates and flings enemies into the air.

Cunning Booster: Elemental Mines

You throw out an assortment of different traps in front of you, applying different elemental effects to enemies that come into range.

Dexterity Booster: And Take Them Down

Your experience with finding and pointing out enemy vulnerabilities gives the entire party a better chance to land critical hits.

Golden Nug Booster: Fallback Plan

You place a thieves' lantern to mark a fallback location before heading into battle. When the fight gets ugly, you leap back to safety, as healthy as you were when you placed the marker.

Tempest -2 TP

These unpredictable experts specialize in using alchemical mixtures that wreathe them in frost or flame. Fast, chaotic, and possibly mad, they wade into the fight and dare enemies to face the storm.

Stamina Booster: Flask of Frost

This flask coats you in an icy skin that increases your armor and freezes enemies that strike you in melee range. You can't use this ability while another one is active.

Cunning Booster: Flask of Fire

This flask coats you in flames that spur you to frenzied action. For a short time, your abilities cost no stamina, and enemies who attack you are knocked backward. You cannot use this ability while another elixir is active.

Dexterity Booster: Flask of Lightning

This flask sends you into a heightened state of incredible speed. Everyone on the battlefield except you moves much more slowly for a short time.

Golden Nug Booster: Thousand Cuts

You choose a target, then dash to and fro- a shadow leaving blood with every leap. After you slice through other nearby foes, you land behind your target, striking deep.

Sabotage -1 TP

Rogues who excel at these abilities are adept at stupefying and undermining their foes.

Stamina Booster: Miasmic Flask

You can lob an explosive flask into a group of enemies, briefly stunning them.

Cunning Booster: Rush

You can rush forward, attempting to knock down the target and all nearby enemies.

Dexterity Booster: Fatiguing Fog

You can envelop enemies in a dense fog that slows them to a near crawl.

Golden Nug Booster: Confusion

You can trick nearby enemies, causing some to fight among themselves for a short time.

Scoundrel -1 TP

Rogues proficient in these dastardly talents delight in exploiting their enemies' weaknesses and controlling the flow of battle.

Stamina Booster: Back-to-Back

You can stealth and move to a targeted ally's side instantly, ready to render aid.

Cunning Booster: Armistice

You can distract all enemies surrounding a single party member, drawing them away from that ally and redirecting them toward whichever ally each considers the second-greatest threat on the battlefield.

Dexterity Booster: Goad

You can incite all enemies in an area into attacking a chosen ally instead of their current targets. Besides simply directing foes to cluster around a particularly hardy party member, this effect complements spells or talents that provide bonuses based on the number of enemies surrounding a companion.

Golden Nug Booster: Brand

Rogues are collaborators and conspirators by nature, not solo powerhouses. After you select an enemy for allies to destroy, any warriors or mages in the party become much more likely to land critical hits against the unfortunate designee.

Specialist -2 TP

Specialists rely on precision, power, and speed to overwhelm their opponents.

Stamina Booster: Power

While this Perk Booster is **Toggled** on, you can throw more force into each shot or strike, hoping to stun enemies. Given the speed of your attack, the chance to stun is significant. Without **Harmony,** this cannot be used with **Precision** or **Speed**.

Cunning Booster: Precision

While this Perk Booster is **Toggled** on, you can focus on accuracy in order to gain bonuses to critical hits and attacks. Without **Harmony,** this cannot be used with **Speed** or **Power**.

Dexterity Booster: Speed

While this Perk Booster is **Toggled** on, you can attack with much greater speed. Without **Harmony,** this cannot be used with **Precision** or **Power**.

Golden Nug Booster: Harmony

You can now **Toggle** on the **Power**, **Precision**, or **Speed** Perk Boosters simultaneously.

Subterfuge -1 TP

Subterfuge talents focus on tricky maneuvering and deception to gain the upper hand in battle.

Stamina Booster: Evade

You can leap backward. Enemies within melee range will often seek an easier target instead.

Cunning Booster: Stealth

You can fade from view, stalking the battlefield. Enemies immediately cease attacking the stealthed rogue, although any action beyond movement will break the cover.

Dexterity Booster: Ambush

You can execute an automatic critical hit if striking from stealth.

Golden Nug Booster: Lingering Shroud

You can be a master of concealment. If you are obscured and stealthed at the same time, you are able to take a single action, like making an attack or using an item, while still maintaining stealth. Only the obscure effect is lost. Your second action will still break stealth. When paired with other abilities that enhance stealth, like Ambush or Shadow Veil, this can be a powerful advantage.

Rogue Specialisation:

These Talents can only be taken by those with both the **Golden Nug** and **Stamina** Perks.

Assassin -2 TP (-1 TP for “Dwarf”)

The assassin finds any notion of fairness a quaint ideal that has no place in combat. Poisons are their weapon of choice, as are crippling strikes that inflict persistent wounds on their foes.

Golden Nug Booster: Mark of Death

You can mark a target, revealing weaknesses that others can exploit. All attacks against a marked target deal additional damage.

Stamina Booster: Exploit Weakness

A keen eye and a killer instinct help you exploit a target's weak points. During a successful backstab attack, you gain additional damage based on cunning.

Cunning Booster: Lacerate

Whenever a backstab deals enough damage, your foe is riddled with bleeding wounds that inflict additional damage for a short time.

Dexterity Booster: Feast of the Fallen

You thrive on the moment of death. Stamina is partially restored whenever you fell an opponent with a backstab.

Bard -2 TP

Bards are skilled performers and master manipulators, often acting as assassins, spies, saboteurs and following other secretive pursuits. Having taken the minstrel's art to new levels, bards can inspire their allies or dishearten their foes through song and tale.

Golden Nug Booster: Song of Valor

You can sing an ancient tale of valorous heroes, granting the party bonuses to mana or stamina regeneration at a rate affected by your cunning. You can only sing one song at a time.

Stamina Booster: Distraction

Your performance is designed to distract and confuse. The target forgets who it was fighting and becomes disorientated unless it passes a mental resistance check.

Cunning Booster: Song of Courage

You can launch into an epic song of others’ exploits, granting them bonuses to attack, damage, and critical chance. The size of the bonuses are affected by your cunning.

Dexterity Booster: Captivating Song

You can sing an entrancing song that stuns hostile targets nearby unless they pass a mental resistance check every few seconds. Continuing the song does not drain stamina, but you cannot move or take any other action while singing.

Duelist -2 TP (-1 TP for “Human”)

Duelists are deadly combatants who prefer to fight in light armor and strike with light, but precise attacks. Experienced duelists have preternatural reflexes that allow them to evade their opponents' clumsy blows, as well as strike with remarkable precision.

Golden Nug Booster: Dueling

The duelist focuses on proper form, gaining a bonus to attack while the Perk Booster is **Toggled** on. **Keen Defense** adds a bonus to defense while this Perk Booster is **Toggled** on.

Stamina Booster: Upset Balance

You can execute a quick move that throws the opponent off balance, imposing penalties to movement speed and defense unless the target passes a physical resistance check.

Cunning Booster: Keen Defense

You have an uncanny knack for simply not being there when the enemy attacks, receiving a bonus to defense.

Dexterity Booster: Pinpoint Strike

You have learned to strike the vitals of an enemy with pinpoint accuracy and from any angle. For a moderate duration, all successful attacks generate automatic critical hits.

Ranger -2 TP (-1 TP for “Human”)

Rangers have an affinity for open country and wilderness, but as independent scouts and militia, they are opportunists, not stewards of nature. They exploit every advantage of their environment, and can lure wild beasts to attack their foes.

Golden Nug Booster: Summon Wolf

You can call a great forest wolf to fight alongside the party as a companion animal.

Stamina Booster: Summon Bear

You can call a powerful bear to fight alongside the party as a companion animal.

Cunning Booster: Summon Spider

You can call a large spider to fight alongside the party as a companion animal.

Dexterity Booster: Master Ranger

You have learned to summon stronger companion animals. Animals summoned by you are significantly more powerful in combat than their normal counterparts.

Legionnaire Scout -3 TP (-1 TP for “Dwarf”)

The dwarven Legion of the Dead’s scouts often travel ahead of their companions, and consequently become renowned for unusual hardiness, able to survive battles that would kill any other rogue.

Golden Nug Booster: Mark of the Legion

Life in the Legion of the Dead is difficult, but those who manage to survive develop great fortitude, and you gain a large bonus to your strength and constitution.

Stamina Booster: Strength of Stone

When Perk Booster is **Toggled** on, you become immune to damage or knockdown effect for a moderate time.

Cunning Booster: Endure Hardship

For as long as this Perk Booster is **Toggled** on, your health is unaffected by damage. Instead, any damage you take depletes your stamina instead.

Dexterity Booster: Blessing of the Ancestors

Long days among the veins of unrefined Lyrium in the Deep Roads have given the legionnaire the ability to resist magic. While **Strength of Stone** is **Toggled** on, You are also immune to spells, whether hostile or friendly.

Shadow -3 TP (-1 TP for “Elf”)

There is no order or organization of shadows; they are self-taught elite rogues, masters of concealment and ambush. They strike from darkness, employing personal decoys and hallucinogenic poisons to distract enemies before sliding a dagger between their ribs.

Golden Nug Booster: Shadow Form

While this Perk Booster is **Toggled** on, you flit in and out of concealment. Because enemies cannot concentrate on you, each hit reduces their interest in the attacker. While **Toggled** on, this Perk consumes stamina continuously.

Stamina Booster: Decoy

You are a master of misdirection, creating a personal decoy that keeps enemies occupied for a short time while you escape in stealth.

Cunning Booster: Shadow Striking

You have become more experienced in ambush and deception, gaining a large bonus to backstab damage while using **Shadow Form,** as well as a permanent bonus to melee critical chance.

Dexterity Booster: Pandemonium

You can release an airborne toxin that confuses all enemies within range, causing them to either flee or attack a random target, whether friend or foe.

Mage Talent Perks:

These Talents can only be taken by those with the **Mana** Perk, each Boosted Perk grants you the knowledge of the corresponding Spell as well as having the spell function as a Perk.

Arcane Mastery -1 TP (Free for “Mage”)

Arcane magic taps into the deepest wells of the Fade, protecting the caster and crushing the arcanist's foes.

Mana Booster: Arcane Bolt

You can fire out a sphere of magical energy at an enemy, dealing moderate spirit damage.

Willpower Booster: Arcane Shield

You can generate a protective sheath that helps divert incoming attacks, gaining a bonus to defense while this Perk Booster is **Toggled** on.

Magic Booster: Staff Focus

You have specialized in direct attacks using a mage staff, gaining a permanent bonus to damage from basic attacks.

DA Awakening Booster: Arcane Mastery

You have gained keen familiarity with the arcane arts, granting a permanent bonus to spellpower.

Arcane Attunement -2 TP (Requires “Arcane Mastery”)

From this tree you can alter the mana in order to enhance spells or enhance your own Mana.

Mana Booster: Fade Shield

You can alter **Arcane Shield** to step partway into the Fade, adding a significant chance of resisting hostile spells or evading physical attacks while that spell is active, and a lesser chance of both when the spell is inactive.

Willpower Booster: Elemental Mastery

You have learned to amplify the effects of each of the elements, increasing any elemental damage inflicted by other attacks while this spell is active.

Magic Booster: Attunement

You have become more attuned to surrounding magical energies, gaining bonuses to willpower, magic, and mana regeneration.

DA Awakening Booster: Time Spiral

You can, through great concentration, be able to alter perception of time, resetting the cooldown on all spells.

Arcane Field -2 TP (Requires “Arcane Mastery”)

With this tree, you have taken to the art of altering the mana within an area, enhancing you and your allies.

Mana Booster: Repulsion Field

For as long as this spell is active, waves of repulsive energy emanate from you. With every wave, nearby enemies are knocked back unless they pass a physical resistance check. Mana is consumed each time a creature is knocked back.

Willpower Booster: Invigorate

Waves of invigorating energy bolster nearby allies, substantially reducing their fatigue, meaning that their spells or talents will cost less to activate while this spell is active. However, your mana drains continuously.

Magic Booster: Arcane Field

While this spell is active, you radiate arcane energy every few seconds, emitting waves of projectiles that deal spirit damage to enemies within the field. Each projectile consumes a small amount of mana.

DA Awakening Booster: Mystical Negation

An aura of beneficial magic surrounds you while this spell is active. Every few seconds, the spell banishes any magical effects within the field that were created by a hostile creature. Each dispelled effect consumes a small amount of mana

Path of Fire -1 TP

Masters of this school of magic dominate the battlefield with unrelenting fire. Enemies who survive the initial blast are driven mad with terror or burn to death in unquenchable flames.

Mana Booster: Flame Blast

Your hands erupt with a cone of flame, inflicting fire damage on all targets in the area for a short time. Friendly fire is possible.

Willpower Booster: Flaming Weapons

While this spell is active, you can enchant the party's melee weapons with flame so that they deal additional fire damage with each successful attack.

Magic Booster: Fireball

Your hands erupt with an explosive ball of flame, inflicting lingering fire damage on all targets in the area, as well as knocking them off their feet unless they pass a physical resistance check. Friendly fire is possible.

DA Awakening Booster: Inferno

You can summon a huge column of swirling flame. All targets in the area take constant fire damage as they burn. Friendly fire is possible.

Path of Stone -1 TP

Masters of this school of magic summon a stone that defends and strikes with reinforced power. Their spells destabilize and petrify enemies.

Mana Booster: Rock Armor

Your skin becomes as hard as stone, granting a bonus to armor for as long as this Perk Booster is **Toggled** on.

Willpower Booster: Stonefist

You can hurl a stone projectile that knocks down the target and inflicts natural damage, possibly shattering those that have been petrified or frozen solid. Friendly fire is possible.

Magic Booster: Earthquake

You can disrupt the earth, causing a violent quake that knocks everyone in the targeted area to the ground every few seconds, unless they pass a physical resistance check. Friendly fire is possible.

DA Awakening Booster: Petrify

You can draw from knowledge of the elements to turn the target into stone unless it passes a physical resistance check. While petrified, the target is immobile and vulnerable to shattering from a critical hit. Creatures already made of stone are immune.

Path of Ice -1 TP

Masters of this school of magic summon a cold that bites deeper than the cruelest winter. Their icy spells slow and weaken enemies.

Mana Booster: Winter's Grasp

You can envelop the target in frost, freezing lower-level targets solid. Those that resist suffer a penalty to movement speed.

Willpower Booster: Frost Weapons

While this Perk Booster is **Toggled** on, you can enchant the party's weapons with frost so that they deal additional cold damage with each melee attack.

Magic Booster: Cone of Cold

Your hands erupt with a cone of frost, freezing targets solid unless they pass a physical resistance check, and slowing their movement otherwise. Targets frozen solid by Cone of Cold can be shattered with a critical hit. Friendly fire is possible.

DA Awakening Booster: Blizzard

An ice storm deals continuous cold damage to everyone in the targeted area and slows their movement speed while granting bonuses to defense and fire resistance. Targets can fall or be frozen solid unless they pass a physical resistance check. Friendly fire is possible.

Path of Storms -1 TP

Masters of this school of magic call forth the power of thunder and lightning. Their spells paralyze foes and arc from one enemy to another.

Mana Booster: Lightning

You can fire a bolt of lightning at a target, dealing electricity damage. Friendly fire is possible.

Willpower Booster: Shock

Your hands erupt, emitting a cone of lightning, damaging all targets in the area. Friendly fire is possible.

Magic Booster: Tempest

You can unleash a fierce lightning storm that deals constant electricity damage to anyone in the targeted area. Friendly fire is possible.

DA Awakening Booster: Chain Lightning

Your hands can erupt, emitting a bolt of lightning that inflicts electricity damage on a target, then forks, sending smaller bolts jumping to those nearby, which fork again. Each fork does less damage than the previous. Friendly fire is possible.

Healing -1 TP

Wielding healing magic is based around restorative power. Through training and practice, one can master the necessary spells for healing almost any ailment or injury.

Mana Booster: Heal

You can cause flesh to knit miraculously, instantly healing an ally by a moderate amount.

Willpower Booster: Rejuvenate

You can channel regenerative energy to the selected ally, granting them a short term boost to mana or stamina regeneration.

Magic Booster: Regeneration

You can infuse an ally with beneficial energy, greatly accelerating health regeneration for a short time.

DA Awakening Booster: Mass Rejuvenation

You can channel a stream of rejuvenating energy to all members of the party, significantly increasing mana and stamina regeneration for a short duration. This spell stacks with Rejuvenate.

Heroism -1 TP

Practitioners of this magic are able to bestow a magical aura onto others, enhancing their abilities.

Mana Booster: Heroic Offense

You can enhance an ally's aptitude in battle, granting a bonus to attack.

Willpower Booster: Heroic Aura

You can sheathe an ally in an aura that completely shrugs off most missile attacks for a moderate duration.

Magic Booster: Heroic Defense

You can shield an ally with magic, granting bonuses to defense and elemental resistances including cold resistance, electricity resistance, fire resistance, nature resistance, and spirit resistance, although at a penalty to fatigue, meaning that the ally's talents or spells will cost more to activate.

DA Awakening Booster: Haste

While this Perk Booster is **Toggled** on, you can imbue the party with speed, allowing them to move and attack significantly faster, although the spell also imposes a small penalty to attack and drains mana rapidly while in combat.

Glyphs -1 TP

You can formulate symbols to cause magical effects within an area, creating traps and barriers formed from symbology.

Mana Booster: Glyph of Paralysis

You can inscribe a glyph on the ground that paralyzes the first enemy who crosses its bounds, unless the opponent passes a physical resistance check. A single caster can maintain a limited number of Glyphs of Paralysis at once.

Willpower Booster: Glyph of Warding

You can inscribe a glyph on the ground that bestows nearby allies with bonuses to defense and mental resistance, as well as a bonus against missile attacks.

Magic Booster: Glyph of Repulsion

You can inscribe a strange glyph on the ground that knocks back enemies unless they pass a physical resistance check.

DA Awakening Booster: Glyph of Neutralization

You can inscribe a glyph on the ground that neutralizes all magic, dispels all effects, drains all mana, and prevents spellcasting or mana regeneration within its bounds.

Nature -1 TP

You can wield magic that allows you to tap into the natural magic within the surrounding environment.

Mana Booster: Spell Wisp

You can summon a wisp that grants a small bonus to spellpower for as long as this Perk Booster is **Toggled** on.

Willpower Booster: Grease

You can summon a grease slick that slows anyone who walks on it, as well as causing them to slip unless they pass a physical resistance check. If the grease is set on fire, it burns intensely for a time. Friendly fire is possible.

Magic Booster: Spellbloom

You can create an energizing bloom of magic that grants anyone nearby, friend or foe, a bonus to mana regeneration.

DA Awakening Booster: Stinging Swarm

A swarm of biting insects descend on the target, dealing a large amount of damage over a short time. If the targeted creature dies before the swarm dissipates, the insects will jump to another nearby enemy.

Soul Warding -1 TP

The defensive aspect of spiritual magic, used to counter offensive magic and protect those in need.

Mana Booster: Spell Shield

While this is **Toggled** on, any hostile spell that targets you has a 75% chance of being absorbed into the Fade but draining some of your mana instead. Once all mana has been depleted, the shield collapses.

Willpower Booster: Dispel Magic

You can remove all dispellable effects from the target. Friendly fire is possible.

Magic Booster: Anti-Magic Ward

You can ward an ally against all spells and spell effects, beneficial or hostile, for a short time.

DA Awakening Booster: Anti-Magic Burst

This burst of energy eliminates all dispellable magic effects in the area. Friendly fire is possible.

Mana Drain -1 TP
The offensive aspect of spiritual magic, used to deplete the magic of those you battle.

Mana Booster: Mana Drain
You can create a parasitic bond with a spellcasting target, absorbing a small amount of mana from it.

Willpower Booster: Mana Cleanse
You can sacrifice personal mana to nullify the mana of enemies in the area.

Magic Booster: Spell Might
While this Perk Booster is **Toggled** on, you can overflow with magical energy, making spells more powerful, but expending mana rapidly and suffering a penalty to mana regeneration.

DA Awakening Booster: Mana Clash
You can expel a large amount of mana in direct opposition to enemy spellcasters, who are completely drained of mana and suffer spirit damage proportional to the amount of mana they lost.

Necromancy -1 TP
Drawing significant power from the Fade, you wield the bodies and corpses of your foes like weapons.

Mana Booster: Walking Bomb
You can magically inject a target with corrosive poison that inflicts continual spirit damage. If the target dies while the effect is still active, it explodes, damaging all targets nearby. Although this spell is related to Virulent Walking Bomb, the magic behind the two does not interact; a target cannot be inflicted with both. Friendly fire is possible.

Willpower Booster: Death Syphon
While this Perk Booster is **Toggled** on, you can draw in nearby entropic energy, draining residual power from any dead enemy nearby to restore your mana.

Magic Booster: Virulent Walking Bomb
You can magically inject a target with corrosive poison that inflicts continual spirit damage. If the target dies while the effect is still active, it explodes, damaging nearby targets and possibly infecting them in turn. Although this spell is related to Walking Bomb, the magic behind the two does not interact; a target cannot be infected with both. Friendly fire is possible.

DA Awakening Booster: Animate Dead
You can summon a skeleton minion from the corpse of a fallen enemy to fight alongside the party for a short time, although, as a puppet, it will not be able to use any talents or spells without specific instruction.

Telekinesis -1 TP

You wield your mind like a blade, allowing you to strike out with thought alone.

Mana Booster: Mind Blast

You can project a wave of telekinetic force that stuns enemies caught in the sphere.

Willpower Booster: Force Field

You can erect a telekinetic barrier around a target, who becomes completely immune to damage for the duration of the spell but cannot move. Friendly fire is possible.

Magic Booster: Telekinetic Weapons

While this Perk Booster is **Toggled** on, you can enchant the party's melee weapons with telekinetic energy that increases armor penetration. The bonus to armor penetration is based on your spellpower and provides greater damage against heavily armored foes.

DA Awakening Booster: Crushing Prison

You can enclose a target in a collapsing cage of telekinetic force, inflicting spirit damage for the duration.

Chains of Entropy -1 TP

You can wield the nature of the Fade as an ensnaring foes with crippling weakness.

Mana Booster: Weakness

You can drain a target of energy, inflicting penalties to attack and defense, as well as reducing its movement speed unless it passes a physical resistance check.

Willpower Booster: Paralyze

You can sap a target's energy, paralyzing it for a time unless it passes a physical resistance check, in which case its movement speed is reduced instead.

Magic Booster: Miasma

While this Perk Booster is **Toggled** on, you can radiate an aura of weakness, hindering nearby enemies with penalties to attack and defense. Unless the opponents pass a physical resistance check, they also suffer a penalty to movement speed.

DA Awakening Booster: Mass Paralysis

All hostile targets in the area are paralyzed for a short time unless they pass a physical resistance check, in which case their movement speed is reduced instead.

Hexes -1 TP

The fade is home to crippling magics, and you know how to afflict others with these Hexes.

Mana Booster: Vulnerability Hex

The target suffers a hex that inflicts penalties to cold resistance, electricity resistance, fire resistance, nature resistance, and spirit resistance.

Willpower Booster: Affliction Hex

A contagious hex inflicts penalties to cold resistance, electricity resistance, fire resistance, nature resistance, and spirit resistance on the target and all other enemies nearby.

Magic Booster: Misdirection Hex

The target suffers a frustrating hex of inaccuracy. All hits become misses, while critical hits become normal hits.

DA Awakening Booster: Death Hex

The target suffers a hex of lethal bad luck. Every normal hit it suffers becomes a critical hit.

Mental Contamination -1 TP

The mage delves into the chaotic nature of the mind to plague foes with horrifying visions.

Mana Booster: Disorient

You can engage in subtle mental manipulation that disorients the target for a short time, making the target a less effective combatant by inflicting penalties to attack and defense.

Willpower Booster: Horror

You can force a target to cower in fear, unable to move, unless it passes a mental resistance check. Targets already asleep when the spell is cast cannot resist its effect and take massive spirit damage.

Magic Booster: Sleep

All hostile targets in the targeted area fall asleep unless they pass a mental resistance check, although they wake when hit. Sleeping enemies cannot resist the Horror spell, which will inflict additional damage.

DA Awakening Booster: Waking Nightmare

Hostile targets are trapped in a waking nightmare unless they pass a mental resistance check. They are randomly stunned, attack other enemies, or become your ally for the duration of the effect. Enemies that are already asleep cannot resist.

Entropic Mortality -1 TP

The fickle weakness of life can fall victim to magic as you wield it to siphon what life a target retains.

Mana Booster: Drain Life

You can create a sinister bond with the target, draining its life energy in order to heal you.

Willpower Booster: Death Magic

While active, you can draw in nearby entropic energy, draining residual life-force from any dead enemy nearby to heal you.

Magic Booster: Curse of Mortality

You can curse a target with the inevitability of true death. While cursed, it cannot heal or regenerate health and takes continuous spirit damage.

DA Awakening Booster: Death Cloud

You can summon a cloud of leeching entropic energy that deals continuous spirit damage to all who enter. Friendly fire is possible.

Mage Specialisation:

These Talents can only be taken by those with both the **DA Awakening** and **Mana** Perks.

Shapeshifter -2 TP

Rumors speak of barbarians that hold secrets of transforming the body into the form of animals. The Circle of Magi denies such rumors, but this rare art survives in the forgotten corners of Thedas. Mastery of their bodies allows shapeshifters some protection, even in human form, making them durable opponents and staunch allies.

DA Awakening Booster: Spider Shape

The shapeshifter can transform into a giant spider, gaining a large bonus to nature resistance as well as the spider's Web and Poison Spit abilities. Your spellpower determines how powerful the form is. With Master Shapeshifter, you can become a corrupted spider, growing stronger and gaining the Overwhelm ability.

Mana Booster: Bear Shape

The shapeshifter can transform into a bear, gaining large bonuses to nature resistance and armor, as well as the bear's Slam and Rage abilities. Your spellpower further enhances this bear's statistics and abilities. With Master Shapeshifter, you can become a powerful bereskarn, becoming stronger and gaining the Overwhelm ability.

Willpower Booster: Flying Swarm

The shapeshifter's body explodes into a swarm of stinging insects that inflict nature damage on nearby foes, with the damage increasing based on your spellpower and proximity. While in this form, any damage you suffer from is drawn from mana instead of health, but you cannot regenerate mana. The swirling cloud of insects is immune to normal missiles and has a very good chance of evading physical attacks, but is extremely vulnerable to fire. With **Master Shapeshifter**, you can gain health whenever the swarm inflicts damage.

Magic Booster: Master Shapeshifter

Mastery of the shifter's ways alters the forms of Bear Shape and Spider Shape, allowing you to become a bereskarn and a corrupted spider, both considerably more powerful than their base forms. In those forms, the shapeshifter also gains Overwhelm. Additionally, the Flying Swarm shape drains health from foes whenever the main swarm inflicts damage.

Fade Form -2 TP

While traveling in the Fade, some may find their bodies not quite what they are supposed to be. With this art, you may yet learn to retain these spiritual forms in the physical world, with each having unique abilities along with specific disadvantages.

DA Awakening Booster: Mouse Form

The mouse form allows you to pass through openings that are normally too small for anything else but also suffer from penalties to your strength, constitution, damage, health, defense, and physical resistance. While this form is very unlikely to hit an opponent in combat, it allows you to remain hidden and pass through areas unnoticed.

Mana Booster: Burning Form

The burning man form grants you immunity to flames, allowing you to walk through fire. However, it is susceptible to cold attacks. While in this form, you are also able to instinctively cast the spells Fireball and Flame Blast.

Willpower Booster: Spirit Form

While in the form of a spirit, you gain a large bonus to fire and magic resistance, but are vulnerable in physical combat. While in this form you become instinctively capable of casting the spells, Winter's Grasp, Crushing Prison and Regeneration while also gaining bonuses to spellpower, magic and armor. This form also allows you to see things that are normally hidden in the folds of the Fade.

Magic Booster: Golem Form

The golem form makes you very tough and allows you to smash through heavy doors. While in golem form, you will gain a significant bonus to constitution, armor, defense, strength, electricity resistance, and physical resistance.

Master Shapeshifter Booster: Dragon Form

The Dragon form makes you incredibly durable and makes you virtually immune to knockdown, slip, stun, charm, confusion, and fear. While in Dragon form, you will gain a significant bonus to constitution, armor, defense, strength, physical resistance, and mental resistance. You gain the innate ability to breathe fire, the capacity to fly using your wings, and are able to stun enemies through a powerful Roar.

Force Mage -2 TP

Force mages are a fearsome sight on the battlefield, bending the laws of nature to crush, toss, and debilitate their foes. Kirkwall's Circle houses a higher-than-usual percentage of mages who excel at this specialization, and their combined research has refined the school considerably.

DA Awakening Booster: Fist of the Maker

You can slam enemies into the ground with incredible power, against which armor is no protection.

Mana Booster: Unshakable

You can suppress the physical and elemental force of incoming attacks, becoming nearly immune to knockdown or other effects that interrupt combat.

Willpower Booster: Gravitic Ring

You can redirect the gravity in an area to significantly reduce enemies' speed. The closer an enemy is to the center of the spell, the greater the effect.

Magic Booster: Pull of the Abyss

You can conjure a maelstrom of energy that draws enemies to its center while slowing them to a crawl.

Spirit Healer -2 TP

Not all entities of the Fade are demonic. Many are benevolent entities consisting of life energy, which can be called upon to mend flesh and heal disease. Spirit healers focus on channeling the energies granted by these spirits, making them indispensable members of a party of adventurers.

DA Awakening Booster: Group Heal

You can bathe allies in benevolent energy, instantly healing them by a moderate amount.

Mana Booster: Revival

You can revive a fallen party member, raising them from unconsciousness and restoring some health.

Willpower Booster: Lifeward

You can place a protective ward on an ally that automatically restores health when the ally falls close to death.

Magic Booster: Cleansing Aura

While this Perk Booster is **Toggled** on, waves of healing and cleansing energy emanate from you, restoring health to all nearby allies every few seconds and curing the injuries of allies very close to you.

Arcane Warrior -2 TP

Among the ancient elves, there were mages who trained their magical arts to augment their martial prowess. They channeled magical power through their weapons and bodies, becoming terrors on the battlefield.

DA Awakening Booster: Combat Magic

While this Perk Booster is **Toggled** on, you can channel magic inward, trading increased fatigue for an attack bonus and the ability to use Spellpower to determine combat damage. **Aura of Might** and **Fade Shroud** improve the effects. Regardless of whether the Perk is **Toggled** on, you may use your magic to satisfy the strength requirement to equip weapons and armor.

Mana Booster: Aura of Might

Your warrior's prowess with **Combat Magic** grows, granting additional bonuses to attack, defense, and damage while in that mode.

Willpower Booster: Shimmering Shield

You are surrounded by a shimmering shield of energy that blocks most damage and grants large bonuses to armor and all resistances. When active, however, the **Shimmering Shield** consumes mana rapidly.

Magic Booster: Fade Shroud

You now only partly exist in the physical realm while **Combat Magic** is active. Spanning the gap between the real world and the Fade can bypass attacks and your mana regenerates faster.

Knight-Enchanter -2 TP

These rare mages received special dispensation from the Chantry to serve in battle. They summon blades from the Fade and are experts in protection and defense.

DA Awakening Booster: Spirit Blade

You can create a blade of solid magic to make melee attacks against nearby enemies. Dealing damage with other abilities charges the blade. Attacking expends this charge to deal additional damage.

Mana Booster: Fade Shield

You draw back the energy released by your enemies in your attacks against them. Any successful attack strengthens your barrier. The more damage you do, the more powerful your barrier grows.

Willpower Booster: Fade Cloak

You surround yourself with the magic of the Veil itself. You are briefly invulnerable and can pass through enemies unharmed. With **Fade Shroud,** you can become invulnerable for longer.

Magic Booster: Disruption Field

You fill an area with magical energy that slows and weakens your enemies.

Blood Mage -2 TP

Every mage can feel the dark lure of blood magic. Originally learned from demons, these dark rites tap into the power of blood, converting life into mana and giving you command over the minds of others. Such power comes with a price, though; a blood mage must sacrifice their own health, or the health of allies, to fuel these abilities.

DA Awakening Booster: Blood Magic

For as long as this Perk Booster is **Toggled** on, you can sacrifice health to power spells instead of expending mana, but effects that heal the blood mage are much less effective than normal.

Mana Booster: Blood Sacrifice

You can suck the life-force from an ally, healing yourself but potentially killing the ally. This healing is not affected by the healing penalty of **Blood Magic**.

Willpower Booster: Blood Wound

The blood of all hostile targets in the area boils within their veins, inflicting severe damage. Targets stand twitching, unable to move unless they pass a physical resistance check. Creatures without blood are immune.

Magic Booster: Blood Control

You can forcibly control a target's blood, making the target an unwilling ally of you unless they pass a mental resistance check. If the target resists, they still take a great deal of damage from the manipulation of their blood. Creatures without blood are immune.

Necromancer -2 TP

These mages specialize in binding the spirits that are drawn to death. They can put the fear of death into enemies, bring spirits to fight on their behalf, and even cause devastating explosions when their enemies die.

DA Awakening Booster: Horror

You unleash spirits of fear that terrify all enemies within the area.

Mana Booster: Power of the Dead

Killing enemies attracts spirits that increase the power of your spells for a short time.

Willpower Booster: Simulacrum

If you are knocked unconscious, a spirit you control takes on your likeness and fights on your behalf for a short time. The spirit draws magic directly from the fade, casting spells without cost. You cannot be revived by any means until the spirit leaves.

Magic Booster: Spirit Mark

You mark a target with an attacking spirit, inflicting ongoing damage. If the target dies while marked, the spirit mimics the victim's body briefly to fight on your behalf.

Battlemage -3 TP (-1 TP for “Human”)

Battlemages, wade into the fray alongside their blade-wielding companions, close enough to read the fear in their opponents' eyes. Their spells primarily concern personal preservation as well as control of the elements in their immediate surroundings.

DA Awakening Booster: Draining Aura

You thrive in the heat of combat, creating a field that drains life from nearby enemies to heal you for as long as the spell is active. Each time an enemy is drained, the spell consumes a small amount of your mana.

Mana Booster: Hand of Winter

You can release a burst of intense cold, damaging nearby enemies as well as freezing them unless they pass a physical resistance check, otherwise it inflicts a penalty to their movement.

Willpower Booster: Stoic

You have learned to harness pain into power, restoring mana whenever you suffer damage.

Magic Booster: Elemental Chaos

You can create a field of chaotic, swirling energy that harms nearby enemies with damage from each of the elements for as long as this spell is active. The spell consumes mana rapidly.

Keeper -3 TP (-1 TP for “Elf”)

Every Dalish clan has a keeper, a wise mentor dedicated to preserving the elves' ancient lore. It is exceptionally uncommon for a keeper to teach anyone other than a fellow clan member about the unique Dalish understanding of nature magic.

DA Awakening Booster: One With Nature

Your bond with the earth creates a defensive shield that immobilizes the keeper for as long as this spell is active, but inflicts damage and a penalty to movement speed on any enemy that enters the field.

Mana Booster: Thornblades

You can call roots from beneath the earth to inflict physical damage on all enemies within the field created by **One With Nature**. The roots also knock enemies back unless they pass a physical resistance check.

Willpower Booster: Replenishment

You can now regain some health whenever a keeper spell inflicts damage. When an enemy dies within the field of **One With Nature**, the body is consumed, giving you a large bonus to health regeneration for a short time.

Magic Booster: Nature's Vengeance

The keeper summons gigantic roots from within the ground to attack all enemies in the area, impaling the opponents for a short time unless they pass a physical resistance check.

Rift Mage -3 TP
These mages draw upon the force of the Fade, either pulling matter from the Fade to attack or twisting the Veil itself into a weapon to stagger or crush their enemies.

DA Awakening Booster: Veilstrike
You recreate your own fist from the essence of the Fade and smash nearby foes to the ground.

Mana Booster: Stonefist
You summon a boulder from the Fade and smash it into your target, sending them flying.

Willpower Booster: Smothering Veil
Weakened enemies have the damage they inflict reduced even further.

Magic Booster: Twisting Veil
You catch stray magic around weakened enemies and use it to increase the damage of your own attacks.

General Perks:

Protagonist - Free
You are now at the center of narratively important events. From this you will often find that events important to the story will either form around your location or that you will stumble into the middle of them and your decisions having a profound effect on the future of the world.

Character Customisation - Free
At the start of each Jump, you will gain a new **Alt-Form** that you will use in the Jump. Before the Jump begins, you may customize the appearance of your **Alt-Forms,** both as a child and an adult. The appearance of your **Alt-Form** will shift between them as you age from childhood to adulthood.

Andraste's Blessing Origin - Free (Cannot be taken with "Fade Touched")
This is an **Out of Context Origin Perk**. At the start of a Jump, you can use this Narrative Perk to set your entry into the Jump Setting as a tear in the veil opening and dropping you out with a woman helping you out.

Setting of Origin -300 CP (Requires "Andraste's Blessing Origin")
At the start of a Jump when using an **Out of Context Origin Perk,** you can use this **Narrative Perk** to connect your Jump Setting to a Setting of Origin. The Setting of Origin must be a setting in which you have perks, power, or abilities innate to the peoples native to that setting. You will have a Pre-Jump history in the Setting of Origin and while normally you would not be able to access the setting, should you have some method of local multiversal travel you will be able to go to and from the designated Setting of Origin.

Dynamic Entry - Free (Requires 3 "Out of Context Origin Perks" from other Supplements)
Using this **Narrative Perk,** you can dynamically craft your method of Dropping into a Jump.

Rook -100 CP
You are now proficient at leading, making it so that anyone who works with or for you will follow your orders, regardless of their relationship with you. If the people you work with hate you or think that you're a joke, they may still make comments or say insulting things, but their actions will be in line with those expected of a subordinate towards their superior.

Protagonist Booster: Quest Details
When you receive a mission or tasks, a quest will appear within a quest log in your mind. Your mental quest log will organize the quests by location and provide details on objectives and progress. New quests can be obtained by interacting with others, reading notes, or exploring new areas.

Champion of Kirkwall -200 CP
In every situation, you get a seat at the table and are an exception to any political rules or red tape. With this, people will talk to you about their problems and listen to your opinions as though you were equals, even when they massively outrank you. You will be an exception to some social norms, such as being a Mage surrounded by Templars and no one expecting you to go to a circle or acting as though you were an apostate. This perk can be scaled and partially **Toggled** for when you outrank the people you are speaking with.

Rook Booster: Friendship and Rivalry
You have a Friend and Rival approval meter that records the details of anyone you know. The friendship meter will increase whenever you do something that someone likes, making them more appreciative of you. When you do something that others dislike or respect, it will increase their rivalry meter, even if the friendship meter decreases. With a high Rivalry, they respect you even when they disagree with your views.

Grey Warden -400 CP
You now have an immunity to any form of curses, viruses and other infections that would cause you to become a monster while also gaining benefits. Should the monster form give you any improved capabilities, you would be able to toggle them to gain them, and you will be able to sense any type of that monster. If you were to be bitten by a werewolf you would not transform or be affected by the moon but would gain enhanced strength, speed, and senses in line with those of a werewolf and also be able to tell when werewolves are near.

Rook Booster: Romance
With this perk, you will be actively aware of who is available for a romantic partnership, as well as their personal romantic preferences. You can use this perk to **Toggle** them so you become a romantic possibility for them, bypassing their personal preferences of age, race, species and sexual preference to make you a valid option. Should you both attempt to have a child together, you may choose to **Toggle** them again in order to make you both sexually compatible so that there are no negative side effects from having the child. You may choose the species composition of the child that will be protected such as if a Human and Android were to have a child you can choose for them to be human, a cyborg or an android this would also protect the mother from any powers the child possesses such as making it so that a fetus with super strength could not harm the mother by kicking.

Champion of Kirkwall Booster: Mini-Map
You now have a miniature map in your mind that shows you the area from a simplified top-down view with cardinal directions to help you orient yourself within the world. The Mini-Map shows your current position, your allies, structures, enemies, objectives, and the surrounding terrain.

Inquisitor -600 CP
You have been branded by the Fade, as you now possess the Anchor. This strange glowing green mark is on your left palm but can be **Toggled** at will in order to show or hide it. You are able to use the Anchor to disrupt or permanently seal tears in the Veil, and other similar spatial rifts such as dimensional tears or warp gates, allowing you to block some forms of teleportation and repair damage to space-time. With time and practice you can learn how to use the mark in order to access alternate dimensions, parallel realities and mirror worlds connected to the current reality you're in.

Rook Booster: War Table
Whenever you have a map of an area you are able to see your subordinates' locations on the maps, the political landscape as you and your subordinates know it to be. When touching the map at the location of a subordinate you can communicate with them in real time and when a situation of interest occurs that you can send your forces to deal with you are able to give them a quest with mission information.

Champion of Kirkwall Booster: Judgment
Whenever you defeat or kill an enemy, a prompt will come up giving you the option to Judge them. If you accept the target will be captured and incapable of escaping, when you sit on a throne in what you consider a base they will be brought to you for judgment. The judgment options, approval changes, and outcomes are dependent on the target, their crimes, their victims as well as some options requiring certain knowledge or skills to be acquired first. Once you have made a judgment, the one judged is forced to follow your Judgment.

Grey Warden Booster: Level Up
You now have access to a Leveling System which allows you to gain XP (Experience Points) and level up. Each level you gain gives you 3 stat points that you will be able to spend to increase any Stat you have purchased through the corresponding Stat Perks.

Warrior Perks:

Health -100 CP (Free for Warrior)
Your body is now protected and rejuvenated by an energy field known as HP (Health Points). All harm you receive reduces your HP but so long as you retain any HP all harm your body takes is undone, regrowing any lost limbs, patching any wounds and restoring any damaged clothing as though the harm never happened. Any otherwise fatal wounds you receive such as a strike to the heart or head will do the same level of harm that the wound would to a non-vital area. You are passively aware of how much HP you have left and when it runs out you will lose its protection and will need to wait 24hrs for you to regain your HP.

Level Up Booster: Health Bar
Your HP is now integrated into your Leveling System, allowing you to display your HP in numeric values for yourself and others. Additionally, whenever you level up, your Maximum HP will increase slightly.

Constitution -200 CP (Discounted for Warrior)
You now have an extra layer of protection, as you now gain a thin layer of surface tension around your body that reduces the power behind each strike. The faster the strike that's about to hit you the more durable the surface becomes, allowing a slow moving object to pass through without being affected, but faster moving objects such as high speed projectiles like an arrow are likely to shatter on collision with this surface tension.

Level Up Booster: Constitution Stat
Constitution is now a Stat in your Leveling System, and each level up you gain 1 extra Stat point that you can put into any Stat. Your Constitution Stat directly increases the amount of damage you can take before fainting or dying, and also increases the level of your physical resistance. If you have the **Health Bar** Perk, every point in constitution will also increase your HP, allowing more damage to be taken.

Strength -400 CP (Discounted for Warrior)
When expressing your physical might, you are now able to surround your body and anything you are touching with an energy structure that allows you to actively redistribute its weight as needed in order to wield it effectively. This means that when you lift a heavy but fragile object, you have to distribute the lift across the surface of the object and distribute its weight across your body. You can also redistribute the impact of any strike you perform so that the full weight of a slash or punch is put into a single point of impact.

Level Up Booster: Strength Stat
Strength is now a Stat in your Leveling System, and each level up you gain 1 extra Stat point that you can put into any Stat. Your Strength Stat directly affects the damage you deal in physical combat, as increasing your Strength Stat increases the base damage from all Melee weapons and helps determine whether a melee attack is successful. Great strength is required to wield two-handed weapons or wear heavy armor.

DA Keep -600 CP (Discounted for Warrior)
Using this **Narrative Perk** you will be able to tailor up to 300 important decisions made in the past of the Jump setting such as which romantic partners ended up together, what the results of famous events were and which choices were made choosing who died in specific circumstances. What these events are will depend on the setting, and when changing events, the resulting setting may be quite distinct from the canon events.
Once the decisions from the previous events have been selected, an animated video, describing the events of the previous installments will play, clearing up any canon errors. Any time the story branches, you can pause to change what decision was selected. After the video is finished, you can make changes or confirm and start the Jump.

Inquisitor Booster: Skyhold Smith
You are now able to integrate any other **Narrative Perk** you have into **DA Keep,** allowing you to better customize the Jump setting at each option, as well as how many options can be selected from at each branch. You can also use this to customize any weapon you possess by altering its creation history. When holding a finely forged weapon you can change what materials were used in its crafting, swapping them for any materials you have available even if the crafting process used is incompatible with the materials. This functionally allows you to create any weapon and swap pieces into the recipe, with the materials used swapped in determining the specific enhancements, attributes and/or powers that will be added to the new item.

Champion of Kirkwall Booster: Stable
You are now able to select multiple options in each important decision even if they would otherwise be incompatible, such as a character choosing to be in two places at once. This will cause the timeline to change as needed, depending on the continuity the character could learn to self duplicate or time travel allowing them to be in both locations at once alternatively the events could be spaced out allowing the character to arrive at both locations. How the conflict will be resolved will be explained to you before you can continue on to another decision. You can also use this Perk to swap out things in your possession with similar things that you own in other locations, such as the warehouse, allowing you to swap a chair for a horse or a jeep that you own.

Rogue Perks:

Stamina -100 CP (Free for Rogue)
Your body is now supported by an energy field known as SP (Stamina Points). Any physical activity you perform reduces your SP, but this prevents you from feeling the negative effects of exertion such as tiredness, shortness of breath or burning muscles while your body passively heals, allowing you to gain the benefits of the exercise. You are passively aware of how much SP you have left and when it runs out you will become reliant on your natural reserves of stamina until your SP recharges.

Level Up Booster: Stamina Bar
Your SP is now integrated into your Leveling System, allowing you to display your SP in numeric values for yourself and others. Additionally, whenever you level up, your Maximum SP will increase slightly.

Cunning -200 CP (Discounted for Rogue)
You are able to understand anything you perceive from another being in such a way that you can pick up details that indicate how powerful they are, what skills they possess, their overall health, their flaws and potentially weaknesses. You are able to quickly analyze this information in order to better understand them as an individual. Though you can pick up on false information, you will be actively aware of any conflicting details of your analysis.

Level Up Booster: Cunning Stat
Cunning is now a Stat in your Leveling System, and each level up you gain 1 extra Stat point that you can put in any Stat. Cunning determines how well you learn and how easily you find weaknesses in your enemy. Rogues benefit most from this statistic, as many of their class abilities and special attacks rely on subtlety or reading the target, not raw strength. Cunning helps characters identify weaknesses in opponents' armor, increasing the armor penetration score, and also contributes to mental resistance and the persuasion side of Coercion.

Dexterity -400 CP (Discounted for Rogue)
You no longer suffer from your body being in incorrect positions for prolonged periods of time. This allows you to withstand your body being folded into tight spaces or in different designs without you taking any damage. This also gives you greater control over your joints, allowing you to lock them at will or increase their flexibility to get through tight spaces.

Level Up Booster: Dexterity Stat
Dexterity is now a Stat in your Leveling System and each level up you gain 1 extra Stat point that you can put in any stat. Dexterity measures your agility, reflexes, and balance, the higher your dexterity the more likely you are to dodge incoming blows. Dexterity also contributes to the damage dealt by piercing weapons like daggers and arrows. Along with strength, dexterity also contributes to physical resistance as well as melee and ranged attacks, determining how likely a swing or shot connects with its target.

Golden Nug -600 CP (Discounted for Rogue)
With this **Meta Perk,** you are able to summon the Golden Nug statue to you at any location. When you interact with this statue you are able to copy all the knowledge you have into the Golden Nug with the knowledge merging with the knowledge already stored within the statue. Afterwards, any version of you who interacts with the Golden Nug will gain all the knowledge stored within it as though they had just touched the Golden Nug. This allows you to regain any memories that you have lost or have been restricted, including those locked by drawbacks.

Inquisitor Booster: Schematics
You are now able to store copies of your Perks, Powers, and Abilities within your Golden Nug, this allows you to regain them should you somehow lose or dispose of them. This will not allow you to gain a second copy of it should you still retain the original, but it will allow you to gain a copy of the original should you evolve them or merge them with another Perk, Power, or Ability. You can also use the Golden Nug to store copies of any documents you possess, including Blueprints, Schematics, and Recipes.

Champion of Kirkwall Booster: Inventory
You can now put restrictions on anything stored within the Golden Nug as well as storing Items that you're capable of holding within the Golden Nug. You can selectively lock anything you store, such as knowledge on specific types of power to be password protected or only one version of yourself. You can quick-store items within the Golden Nug simply by touching them and willing them into the Golden Nug and you can quick-retrieve items within the Golden Nug by willing them to you. By quick-storing and quick-retreving items, you are able to change clothing almost instantly.

Mage Perks:

Mana -100 CP (Free for Mage, Incompatible with “Dwarf”)
Your body is now supported by an energy field known as MP (Mana Points). Any magic you perform reduces your MP, but this prevents the negative effects of that magic such as spiritual corruption, sacrifice of self aspects or spell slots depending on the style of magic. You are passively aware of how much MP you have left and when it runs out you will become reliant on your natural reserves of magical energy until your MP recharges.

Level Up Booster: Mana Bar
Your MP is now integrated into your Leveling System, allowing you to display your MP in numeric values for yourself and others. Additionally, whenever you level up, your Maximum MP will increase slightly.

Willpower -200 CP (Discounted for Mage)
You have a defence against any form of mental displacement allowing you to resist any forms of mind control, possession and actively prevent your mind being switched, transferred, drained, displaced or otherwise removed from your body. Even if your brain was removed and replaced with another, unless you prevent it, this Perk will return your brain back to its true body.

Level Up Booster: Willpower Stat
Willpower is now a Stat in your Leveling System, and each level up you gain 1 extra Stat point that you can put in any stat. Willpower represents your determination and mental fortitude.
If you have the **Stamina Bar** Perk, every point in Willpower will also increase your SP, allowing more damage to be taken.
If you have the **Mana Bar** Perk, every point in Willpower will also increase your MP, allowing more damage to be taken.

Magic -400 CP (Discounted for Mage, Incompatible with “Dwarf”)
Even if you are unable to wield magic, you are now able to passively generate magic as though you were the fade. Thanks to this, you and any other magic users around you will find that their mana will regenerate at an accelerated rate.

Level Up Booster: Magic Stat
Your magic is now a stat in your Leveling System, and each level up you gain 1 extra Stat point that you can put in any stat. The Magic Stat is the measure of a character's natural affinity for the arcane. This attribute is crucial for mages, since it directly increases a character's spellpower score, which determines the potency of all spells. The magic attribute also determines how effective potions, poultices, and salves are for all classes. Unsurprisingly, mages gain the most benefit from a high magic attribute; the magic attribute's modifier determines the mage's spellpower, which in turn governs the magnitude of a spell's effect, including damage. For characters of all classes, the magic attribute also increases the effectiveness of healing poultices, potions, and salves. A high magic score is required to wield high-level staves or learn certain spells. Magic also contributes to mental resistance.

DA Awakening -600 CP (Discounted for Mage)
At the end of your Jump or when the main events of your jump Finish, you can use this **Meta Perk** in order to create a Sequel Jump. In the Sequel, Jump events related to the previous story will not end as expected, as a new threat will appear of similar proportional danger to the threats of the original Jump. You can choose for your Sequel Jump to be either a continuation of the jump or an independent jump where you are a new main character.

Inquisitor Booster: Trespasser
You may use this **Narrative Perk** to have the Sequel Jump contain events that will boost any talents, powers, and abilities native to the Main Jump even further beyond. You may **Toggle** any loose thread from the Main Jump to continue in the Sequel Jump with any outstanding enemies, unfulfilled romances or incomplete prophecies to be resolved with the Sequel Jump allowing you to leave with everything completed. You also know how to put more stamina or magic into any spells, talents, skills, or abilities you possess in order to strengthen them. From this, you can make the damage output of any spell or talent larger in proportion to the increase of Stamina or Magic you put into it, such as doubling the damage of Shield Bash by doubling its Stamina you put into it or doubling the damage of Flame Blast by doubling the Mana you put into it.

Champion of Kirkwall Booster: Legacy
You can now use this **Narrative Perk** to create events, similar to scenarios that will take place during the main Jump, which will act as a setup to Sequel Jumps. During these events, you will find items and new methods to improve your power that will allow you to grow stronger in ways that you may not have found otherwise. Rather than simply knowing a Spell or Talent, you now understand the principles of them as though you had researched and developed the techniques or magic yourself. Thanks to this, you will have the capabilities to develop martial or magical processes, allowing you to create new talents and spells yourself.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

Feastday Gifts and Pranks - Free

Throughout Thedas, the great holiday of Satinalia is marked by sumptuous feasts, wild celebrations, and naming the town fool as ruler for a day. Amid the feasting, it is customary for friends, lovers, and traveling companions to exchange gifts and pranks.

Raw Lyrium -100 CP

Lyrium is a valuable but dangerous mineral that when processed and consumed strengthens a mage's connection to the Fade, thereby boosting their mana. When raw Lyrium is mixed into liquid and ingested, it allows mages to enter the Fade fully aware, unlike when dreaming. While mages use Lyrium in their arcane spells and rituals, templars ingest the mineral to enhance their abilities to resist and dispel magic. Mages can also be branded with Lyrium to become Tranquils, severing their connection to the Fade and essentially lobotomising them. Processed Lyrium can also be used by dwarves and the Tranquil in order to enchant items.

Skyhold Throne -100 CP (Free with “Judgment”)

This magnificent throne is made from the skull and bones of a dragon, while sitting upon this throne your words and judgments will seem to have far more weight to them.

Sir Pounce-a-lot -200 CP

This adorable tabby kitten has innate magical powers that allow it to once per day heal and instantly revive you and all of your allies with a fraction of health and no stamina or mana. Although this could be considered a companion as an Item gains more than 9 lives as they become fiat backed, protecting them from getting lost or killed.

The Black Emporium -200 CP (Free with “Champion of Kirkwall”)

Your warehouse now has a door that only you can access. This door leads to a large room nestled deep under Kirkwall containing a market with a curious collection of items, some for sale, some for free, and ranging from the mundane to the mysterious. Though others can enter and exit this from the city of Kirkwall, you cannot, as any attempt to leave will always bring you back into your warehouse.

True Belt of Hindsight -400 CP

A variant of the legendary belt forged by Thaulid Hammerspur. Hindsight possesses a strange, slow intellect. Whenever the user wearer dies, the belt develops a resistance that would have saved its owner, as their death becomes etched in Lyrium. Should a Jumper wearing the Belt activate a **1-UP,** this Belt will gain a resistance to whatever would have killed them. By default, the belt has a resistance to fire, poison, piercing attacks and magic. Should someone die from something the belt already resists, the resistance will only grow stronger

Tome:

These texts contain a great many secrets and stories, some of which may bestow power you have yet to know.

Qunari Prayers for the Dead - Free
The words are in a strange spidery script, but the fine etchings demonstrate a clear respect for the departed.

The Chant of Light, Unabridged - Free
A luridly illustrated copy of Chantry teachings, complete with a hundred-page concordance and an overly simplistic collection of daily affirmations about how the Chant can bring light into any life.

Discovering Dragon's Blood: Potions, Tinctures, and Spicy Sauces -50 CP
This thick tome is covered in dark, dusty leather and has a distinctly foreboding appearance.

Phylacteries: A History Written in Blood -50 CP
A volume on the origin and history of phylacteries.

Lyrium: The Voice of the Maker -50 CP
A book about lyrium, necessarily heavy on conjecture.

Tome of Skill and Sundry -100 CP
A sprawling work of early Ferelden that attempts to unify many disciplines under one theory of mental capacity. Long censored by the Chantry, the book grants a greater capacity for general skills.

Tome of Physical Technique -100 CP
A manuscript of physical arts, scribed by a master and rarely seen outside of the most prestigious militias and guilds. Careful study grants the reader access to additional rogue or warrior talents.

Tome of Arcane Technique -100 CP
A tome researched by the Imperial Chantry, a Tevinter offshoot of the Andrastian religion that no longer persecutes magic users. The book grants insight into the Fade, increasing the reader's knowledge of spells.

Tome of the Mortal Vessel -100 CP
Fear of blood magic has stigmatized academic dissection, but dedicated scribes keep anatomical works from disappearing. This book allows training that modestly increases the reader's base attributes.

Black Grimoire -100 CP
A black leather-bound book with a tree on the cover.

Grimoire of the Frozen Wastes -100 CP
In these pages are hundreds of harrowing tales describing how the barbarians of the Frozen Wastes, far north of Orthland, survive in their icy homeland. The authors hope their stories will help readers in their times of need. Or, at the least, prove entertaining.

The Warrior's Heart -150 CP
A book on various orders of warriors, with particular emphasis on the Grey Wardens, Ash Warriors, Legion of the Dead, and Silent Sisters.

Formari Tome -150 CP
Formari are known for a rigorous dedication to the pursuit of knowledge. This manual, one of the more popular Formari texts, contains a wide variety of insight into skills and knowledge.

The Far Cliffs of Kirkwall -150 CP
Written by a Fereldan refugee as she fled the Blight, this book of poems describes her dreams of a new start in Kirkwall, the city across the sea. Readers will surely be enriched by her insights.

Lothering's Lament -150 CP
Written by a Fereldan refugee as she fled the Blight, this book of poems contains touching reminiscences of all she had to leave behind. Readers will surely benefit from her experience.

Of Things Not Lost -150 CP
Written by a Fereldan refugee as she fled the Blight, this book of poems describes her struggle to preserve her past and cling to the few physical mementos she'd brought with her into foreign lands. Readers will surely find this book enchanting.

Flemeth's Grimoire -200 CP
An old, but lovingly cared for book, bound in leather of questionable origins. The pages smell of herbs and wood smoke. Intricate stitching on the cover marks out a leafless tree, strangely ominous in its stark appearance.

Potion:

These various glass vials contain a number of concoctions that aid the drinker in different ways. An elixir mainly benefits on its first use, meaning consuming it multiple times will have little effect.

Health Poultice -100 CP
A skilled herbalist has rendered a variety of medicinal ingredients into this soothing, restorative substance. Once per hour, a vial of this concoction will appear within your warehouse.

Stamina Draught -100 CP
A single sip of this liquid is surprisingly reinvigorating. Once per hour, a vial of this concoction will appear within your warehouse.

Lyrium Potion -100 CP
A potion that contains a small amount of refined lyrium. Once per hour, a vial of this concoction will appear within your warehouse.

Elixir of Arcane Technique -100 CP
Whoever consumes this elixir gains knowledge of advanced magic techniques. A new vial of this elixir will appear within your warehouse once per week.

Elixir of Physical Technique -100 CP
Whoever consumes this elixir gains knowledge of advanced combat techniques. A new vial of this elixir will appear within your warehouse once per week.

Elixir of Heroism -100 CP
This rare potion seems to age whoever consumes, granting them an unfamiliar wisdom. A new vial of this elixir will appear within your warehouse once per week.

Elixir of the Ages -100 CP
Whoever consumes this elixir gains the memory of battles never fought. A new vial of this elixir will appear within your warehouse once per week.

Elixir of the Mortal Vessel -100 CP
Whoever consumes this elixir gains some mastery over their body's potential. A new vial of this elixir will appear within your warehouse once per month.

Greater Elixir of the Mortal Vessel -100 CP
Whoever consumes this elixir gains greater mastery over their body's potential. A new vial of this elixir will appear within your warehouse once per year.

Arcane Elixir of the Mortal Vessel -100 CP
Whoever consumes this elixir gains superior mastery over the body's potential. A new vial of this elixir will appear within your warehouse once per ten years.

Custom Equipment:

In this section you can create or select weapons or armor from Dragon Age using **WP** you may exchange **-25 CP** for **+1 WP** or **-100 CP** for **+6 WP**.
Gain **+20 WP** For **Free**. Purchased Custom Equipment can not cost less than **0 WP**.

Weapon Types:

These are the categories of weapon your custom weapon will be, you can select 1 weapon type per weapon.

Two-Handed Melee Weapons:
Weapons requiring two hands for use, typically offering higher damage in exchange for slower attack speeds and decreased mobility.

Battleaxes -1 WP (Free for "Warrior")
Moderate damage, and slowest attack speed for two-handed melee. Has the best criticals, but only average armor penetration (AP).

Greatswords -1 WP (Free for "Warrior")
High damage output, but average AP and critical chance. The fastest two-handed weapon.

Mauls -1 WP (Free for "Warrior")
Lowest damage of the two-handed weapons, but best AP. Also has the best attribute modifier bonus. The attack speed is faster than battleaxes but slower than greatswords.

One-Handed Melee Weapons:
Weapons that can be wielded with a single hand, leaving the other hand free for a shield, another weapon, or for utility.

Daggers -1 WP (Free for "Rogue")
Low damage output with high critical strike. Has the fastest attack speed possible for a one-handed melee weapon. Rivals Maces in terms of AP.

War axes -1 WP (Free for "Warrior")
High damage output with low AP, but benefits from the highest attribute modifier boost of one-handed melee weapons. Has the same attack speed as a longsword, but is faster than a mace.

Longswords -1 WP (Free for "Warrior")
These have high damage potential with high damage variance and low AP value

Maces -1 WP (Free for "Warrior")
These have moderate damage potential with moderate damage variance and high AP value. Has the slowest attack speed.

Ranged Weapons:
Weapon designed for attacking an opponent from a distance, normally requiring ammunition.

Longbows -1 WP (Free for “Rogue”)
Longbows are moderately powerful and can hit targets at much greater distance, but fire more slowly than shortbows.

Shortbows -1 WP (Free for “Rogue”)
Among the various types of bows, shortbows are the fastest to fire, but have limited range and punch.

Crossbows -1 WP (Free for “Rogue”)
Crossbows have the greatest range and intrinsic damage, particularly against armored enemies, but take significant time to reload.

Staves -1 WP (Free for “Mage”)
Staves are the two-handed weapons of choice for mages. Each staff has a weak, long range default attack that costs no mana.

Orbs -1 WP (Free for “Mage”)
Orbs are the one-handed weapons of choice for mages. Each Orb has a short range default attack that costs no mana.

Shields:
The primary function of a shield is defensive, its hardened parts or reinforced sections can be used to strike an opponent, making it both armor and a weapon.

Bucklers -1 WP (Free for “Warrior”)
Bucklers are small circular shields. They offer only little protection, but have no fatigue penalty and low strength requirements. They go well with a more offensive use of the Weapon and Shield talents.

Targes -1 WP (Free for “Warrior”)
Targes are large circular shields that have higher defensive bonuses than Bucklers, but also apply a fatigue penalty.

Kite Shields -1 WP (Free for “Warrior”)
Kite shields have a triangular shape and offer even more protection, but have even more fatigue as a tradeoff.

Heavy Shields -1 WP (Free for “Warrior”)
Heavy shields are square-shaped and have the highest defensive bonuses, while also requiring more Strength to equip and giving a large fatigue penalty. They are the recommended choice for tanking party members.

Armor Types:

These are the categories of protective covering used to prevent damage your custom armor can be, you can select 1 armor type per armor.

Full Set -3 WP
The Collection of a Chestpiece, Helmet, Gloves, and Boots that match and when worn together will grant a set benefit.

Clothing -1 WP (Free for “Mage”)
While clothing does not offer armor protection in the typical sense, most cloth is enchanted and does not increase fatigue.

Cloth Helmets -1 WP (Free for “Mage”)
Unlike other helmets, Cloth helmets provide no armor or defense unless specifically stated, and have no fatigue associated with their equipment.

Chestpieces -1 WP
A Chestpiece is a device worn over the torso to protect it from injury, as an item of religious significance, or as an item of status.

Helmets -1 WP
A helmet is a form of protective gear worn to protect the head. More specifically, a helmet complements the skull in protecting the brain.

Gloves -1 WP
Gloves are a covering for the hand worn for protection, typically having separate parts for each finger and the thumb.

Boots -1 WP
A boot is a sturdy shoe that covers the foot and ankle and often extends up the leg, designed as protection.

Accessory Types:

Accessories are wearable items that grant stats bonuses or give enhancements.

Amulets -1 WP
Amulets are accessories that can modify abilities.

Belts -1 WP
Belts grant a variety of advantages such as bonuses to stats, resistances, damage, or healing.

Rings -1 WP
Rings can be worn to provide a wide variety of benefits, normally only 2 can be worn at once.

Equipment Tiers:

These are the variations that indicate the power of a selected piece of equipment

Armor Weight: (Exclusive to Armor)
The weight of your armor determines how much physical protection you gain and how much fatigue you take while wearing them. The higher your fatigue the more the stamina and mana cost of talents and spells is increased per use.

Clothing +1 WP
Clothing and Cloth Helms do not cause any fatigue or prove any protection, however instead of selecting an Equipment Tier instead it automatically gains 4 **Enchantment Slots**.

Light Armor - Free
Light armor are light armor which offer less protection than medium, heavy, or massive armor but also cause the least fatigue.

Medium Armor - Free
Medium armor provides more protection than light armor and offers less fatigue than heavy and massive armor alike.

Heavy Armor - Free
Heavy armor provides more protection than the other armor types, such as light armor and medium armor, but at the cost of increased fatigue; only massive armor provides better protection.

Massive Armor -1 WP
Massive armor offers the highest level of protection, but with a large cost to increased fatigue.

Equipment Tier:
The Tier of a piece of equipment declare how powerful it is and how many enchantment slots the equipment can hold. Tiers 1–7 are normally available in the base setting, while tiers 8–9 are normally exclusive to DLC.

There are different types of materials used for each type of weapon and armor several types of materials that they can be made of.
For Armor, **Leather** is used to create Light armor, whereas Medium, Heavy, and Massive Armor all use **Metal** instead.
All Melee weapons are made of **Metal** while most ranged weapons are crafted from **Wood,** the only exception being Staffs and Shields that can be made from either **Wood**, or **Metal**.

Tier 1 +3 WP
This is the lowest quality equipment with no **Enchantment Slots**.
If taken with **Full Set,** you may gain 1 **Enchantment Slot** that will only be active when the Set is all worn together.
Leather - Rough Hide - beige
Metals - Iron - grey and red
Wood - Elm - dark grey

Tier 2 +1 WP
This low quality equipment is only capable of holding 1 **Enchantment Slot**.
If taken with **Full Set,** the Chestpiece and Helmet gain 1 **Enchantment Slot**.
The **Full Set** gains 1 additional **Enchantment Slot** that will only be active when the **Full Set** is all worn together.
Leather - Cured Hide - brown
Metals - Grey Iron - yellowish-brown and red
Wood - Ash - beige

Tier 3 - Free
This is the normal level of equipment, being capable of holding 2 **Enchantment Slots**.
If taken with **Full Set,** the Chestpiece and Helmet gain 2 **Enchantment Slot**.
The **Full Set** gains 2 additional **Enchantment Slot** that will only be active when the **Full Set** is all worn together.
Leather - Leather - red
Metals - Steel - white and purple
Wood - Yew - tan

Tier 4 - Free
This is considered Good quality equipment capable of holding 3 **Enchantment Slots**.
If taken with **Full Set,** the Chestpiece and Helmet gain 3 **Enchantment Slot,** while the Gloves and Boots gain 1 **Enchantment Slot**.
The **Full Set** gains 2 additional **Enchantment Slot** that will only be active when the **Full Set** is all worn together.
Leather - Hardened Leather - green
Metals - Veridium - greenish-grey and yellow
Wood - Whitewood - white

Tier 5 -1 WP
This High quality equipment is usually capable of holding 4 **Enchantment Slots**.
If taken with **Full Set,** the Chestpiece and Helmet gain 4 **Enchantment Slot,** while the Gloves and Boots gain 1 **Enchantment Slot**.
The **Full Set** gains 3 additional **Enchantment Slot** that will only be active when the **Full Set** is all worn together.
Leather - Reinforced Leather - dark grey
Metals - Red Steel - bright red
Wood - Ironbark (a wood crafted by the Dalish; stronger than steel) - olive

Tier 6 -2 WP
Considered the highest quality of publicly available equipment, this is capable of holding 5 **Enchantment Slots**.
If taken with **Full Set,** the Chestpiece and Helmet gain 5 **Enchantment Slot,** while the Gloves and Boots gain 1 **Enchantment Slot**.
The **Full Set** gains 3 additional **Enchantment Slot** that will only be active when the **Full Set** is all worn together.
Leather - Inscribed Leather - light blue
Metals - Silverite - shiny white and blue
Wood - Sylvanwood - tan

Tier 7 -3 WP
This equipment is unique and often one-of-a-kind with some famous history behind it, capable of holding 6 **Enchantment Slots**.
If taken with **Full Set,** the Chestpiece and Helmet gain 6 **Enchantment Slot,** while the Gloves and Boots gain 2 **Enchantment Slots**.
The **Full Set** gains 4 additional **Enchantment Slot** that will only be active when the **Full Set** is all worn together.
Leather - Drakeskin Leather - deep blue
Metal - Dragonbone - burgundy
Wood - Dragonthorn - dark red

Tier 8 -5 WP
This equipment is made from high-tier materials that are normally impossible to find, normally these would be exclusive to DLC and are capable of holding 7 **Enchantment Slots**.
If taken with **Full Set,** the Chestpiece and Helmet gain 7 **Enchantment Slot,** while the Gloves and Boots gain 2 **Enchantment Slots**.
The **Full Set** gains 4 additional **Enchantment Slot** that will only be active when the **Full Set** is all worn together.
Leather - Dragon Wing
Metals - White Steel - whitish, very similar appearance to Silverite
Wood - Vhenadahl

Tier 9 -7 WP
This is the Highest tier of equipment, normally requiring post-game DLC, it is capable of holding 8 **Enchantment Slots**.
If taken with **Full Set,** the Chestpiece and Helmet gain 8 **Enchantment Slot,** while the Gloves and Boots gain 3 **Enchantment Slots**.
The **Full Set** gains 5 additional **Enchantment Slot** that will only be active when the **Full Set** is all worn together.
Leather - High Dragon Hide
Metals - Volcanic Aurum - golden
Wood - Ancestral Heartwood

Equipment Enhancements:

This list of enchantments can be applied to your equipment, so long as you have enough **Enchantment Slots** available.

Generic Enchantments:

These Enchantments can be applied to any type of equipment, regardless of type.
Generic Enchantments.

Canon Enchantment -1 WP, - All Enchantment Slot
With this option, you may select a cannon item of the same Type and Tier as your custom equipment from the dragon age games. This will use all **Enchantment Slots** preventing you from selecting any other Enchantments but remove any restrictions such class requirements.

X Health -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**. Each Purchase increases your maximum health by 10%.

X Mana -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**. Each Purchase increases your maximum mana by 10%.

X Stamina -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**. Each Purchase increases your maximum stamina by 10%.

X Mana regeneration in combat -2 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**. Each Purchase increases your mana regeneration in combat by 20%.

X Stamina regeneration in combat -2 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**. Each Purchase increases your stamina regeneration in combat by 20%.

X Health regeneration in combat -3 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**. Each Purchase increases your health regeneration in combat by 20%.

X Health regeneration while exploring -1 WP, -2 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as two **Enchantment Slots**.
Each Purchase increases your health regeneration while not in combat by 40%.

Increase experience from codex -1 WP, -1 Enchantment Slot
Increases the XP gained by 50% from learning information that would be the equivalent of a codex entry.

Increases monetary gain -1 WP, -1 Enchantment Slot
Increases the Gold gained from random loot and rewards by 50%.

X to all Attributes -4 WP, -2 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as two **Enchantment Slots**.
This purchase adds +1 to each of your attributes for each purchase.

X Strength -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**.
This purchase adds +1 to your Strength attribute for each purchase.

X Dexterity -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**.
This purchase adds +1 to your Dexterity attribute for each purchase.

X Willpower -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**.
This purchase adds +1 to your Willpower attribute for each purchase.

X Magic -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**.
This purchase adds +1 to your Magic attribute for each purchase.

X Cunning -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**.
This purchase adds +1 to your Cunning attribute for each purchase.

X Constitution -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**.
This purchase adds +1 to your Constitution attribute for each purchase.

Weapon Enchantments:

These Enchantments can only be applied to Weapons.

Weapon Damage Conversion:

These Enchantments change the type of Damage the weapon does.
You may only select 1 Weapon Damage Conversion per weapon, but it is **Free** and mandatory for staffs.

Cold Damage -1 WP, -1 Enchantment Slot
Converts all standard damage to cold damage.

Electricity Damage -1 WP, -1 Enchantment Slot
Converts all standard damage to electricity damage.

Fire Damage -1 WP, -1 Enchantment Slot
Converts all standard damage to fire damage.

Magic Damage -1 WP, -1 Enchantment Slot
Converts all standard damage to raw magic damage.

N**ature Damage -1 WP, -1 Enchantment Slot**
Converts all standard damage to nature damage.

Necrotic Damage -1 WP, -1 Enchantment Slot
Converts all standard damage to necrotic damage.

Spirit Damage -1 WP, -1 Enchantment Slot
Converts all standard damage to spirit damage.

Weapon Effect Enchantments:
These Enchantments alter how a Weapon functions.

Spellblade -1 WP, -1 Enchantment Slot (+1 WP, -2 Enchantment Slot for “Mage”)
You are now able to wield the selected weapon as a Spellblade allowing you to use it in place of a magic focus to cast spells faster and with more power.

X Armor Penetration -2 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**. Each purchase increases your armor penetration so that the effectiveness of the armor you're striking has its resistance reduced by 10%.

X Attack -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**. Each purchase increases how likely you are to hit with each strike by 10%.

X Standard Damage -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**. Each purchase increases the amount of standard damage each of your attacks inflict by 10%.

X Damage from each element -2 WP, -2 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as two **Enchantment Slots**. Each purchase increases the amount of elemental damage each of your attacks inflict by 10%.

X All Weapon Damage -3 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**. Each purchase increases the amount of total damage each of your attacks inflict by 10%.

X Cold Damage -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of twenty times per item while only counting as a single **Enchantment Slot**. Each purchase adds an additional 5% of the weapon’s standard damage as cold damage.

X Electricity Damage -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of twenty times per item while only counting as a single **Enchantment Slot**. Each purchase adds an additional 5% of the weapon’s standard damage as electricity damage.

X Fire Damage -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of twenty times per item while only counting as a single **Enchantment Slot**. Each purchase adds an additional 5% of the weapon's standard damage as fire damage.

X Magic Damage -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of twenty times per item while only counting as a single **Enchantment Slot**. Each purchase adds an additional 5% of the weapon's standard damage as raw magic damage.

X N**ature Damage -1 WP, -1 Enchantment Slot**
This can be taken up to a maximum of twenty times per item while only counting as a single **Enchantment Slot**. Each purchase adds an additional 5% of the weapon's standard damage as nature damage.

X Necrotic Damage -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of twenty times per item while only counting as a single **Enchantment Slot**. Each purchase adds an additional 5% of the weapon's standard damage as necrotic damage.

X Spirit Damage -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of twenty times per item while only counting as a single **Enchantment Slot**. Each purchase adds an additional 5% of the weapon's standard damage as spirit damage.

X Damage vs. Dragons -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of four times per item while only counting as a single **Enchantment Slot**. Each purchase increases the amount of total damage each of your attacks inflict against dragons by 25%.

X Damage vs. Darkspawn -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of four times per item while only counting as a single **Enchantment Slot**. Each purchase increases the amount of total damage each of your attacks inflict against darkspawn by 25%.

X Damage vs. Undead -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of four times per item while only counting as a single **Enchantment Slot**. Each purchase increases the amount of total damage each of your attacks inflict against undead by 25%.

X Damage vs. Beasts -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of four times per item while only counting as a single **Enchantment Slot**. Each purchase increases the amount of total damage each of your attacks inflict against beasts by 25%.

X Damage vs. Demons -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of four times per item while only counting as a single **Enchantment Slot**. Each purchase increases the amount of total damage each of your attacks inflict against demons by 25%.

Massive Damage to Darkspawn -5 WP, -2 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as two **Enchantment Slot**. Each purchase increases the amount of total damage each of your attacks inflict against darkspawn by 100%.

X% Cold Damage -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**. Each purchase adds an additional 10% of any cold damage you perform, including spells and other weapons.

X% Electricity Damage -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**. Each purchase adds an additional 10% of any electricity damage you perform, including spells and other weapons.

X% Fire Damage -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**. Each purchase adds an additional 10% of any fire damage you perform, including spells and other weapons.

X% Magic Damage -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**. Each purchase adds an additional 10% of any magic damage you perform, including spells and other weapons.

X% N**ature Damage -1 WP, -1 Enchantment Slot**
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**. Each purchase adds an additional 10% of any nature damage you perform, including spells and other weapons.

X% Necrotic Damage -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**. Each purchase adds an additional 10% of any necrotic damage you perform, including spells and other weapons.

X% Spirit Damage -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**. Each purchase adds an additional 10% of any spirit damage you perform, including spells and other weapons.

X% Critical Chance -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**. Each purchase boosts your chance of making a critical strike with a weapon by 20%.

Chance of Paralysis -1 WP, -1 Enchantment Slot
This enchantment gives a 5% chance with each hit to paralyze the target for 4-10 seconds.

Chance to Stun -1 WP, -1 Enchantment Slot
This enchantment gives a 5% chance with each hit to stun the target for 2 seconds.

Chance to Knock Target Back -1 WP, -1 Enchantment Slot
This enchantment gives a 10% chance with each hit to knock the target back.

Chance to Reduce Movement Speed -1 WP, -1 Enchantment Slot
This enchantment gives a 10% chance with each hit to reduce the target's movement speed by 50% for 10 seconds.

Armor Enchantments:
These Enchantments can only be applied to Armor.

X Armor -2 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**. Each purchase increases the amount of total resistance of your armor by 10%.

X Defense -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**. Each purchase increases the amount of total resistance of your armor against standard damage by 10%.

X% Cold Resistance -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**. Each purchase increases your armor's resistance by 10% against cold damage.

X% Electricity Resistance -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**. Each purchase increases your armor's resistance by 10% against electricity damage.

X% Fire Resistance -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**. Each purchase increases your armor's resistance by 10% against fire damage.

X% Magic Resistance -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**. Each purchase increases your armor's resistance by 10% against raw magic damage.

X% N**ature Resistance -1 WP, -1 Enchantment Slot**
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**. Each purchase increases your armor's resistance by 10% against nature damage.

X% Necrotic Resistance -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**. Each purchase increases your armor's resistance by 10% against necrotic damage.

X% Spirit Resistance -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**. Each purchase increases your armor's resistance by 10% against spirit damage.

X Missile Defense -1 WP, -1 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as a single **Enchantment Slot**. Each purchase increases your armor's deflection of missile style attacks by 20%.

-X% fatigue -1 WP, -2 Enchantment Slot
This can be taken up to a maximum of ten times per item while only counting as two **Enchantment Slots**. Each purchase reduces your armor's fatigue by 9%.

Chance to dodge attacks -2 WP, -2 Enchantment Slot
This can be taken up to a maximum of five times per item while only counting as a single **Enchantment Slot**. This enchantment gives you a 5% chance to dodge any physical attacks that would otherwise hit you.

Chance to ignore hostile magic -2 WP, -3 Enchantment Slot
This can be taken up to a maximum of five times per item while only counting as a single **Enchantment Slot**. This enchantment gives you a 5% chance to ignore any hostile magic that would otherwise harm you.

Drawbacks:

Fade Touched +100 CP
You are no longer a Drop-In or from an alternate Reality, you are instead a Local who has been touched by the Fade and gained the power of the Dragon Age world.
You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Background Mission +100 CP (Incompatible with "Qunari" or "Fade Touched")
It seems that you truly are from the world of Thedas as you must complete the prequel mission from your Origin before this Jump truly begins. Duncan will not appear within these events, as he has selected another Origin to be the Grey Warden of Thedas. At the completion of the storyline instead of Duncan arriving you will be pulled into a rift in the Vail pulling you into the Out Of Context world this Jump is set in and removing any complications or sicknesses you contracted in the Pre-Jump Event as well as fiat-backing any items you have gained that a player can gain in your mission as though you had purchased them.

Tainted +100 CP (Mandatory with "Grey Warden")
You have come through the rite of a Grey Warden and are now connected to the darkspawn tainted by their blood. This has made you immune to the Blight's corruption, but you are still suffering from its effects. You will have bad dreams and your lifespan will be shortened by a third. Should an archdemon or Darkspawn be near, your nightmares shall intensify.

Dark Spawn +200 CP
It seems that 50 of Darkspawn have been pulled into this world within an underground cave system somewhere on this planet, if left unchecked they could grow in number and become a plague.

Crow Calls +200 CP
It seems you are not the only visitor to this world, as 10 Antivan Crows have been scattered across the land with you as their target. The Crows will know who you are and where you arrived, but will have to find and kill you themselves.

Calling for Blood +200 CP
Others seem to have come to this world, as a cult of 10 Blood Mages have been separated and dropped in the setting. These Mages believe you are the enemy of all magic and killing you is the only way to save it. They will know who you are and where you arrived, but will have to find and kill you themselves.

Halt Apostate +200 CP
In Andraste's name 10 Templars have been brought to this world for a holy crusade. The Templars will be separated, with each having the goal to kill you. They will know who you are and where you arrived, but will have to find and kill you themselves.

Thin Fade +200 CP
Unfortunately, demons now have access to this world. Though they do not have direct access, they can interact with the dreams of mortals. Those unlucky few with theoretical magical potential will become the targets for demons to make deals with so they can have a new body in this world.

Rifts to the Fade + 300 CP
Your arrival in this world seems to have caused tears across the setting that allows small amounts of demons to enter into the setting over time. If left unchecked, armies could eventually come through the fade, or worse, warp the world into something unstable.

Fifth Blight +300 CP
The Old God Urthemiel has been tainted and dragged into this setting, along with 30 Darkspawn and a brood mother. Under the Archdemon's guidance, these Darkspawn will be a true threat.

The Tranquil Solution +500 CP (Requires Mage)
You have been through an unfortunate process as your connection to the Fade has been cut. You are no longer able to use magic for the duration of this jump, and you become completely emotionless. At the end of the jump, you will regain your emotions and your magic.

Class Limitations +300 CP
It seems that you will now suffer from the restrictions that can come into play after DAO, and can no longer take any Perks or Items that are discounted for any Class other than your own.

Recurring Foe's +200 CP/+400 CP/+600 CP/+1200 CP
Normally there would be no characters with access to this Jump Doc in your setting however with each purchase of this drawback, a new enemy from the dragon age series will appear at some point during your Jump, somewhere on your Planet with the goal of killing you.
For **+200 CP** they will have a Class, Race and Origin, **8 SP** worth of Skill's, **4 TP** work of Talents in their Class **-100 CP** and **-200 CP** perks.
For **+400 CP** they will receive a total of **16 SP** and **16 TP** as well as gain the **Rook**, **Champion of Kirkwall** and all their class Perks**.**
For **+600 CP** they will receive a total of **32 SP** and **32 TP** as well as gain the **Grey Warden** Perk, a second class and all of their class perks.
For **+1200 CP** they will gain all classes, all skills, all talents, all specialisation and all perks.

Generic Drawbacks:

Accident Prone +100 CP
You're prone to minor accidents that, while inconvenient, painful, or embarrassing, are not likely to kill you. You can expect any plans you make to suffer some kind of bad luck.

Acrophobic +100 CP
You are terrified of heights, and anything deeper than a 10-foot drop will make you weak in the knees.

Age Problems +100 CP
For the duration of this Jump, you lose all age resistance perks and powers.

Almost Entirely Dark +100 CP
Has the sun gone out or something? Everywhere you go, it seems like it's so dark that you could mistake midday for early night.

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find that Companions, allies, and benefactors are always ditching you to deal with things unrelated to your current predicament.

Amnesia; Jumpdoc +100 CP
You lose all memories and knowledge of what you purchased in this Out of Context Supplement and any connected Jumpchain.

Angered Factions +100 CP
Each time you take this, a different, random local faction will consider you an enemy once they become aware of you. There isn't a limit to how many times this may be taken.

Antagonistic Timing +100 CP
Your enemies keep showing up at inappropriate times.

Artificial Flashbacks +100 CP
You have horrific flashbacks to horrible events involving your family and yourself. These events never actually took place, and the flashbacks happen randomly.

As You Know +100 CP
Everyone expects you to already know what's going on, so don't expect to get any explanations.

At Least Buy Me Dinner First +100 CP
Dangerous entities have a habit of taking an interest in you… a romantic interest.

Awkward Affection +100 CP
You are really bad at expressing your affection. Every attempt you make is extremely awkward and unpleasant for anyone who observes it.

Bad Name +100 CP
Everyone you meet will assume your name is something that you find insulting or annoying, and nothing you can do will change it in your mind.

Behind Your Back +100 CP
People always say horrible, hurtful things about you whenever they *think* you're out of earshot.

Black Cat +100 CP
Expect to see ill omens that seem to suggest terrible things coming your way. Mirrors break in your presence, lone magpies drop-dead at your feet, and other strange, malign portents follow you. Let's hope these superstitions are just that.

Bounty +100 CP
It seems you've pissed off the wrong people. You have a notable bounty on your head, and while it's not enough to get the big guys interested, it *is* enough to draw the attention of random thugs.

Culture Shock +100 CP
This world doesn't have the same cultural standards you're used to, which isn't a problem if you're quick to adapt. Unfortunately, you *won't* be. You'll constantly butt heads with anyone whose cultural norms and social mores are different from your own. While you can slowly adapt, they'll always rub you the wrong way, and your overall experience here will be much less enjoyable.

Crop Rotation +100 CP
Pests and poor weather have had a serious impact on the local farming industry. Food will be harder to come across and far more expensive as a result.

Dark Memories +100 CP
You will now gain memories of a lifetime of abuse since early childhood. Though these memories are false, you will not be able to differentiate them from real memories beyond knowing they are fake.

Didn't Read The Instructions +100 CP
You don't know how anything works and refuse to have anything explained to you. Using any sort of equipment will require trial and error.

Disinteresting +100 CP
You seem to emit an aura of monotony, causing everyone who doesn't know you to think you are a boring stick in the mud that wouldn't know fun if it hit them.

Do you Feel Lucky, Punk +100 CP
You keep unintentionally making pop culture references that no one else seems to recognise.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world, because every foe you face will have one identical copy that only you can see. The worst part is that this seems to be a Schrödinger situation, as the *real* one is never the one you defeat first.

Easily Deceived +100 CP
You're too trusting, willing to believe almost anything you're told, and become confused when you're told conflicting things.

Elites Everywhere +100 CP
Every group of opponents that you face will have at least one additional elite member.

Extended Stay +100 CP
You can increase the duration of this Jump by ten years. You can take this a maximum of ten times, increasing it by up to one hundred additional years.

Faulty Gear +100 CP
Any tools you attempt to use will rust and decay at an accelerated rate, and you won't realize how severe the damage is until it is too late to repair.

Friend List +100 CP
Random people claiming to be your friends keep showing up, but you won't remember any of them. Although some of them may be, most are trying to maliciously use you for their own benefit.

Friends to the Four Winds +100 CP
Instead of arriving at your Location Choice, your Companions are now scattered randomly throughout the setting. They won't be able to enter your Warehouse until they've found either you or one of your properties.

The Glitch +100 CP
Technology randomly fails around you, normally when you need it the most. You might be able to jury-rig a quick repair, but you'd better act quickly because while this won't be instantly fatal, it will make things more dangerous.

Gore Galore +100 CP
It seems that every creature you kill has ten times the amount of blood and viscera that you would expect, making it a real possibility of drowning in the blood of your enemies.

G-Rated +100 CP (Incompatible with "X-Rated")
This Jump is now a family feature... or so it seems when it comes to you. Any attempts to swear, drink alcohol, take recreational drugs, have sex, kill someone, or anything that might warrant a PG rating will be averted at the last moment – often painfully and humorously.

Heroic Sayings +100 CP
You have several quotes and sayings that always come across as annoying or cheesy, which you unintentionally use every time you try to talk to others.

Hidden Knowledge +100 CP
People keep forgetting to tell you important things until it's *just* about to become relevant.

Hideous Haircut +100 CP
You have a haircut that everyone finds disgusting. They'll make comments about how ugly it is, and nothing you do will change it.

The Holiday Special +100 CP
Whenever you reach an in-Jump holiday, the world around you will start to follow the tropes of a Special Holiday Episode. This will happen for every main holiday, such as Christmas or Halloween, and at least once during the Jump for each lesser-celebrated holiday like May Day or April Fools' Day.

Honorbound +100 CP
You always do things as honorably as possible, such as informing someone if you intend to arrest (or kill) them before giving them time to surrender (or prepare) before taking action.

How Do I Keep Falling Into These Situations? +100 CP
Anytime you're not busy with something - whenever you aimlessly wander around, going for a jog, or you just have free time - you'll find yourself walking right into the middle of active trouble.

I Must Nap +100 CP
You need at least seven hours of sleep per day, or you'll feel exhausted.

I Spy +100 CP
Your enemies can easily spy on you without being detected.

In Another Castle +100 CP
Each time you attempt to complete a task or objective, you will find that you have been tricked and will have to repeat the process all over again. You'll not only forget this Drawback, you'll also forget every previous time you've been affected by it whenever you start a different task. This only triggers once per task and will not become an endless loop of deception.

Inconveniences +100 CP
You will constantly encounter minor obstacles that are uncomfortable to deal with.

Kick The Cook +100 CP
You are a terrible chef and everything you cook is disgusting. You can't even cook toast without making it *monstrously* vile.

Knowledge Lockout +100 CP
You lose all of your knowledge of the setting's universe and its continuities once you start the Jump.

Language Barrier +100 CP
You do not speak the local language, and no one here knows what you're saying until you learn.

Loser +100 CP
Anyone who doesn't know you will automatically expect you to fail at whatever you are trying to do. This will cause those who mean well to push you to work harder and those who don't mean well to attempt to discredit you.

Low Budget +100 CP
Something about this world just seems... *cheap*, with flying wires, plastic shields, old school lights, and tatty-looking monsters.

Magnet For Misfortune +100 CP
You have *terrible* luck. You're almost constantly hit by random, unpleasant, and painful bouts of misfortune.

Money Money Money +100 CP
Your avaricious desire for money and other symbols of wealth leaves you willing to go to extreme lengths to get more.

Never Mind My Head Trauma +100 CP
People don't care when you're injured.

Nightmare +100 CP
Every night, you'll fall asleep and suffer terrible dreams.

No Hard Feelings +100 CP
There's one random person who constantly tries to outdo you… And somehow, they keep succeeding before rubbing it in your face.

Optician Required +100 CP
Your eyesight is highly restricted, as you can not see anything other than indistinct blurs without wearing glasses. No form of healing can remove this drawback, and any form of contact lens will feel incredibly itchy.

Orphan +100 CP
Your in-universe parents are dead, and you are an orphan.

Pixelated Objects +100 CP
This pixelation in this Jump would shame an NES. Everything is blocky!

Plot Anchor +100 CP
Every plot seems to revolve around you, and no matter what you do, you will always be dragged into the story.

The Pollen +100 CP
You have hay fever, and it's really, *really* bad. Just a handful of flowers could leave you with blurred vision and sneezing for hours.

Prove Your Worth +100 CP
Every time you try to do anything, it seems that everyone wants you to complete an arbitrary task to somehow prove your worthiness. This won't be hard, but it happens all the time for even the smallest things. It may even cause you to get stuck in a worthiness spiral, requiring you to prove your worth to get things needed to prove your worth for some totally unrelated task.

Recurring Foe +100 CP
You have an enemy whom you have no way to convince to leave you alone. Each time they encounter you, they learn more about you and how to better face you in the future.

Rough Childhood +100 CP
You were not as lucky as some people. Your in-universe childhood was - or will be - abusive and painful to such a degree that you will be affected by it, even if you didn't really live through it.
Gain an extra **+100 CP** if taken with **Just A Child**.

Scarred +100 CP
You either have horrible burns or horrible wounds, neither of which you can hide. You appear monstrous to others, causing most to feel deep fear at the sight of you.

Scripted Encounters +100 CP
You'll run into whatever threat you're dealing with more often. You won't automatically become a priority target, but sheer proximity is likely to put you at risk.

Shameful Attraction +100 CP
The worst kind of perverts keep seeking you out and trying to get you to fulfill their fetish.

Shy +100 CP
You find that it's incredibly difficult to talk with people you want to be friends with.

Sickly +100 CP
You have a poor immune system and are more susceptible to illness. You'll get sick at least once a month.

Silent Night +100 CP
Unfortunately not. An annoying narrator who constantly insults you and reiterates things that you already know will rhyme in your inner ear every. Single. Christmas.

Silent World +100 CP
The world seems emptier than it ought to be. You don't know what happened, but the population of your starting planet (or nearest equivalent) is *drastically* lower than expected. After including every named character, the population is at most **10%** of its expected total. If you would normally see eight billion humans, you can instead expect to see as few as eight *million* instead.

Simple Minded +100 CP
You find it difficult to understand somewhat complex topics, and you have trouble remembering when holidays are.

Stalker +100 CP
A random, ordinary human knows *everything* about you and is *obsessed* with you. They're also protected from any Perks or Powers that would help you find them quickly.

Stranded +100 CP
Instead of whatever your normal starting location would have been, you find yourself in the middle of a deserted island somewhere in an ocean.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse, *they* always seem to get any of the praise you may have earned, and *you* always get all the criticism for the group's failures.

They Heard You +100 CP
Any time you say something mean about someone, they'll overhear you and probably get upset. You will forget you took this Drawback.

They Took My Loot! +100 CP
Any time you leave any treasure unguarded, expect thieves to show up and steal it.

This Is A Holdup +100 CP
For some reason, every two-bit henchman, sidekick, minor minion, and comedy relief character thinks they can kick your ass, and they're going to go out of their way to prove it! Expect to get mugged *a lot*.

This Is A Really Good Book +100 CP
Whenever you try to read a book, you get sucked into the narrative and ignore everything happening around you.

Thugs For Days +100 CP
Every day, a minimum of ten random thugs will show up and target you.

Touch Of Madness +100 CP
Things keep happening that leave you thinking you're going crazy… and maybe you are, but not because of this Drawback.

Turn-Based +100 CP
Whenever you enter into a fight with someone, you will find yourself transported into a weird pocket dimension where you are only able to take an action after each of your opponents in a fight.

Two Of A Kind +100 CP
People keep drawing parallels between you and other people, and these comparisons are *not* flattering.

Unknown Rival +100 CP
It appears someone has taken a shine to you, but not in a good way. They have abilities or a similar area of expertise to you, and they're *not* taking it well. They won't do anything to outright harm you, but they *will* try to one-up or challenge you, and there's not much you can do to get rid of them. If you beat them at their own game, they'll double down. If you try to help them beat *you* to get them to leave you alone, you'll come out on top purely by accident, which will, again, spur them to double down.

Unnecessarily Slow +100 CP
Everything that happens here seems to take forever, moving at a snail's pace. I hope you're a patient person.

Unwanted Crossover +100 CP
This drawback acts like a magnet for other settings, resulting in strange individuals from other worlds popping up and potentially causing us issues. These individuals tend to have power consistent with the power level of the chosen setting, but you won't have any way of knowing when someone new has shown up.

Wanted +100 CP
You have a criminal record somewhere out there. It has a surprisingly high bounty, but not so much that you will be sought out. People *probably* won't go after you as long as you stay away from wherever your wanted poster is.

Wearing Underwear on the Outside +100 CP
You have terrible dress sense, with everything you wear being the worst possible combination of clothing.

The Weirdo +100 CP
Everyone seems to think that you are a strange individual, and they will go out of their way to avoid you unless they actually need to speak to you.

What's His Name? +100 CP
No one seems to remember your name, so you've been given a nickname that really winds you up. What's worse, most people think that it's your actual name.

What's That Smell? +100 CP
No matter where you go, no matter what you do, something always smells slightly off. The source of the smell varies depending on your location, but it's always distracting.

What's Wrong With His Face? +100 CP
Your face has been messed up, leaving you grotesquely ugly and near-unrecognizable to everyone who knows you. Those with a weak stomach may be sick merely at the sight of you.

Where Did I Go Wrong? +100 CP
You can't tell the difference between confidence and arrogance.

Why Am I Naked +100 CP
You start this Jump naked, and your clothing becomes incredibly fragile as it keeps getting destroyed, leaving you in the nude.

X-Rated +100 CP (Incompatible with "G-Rated")
Things in this Jump are a little more… *explicit* than normal. Sex, drugs, murder, and a lot more are out there, and it's almost like this world is desperate to show it all off.

Amnesia; Local +200 CP
Until the end of this Jump, you can not remember the events of the setting you have entered.

Amnesia; Personal +200 CP
You have no memories of your personal life before entering the current Jump, but this does not affect academic, social, or media knowledge.

Amnesia; Jumper +200 CP
You lose all memories and knowledge you gained since beginning your first Jumpchain.

An Accident +200 CP
You keep accidentally falling into compromising positions.

Betrayal +200 CP
You keep trusting people who don't deserve it, and they keep betraying you.
Whether you're just that naive or it's against your better judgment, you keep trusting people who don't deserve it, and they keep betraying you.

Bigger Boss +200 CP
Any time you defeat an enemy, not only will their superior know, they'll also know *how* you did it.

Blinded +200 CP
You have lost your eyesight and will not regain it this jump.

Dark Minions +200 CP
Some odd physical embodiments of evil will seem to appear everywhere, and they always attack you. No one else ever seems to see them or interact with them, but those things seem to be drawn to you like ants to sugar. If the setting already has creatures of darkness or evil, they are now also drawn to you en masse.

Dead Or Alive +200 CP
You have a local criminal record, and anyone who recognizes you as the target may attempt to turn you in for the bounty.

Demonic Disturbance +200 CP
Your presence has caused discomfort for the demonic entities within your chosen setting. They will attack you on sight and may go out of their way to make sure any acts of evil in your area are directed towards you. If demons didn't exist in the setting beforehand, they do now.

Discount Budget +200 CP
Anything you get your hands on is always the cheapest alternative option.

Fighting Myself +200 CP
At least once per week, you will appear within an empty space outside of time and must fight to the death against a fake copy of yourself. This copy will have all of your Perks, Items, and Abilities, but regardless of how the battle goes, you will not truly die. You will still feel pain, however.

Friends From Beyond Your Dimension +200 CP
A powerful godlike being will interfere in your life, making it more interesting or fun for them to observe.

Godly Distractions +200 CP
Your presence has drawn the attention of the universe's local divinity. Though they will not take direct actions against you, they will pull strings to make things difficult for you until you choose to confront them. If no gods exist within the Jump continuity, your Jump-chan may choose to retroactively add the Gods, such as the Greek Gods, to the setting for this Drawback.

Hormone Problems +200 CP
You have a heightened state of arousal that makes it so that you are constantly in the mood and find those you are attracted to far more attractive.

Lemming Friends +200 CP
All of your in-universe allies gain an unfortunate lack of self-preservation, causing them to take actions that are obviously stupid or will likely end very poorly for them.

I Hate Fighting Me +200 CP
At least once a week, you will have to fight a counterfeit version of yourself. Some will be shapeshifters, artificial replicas, and occasionally incomplete clones, but none of them will have any Perks, Powers, or Items gained from a Jump-Doc.

Instructional Video +200 CP
Whenever you do something for the first time, you will be forced to watch a long, boring tape that doesn't actually explain anything.

Is this Blood +200 CP
You have an unfortunate habit of stumbling upon fresh corpses without any excuse or explanation.

Lemming Behaviour +200 CP
You lack any self-preservation. No matter the danger, no matter the threat, you seem to face it as though you are invulnerable. The greater the chances of you being crippled, maimed, or killed, the more excited you become.

Local Scale +200/300/400/600/800 CP
Your power, and perhaps your growth, has been restricted to align with the locals. Any Perks or Items you possess that exceed this power will be weakened if possible or otherwise made unavailable for you to use until you reacquire through normal means power roughly equal to your lost or weakened Perks and Items.
For **+200 CP,** you start the Jump with power equal to the local protagonist.
For **+300 CP,** your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting.
For **+400 CP,** your level of growth will be capped to match the growth of the local protagonist.
For **+600 CP,** you'll instead be limited to 90% of the scale of growth of the local protagonist.
For **+800 CP,** your scale of growth will be limited to 85% of that of the local protagonist, while your strength shifts so that it is never enough to make you as powerful as the story arc's main villain.

Looking For Help +200 CP
You often struggle to find allies and will often find yourself alone without anyone to trust.

Mirror Match +200 CP
It seems that you have a clone out there causing chaos. They will have all the perks and race options you picked in this Jump, but their minds are empty.

Nightmares +200 CP
You will suffer terrible nightmares showing you the dark and twisted actions that your enemies might be performing while you are helpless. You can't separate these dreams from reality.

Perfection +200 CP
You are now a perfectionist and will refuse to accept anything less than perfection.

Pet Food +200 CP
Creatures of every shape and size will want to eat you, from animals as small as a flea to ones as big as a lion. The only exceptions to this are sentient creatures such as humans.

Pig +200 CP
You are always hungry, with no amount of food truly satisfying your appetite.

Poor Underestimation +200 CP
You forget this drawback, and whenever you underestimate an opponent, they will get stronger.

Publicity +200 CP
Every mistake you make will become public knowledge, and every negative misinterpretation of your actions will be highlighted. It's almost like someone is trying to make you look bad.

Read People Like A Brick +200 CP
You can't read people, you can not understand people's emotions, and you often misconstrue what they mean, causing you to be oblivious to the intentions of others.

Sore Thumb +200 CP
There is something odd about you that makes you seem noticeable as a foreign being to anyone who deals with anything not native to Earth or this dimension.

Stealthless +200
You are very bad at sneaking.

The Bad People +200 CP
For some reason, everybody is an asshole to you. They will treat you like dirt, and if you dare refuse to do anything for anyone, don't expect any kind of help from them ever.

The Good People +200 CP
It seems that everybody wants something from you. They want you to get their cats out of trees or fetch them milk for their tea, and if you refuse to do a task for someone, you're the asshole. On the bright side, if someone has already given you a task that you are currently working on, people are less likely to give you new tasks.

Thou Shalt Not Kill +200 CP
You are not capable of killing anyone, from the weakest of insects to the most dangerous of gods, thus giving anyone who may be killed by you selective immortality.

Too Soon +200 CP
Every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

Too Nice +200 CP
You tend to be overly accommodating of others, allowing them to dictate or make decisions for you. While most of the time this will be simple things, such as what to eat or where to go, if left unchecked, you could find others determining your whole life for you.

True To Myself +200 CP
Alternative versions of you from the future keep showing up and causing disturbances before disintegrating.

What The Heart Wants +200 CP
You have a massive crush on one of the main characters, as appropriate for you. You will discover which one when the jump starts.

Wider World +200 CP
This world is bigger than you would normally think, but this also makes it more dangerous. There are more magical schools, more super martial arts, more alien races that will target the planet, more magical creatures that will show up to cause trouble, and more that would normally not be shown, and all of them seem to think they should involve themselves in the plot.

You’re A Joke +200 CP
No matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

You're Only Paranoid if You're Wrong! +200 CP
You expect every word to be a thinly veiled threat, every offer to be a chance of betrayal, and every moment of weakness to be an opportunity to be attacked.

Amnesia: Pre-Jump +300 CP
You forget all memories and knowledge that you have gained prior to this Jump, but you retain all knowledge you will have gained from your In-Jump origin and background. This essentially makes you your In-Jump character after they gained your Perks, Powers, Items, and Abilities.

Cat Got your Tongue +300 CP
You are now mute and unable to speak verbally for the duration of this jump.

Competent Enemies +300 CP
All of your enemies will get situational intelligence whenever you face them, making them twice as competent.

Crippled Limbs +300 CP
This can be taken up to four times, with each time affecting a different limb for the duration of this Jump.
You may select from either a left or right crippled arm, with each crippled arm lowering your hand-to-hand damage and accuracy with all weapons.
You may select from either a left or right crippled leg, with each crippled leg severely lowering mobility during combat. With one crippled leg, movement speed is halved, and with both legs crippled, movement speed is reduced to one-tenth.

Death Takes a Holiday +300 CP
Your enemies now seem to have some form of immortality, no matter what happens to them. While someone remains your foe, they can’t die. None of your allies or enemies can slay them either. However, they can be crippled or imprisoned.

Everything Is Fine Now +300 CP
There are consequences for your actions, and it seems that after each battle, you will need to help clean up the mess.

The Ghosts Of Murder’s Past +300 CP
Anyone you kill in this Jump will haunt you in the most annoying way possible.

Holy Problems +300 CP
You have an aversion to all religions and will feel weak whenever you come into the proximity of any religious symbols or objects.

I Saw You Barely Over A Year Ago +300 CP
Your sense of time is terrible. You can't tell if a week has gone by or eight years.

I'm Going To Take A Walk +300 CP
You seem to be a walking magnet for issues, as every time you go for a simple walk, you will be pulled into the middle of some kind of event, from a simple robbery to a deep, dark plot.

I've Come To Duel You! +300 CP
Your list of enemies has expanded, growing to include beings from other settings. Perhaps you will face Egyptian pharaohs, strange children, furry animals, or something stranger.

Just A Child +300 CP
Instead of starting this jump as an adult, you will start it as a newborn baby. You will not start the jump time until you are socially considered an adult, at which point the Jump time will start, and all other non-narrative drawbacks will begin to activate.

Living In Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you. You can try to avoid interacting with them, but fate will often try to involve you regardless.

Outside Problems +300 CP
You keep getting stuck in situations outside the regular continuity, such as monsters, demons, and extraplanetary problems that never came up in the original story.

Part-Time Janitor +300 CP
There are consequences for your actions, and after each time events you are part of make a mess, you will have to help clean up.

Prepare For Evasive Actions +300 CP
Any time you are in a form of transportation, it will be attacked.

Split-Personality +300 CP
It seems that you are not alone in your own head. You have an alternative persona within you, one who cannot take control unless you lose control. They seem to be the antithesis of you, but they seek out what desires you refuse.

Today's Kind Of A Bad Day +300 CP
During this Jump, you will have one really bad day. Someone really strong will show up, beat you up, kidnap someone you care about, and no matter what you do, you will definitely die at least once. Let's hope you have a 1-UP.

Villain of the Week +300 CP
It seems you're a magnet for odd enemies, as every week a new enemy will show up to battle you, ranging from a weakling with delusions of grandeur to those who are a genuine threat to you.

Where are the Instructions +300 CP
You have no idea how to use your perks, powers, or abilities. You require trial and error to figure out the basics, let alone the full power.

You're A Right Git +300 CP
Everyone thinks you're an arsehole and a cheat, and nothing you can do will prove this wrong.

You Get One More +300 CP
If you do something annoying more than twice, you will get punished. How, why, by whom? Well, that will be situational.

Alone +400 CP
For the duration of this Jump, you can not import any out-of-Jump companions or followers.
If this document is taken as a Supplement, this drawback will not affect the companions or followers gained in the attached Jumpchain.
You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

Butterfly Wings +400 CP
Your mere existence will cause massive butterfly effects. The canon events are no longer protected, and every action you take will cause reactions that change the plot dramatically.

Empty Handed +400 CP
For the duration of this Jump, all out-of-Jump Items and Warehouse options other than your Body Mod are blocked.
If this document is taken as a Supplement, this drawback will not affect the items gained in the attached Jumpchain.
You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

Find And Seek +400 CP
Every year, you will gain a list of 12 items that will be scattered around the world. You will gain basic information about them, but failure to find them within a year will count as a jump failure.

Here Comes The Bad Part +400
Whenever you get new information, there will always be a bad part to it.

I Am Bound By My Word +400 CP
You are bound by any promises you willingly make.

The Importance Of Education +400 CP
You will be required to attend 10% of your total time in this jump inside an educational institute. Failure to do so will count as a jump failure.

Known Enemy +400 CP
Someone doesn't like you. Maybe you wronged them, maybe your friends wronged them, or maybe there's just a huge bounty on your head. The point is, this person is going to try to kill you, and they will not stop trying to kill you until you or they are dead. They cannot be reasoned with, attempting to pacify them through supernatural means will not work, and while restraining them will buy you time, they'll find a way out.

Lost Or Found +400 CP
Your possessions keep winding up in the hands of the worst person to have them. Let's hope it's not world-shattering.

Powerless +400 CP
For the duration of this Jump, all out-of-Jump perks, powers, and abilities other than body mods are blocked.
If this document is taken as a Supplement, this drawback will not affect the perks gained in the attached Jumpchain.
You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

That Wasn't So Difficult +400 CP
You will forget this drawback, and any time you act overconfidently from solving an issue, a more difficult issue will occur.

Where Am I? Why Am I Here? +400 CP
You keep getting randomly teleported to locations to complete tasks without any idea of where you are or why you are there.

From the Depths of Hell +400/800 CP
For **+400 CP,** a powerful foe you've faced in a previous Jump has been brought to this Jump. They gain access to a random Jump-Doc that they can purchase Perks, Powers, and Items from as though they were a Jumper, and they want vengeance.
For **+800 CP,** they gain access to two random Jump-Docs instead of one and a random Out of Context Supplement.

Deathbound +500 CP
Every year, you will be stalked by death and suffer from dangers that are guaranteed to kill you at least once a year.

False Friends +500 CP
At least 12 times a year, an imposter will replace one of your friends or allies. They are almost identical to the person they're replacing, but they will have malicious intentions.

PS1 Game +500 CP/+1000 CP
There is something wrong with this jump. Instead of it being the normal version of the universe, you are instead in a PS1 game.
For **+500 CP,** this means that what you see of the world will be blocky with flat textures on the floors, walls, and people who are now complex NPCs.
For **+1000 CP,** the entire world will function as a PS1 video game with events forced to stick to a linear plot with optional time-sensitive subplots. You will not gain a system for extra lives or any of the in-game power-ups. However there may be collectibles that do nothing.
You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

Auto-Punishment +600 CP
Every time you make a mistake, you unintentionally react violently, harming yourself as punishment. This results in minor wounds and injuries that build up over time. These injuries heal at a "normal" human rate, despite any healing abilities you might have.

So Weak +600 CP
At some point during this Jump, you and all your allies will be defeated. There is no way around this. You will lose, and you will all be captured.

We Humans Are Full Of Surprises +600 CP
The humans of this world are not necessarily what is expected. There are now mutants, metahumans, or otherwise superpowered people.

Boss Rush +600/1000 CP
Post-Jump, you will be forced to have a 1v1 fight against every enemy you have faced in the Jump, one after another. You will not be able to move on to the next jump until you have beaten them all. For **+1000 CP,** all the opponents will have their raw power to reach yours, but they won't gain any extra training or proficiency.

AU Continuity +1000 CP
You are not in the canonical story, but an alternative universe randomly created from all the FanFictions and Fan Theories.

In Context Foe +1000 CP (Requires 2 or more of the following Drawbacks: "Powerless", "Empty Handed", "Alone")
To take this drawback, your jump setting must have a Jumpchain that you have not used. A new opponent will be added to this jump, with their only goal being to destroy you. They will have double the total **CP** you gain in this Document, which they can spend however they wish in the unused Jumpchain.

Random Setting +1000 CP
By taking this drawback, you are no longer allowed to select the setting of your Jump; instead, you must use one of the following links and choose one of the six options it provides.
If that setting has a Jump Document already, you may use that Document for this Jump.
You may test each link as many times as you wish before purchasing it, but you must pay for the link before you click it when selecting a setting, and you can't change your mind afterwards.

> **TV-Show -500 CP**
> You must use this link and select a **TV show:**
> https://www.randomlists.com/random-tv?dup=false&qty=6
>
> **Animated Movie -200 CP**
> You must use this link and select an **Animated Movie:**
> https://www.bestrandoms.com/random-movie-generator?genre=Animation
>
> **Science Fiction Movie - Free**
> You must use this link and select a **Science Fiction Movie:**
> https://www.bestrandoms.com/random-movie-generator?genre=Science_Fiction
>
> **Fantasy Movie - Free**
> You must use this link and select a **Fantasy Movie:**
> https://www.bestrandoms.com/random-movie-generator?genre=Fantasy
>
> **Horror Movie +400 CP**
> You must use this link and select a **Horror Movie:**
> https://www.bestrandoms.com/random-movie-generator?genre=Horror