Made by Amalur anon

Kingdoms of Amalur: Reckoning

The world of Amalur is one of turmoil. After millennia of relative peace the winter court has been disrupted as its new king Gadflow corrupts it. His followers the Tuatha Deohn spread the worship of the false god Tirnoche among the winter court and strike down all that oppose them be they fey or mortal. Equipped with weapons and armor forged from prismere a fragment of Tirnoch's power the tuathat march west on the world of Amalur. For now the front of this battle is the great city of Mel Senshir but should that fall all of Amalur will be in peril, only the Fateless one and now you jumper can turn the tide. All others are bound by the weave of fate their every move preordained and their fate in this war looks to be failure.

Age: 17+3d8
Sex: Go ahead and choose

Location

1. Gorhart, a small town near the Well of Souls where the Fateless One will soon emerge.

2. Apotyre, an old mining area now dug up. While the weather is less than hospitable, the worst you are likely to face are bandits so long as you don't go looking for trouble.

3. The Gardens of Ysa (often shortened to Ysa), capital of the Summer Courts of Fae. There are delegations from many groups there.

4. Canneroc, a small town at the center of Webwood; a forest filled with spiders the size of cattle. Hope you aren't arachnophobic.

5. Teeth of Naros. Inhabited by Kollosae and Jottun, this mountain region is liable to fall into chaos with the emergence of the Fateless One.

6. Mel Senshir. The capital city of the Ljosalfar race. This city is the frontline of the war with the Tuatha Deohn.

7. Bhaile. Good luck this is the seat of the Tuatha Deohn's power and they won't appreciate your presence. Home of the Court of Winter and below it Amethyn, where Tirnoch, the Goddess under the Mountain, lies imprisoned.

8. You have defied fate and gained the ability to choose your starting location.

Race

Human: Free
There are two variations of humans on Amalur, the Varani and the Almain. The Varani are travelers from a foreign land and have a significant population of both sailors and merchants, as well as a thriving community for piracy. The Almain are more religious and have a decently storied history. Most Almain come to Amalur seeking freedom.

Ljosalfar: Free
Light elves. A proud race that respect nature but still seek to shape it, somewhat, in their image. Resistant to change when compared to other races, to the point that they can come across as uncompromising. Ljosalfar value justice highly, and regularly fight to defend Amalur against whatever dark force threatens it at the time, be this Niskaru or the more recent Tuatha Deohn. Their capital city is Mel Senshir, and is currently the frontline for the conflict against the Tuatha Deohn.

Dokkalfar: Free
Dark Elves. Subtler and more diplomatic than their Ljosalfar brethren, the Dokkalfar prefer to solve their problems behind closed doors. Persuasive and stealthy, they make exceptional diplomats and skilled spies. Renowned for their charisma, many enter into negotiations with Dokkalfar despite knowing the risks, having been taken in. Their capital, Rathir, is a testament to their negotiating skill.

Gnome: Free
Tiny scholarly people who, despite their size, can easily be a match for any other race in close quarters. Slightly xenophobic as a race, they live in a highly structured culture where your personal standing counts for a lot.

Kollosae: 100cp (must choose Ethene as your goddess)
Natives of the Teeth of Naros, these 3.5 meter tall living stone giants have a culture similar to Ancient Greece, with a few differences. Firstly, a philosophy that “right makes might” being most common, wherein those who are just are those who are mighty and secondly, almost exclusive worship of the goddess Ethene. They are very strong and talented at magic.

Faction

Drop In:
Standard fare, no new memories but no support. You take discounts from the Wanderer tree for the purposes of factions

Wanderer:
Lone adventurers searching for knowledge, adventure, or simply *just because*. They spend their lives wandering the world of Amalur, taking in the sights and befriending the locals wherever they go.

Warsworn:
The best of the best when it comes to mercenaries, but also so much more than that. The Warsworn are a rather upright lot for hired swords, fighting back the Niskaru wherever they may be and taking jobs that might cost them their lives for the greater good.

Scholia Arcana:
A studious group that focusses on arcane study to advance oneself. Be warned there is a dark secret hidden beneath their home in Rathir that holds their true purpose for existence.

Travelers:
Travelers, tinkerers, thieves. The Travelers are the followers of the Hierophant; a being which seems to be a prophetic spirit which guides them in their many endeavors, from blatant thievery to some of the best performances in the land.

Forsworn:
Not so much a faction itself, as a designation for those who betrayed the ideals of the Warsworn and were cast out. The Warsworn will know your face and actively hunt you.

Belen's Testament (must take Belen as your god):
A cult following the God of Death, Belen, which offers up the deaths of others to their god. Hated near universally, the cult nonetheless still persists. Like the Tuatha Deohn, they are in good standing with the Niskaru and may summon them to assist in their omnicidal goals.

Fateweaver:
Those that have been gifted/cursed with knowledge of the Weave, able to see the futures of others in great detail with enough skill. Your arrival caused you to lose sight of your own fate, as your alien nature as a jumper placed you outside of Lyria's Weave.

Gods

In the world of Amalur there are various gods to worship and they bestow gifts upon their faithful. Select one (1) god to worship:

Ethene, Goddess of Wisdom
Grants greater wisdom and a small increase to her follower's' mana pool.

Mitharu, God of Order
Grants a sense of peace to his followers and a guideline to live a structured and peaceful life.

Belen, God of Death
Worshipers of Belen make sacrifices to him, in exchange he grants insight into how best to kill your foes so that they may make more offerings.

Thrydon, God of War
Grants his followers a small boost in physical strength to fight great battles in his name, as well as blessing any armor they have to be a very slightly better quality.

Lyria, Goddess of Fate
By choosing to worship the Goddess of Fate, despite your nature being outside her weave, you gain slight insight into the weave so long as you do not tamper.

Aryllia, Goddess of Love
Followers are slightly more attractive and have good luck finding compatible lovers.

Lopoku, God of Mischief
Gives some insight into the various potions he uses to carry out his mischief granting some increase in alchemical ability.

Ohnshan, God of Air
Grants both resistance to and affinity for the thunder that he uses to strike down his enemies.

Gaia, Goddess of Earth
Shelters her followers providing slight resistance to all elements.

Njordr, God of Water
Grants resistance to ice and an affinity for ice magic to his followers that they might voyage well and defend themselves at sea.

Vraekor, God of Fire
Grants both resistance to and slight aptitude for fire magics in order to protect his followers from the world and themselves.

No God
By choosing to rely on only yourself you have gained a very slight increase in your ability to learn and progress.

PERKS

100cp perks are free to their respective faction, all others are discounted.

Free to all

Fateless
You are not of this world and therefore not of part Lyria's weave. As such you lack the preordained fat that all others in this world possess, preventing those privy to the secrets of the weave from divining your future and allowing you to move freely, rather than in a predetermined matter. You may have 400cp to have this apply in other worlds, providing significant protection against fated events involving your person.
(Please Note: This only applies to YOU. If you want to derail all the prophecies about everyone else, there's a perk further down for that.)

Weapon Skills
Choose two (2) weapon types from: staves, chakrams, scepters, longswords, greatswords, warhammers, bows and faeblades. You become incredibly skilled in the use of these weapons, intuitively understanding how to get the best results from them. You may purchase additional weapon types for 100cp each.

Wanderer

Mercantile: 100cp

Years on the road learning every skill have led to you trading in many places. This experience has not only granted you knowledge of where to find the best items, but also significant haggling skills to get the best price when you buy or sell wares.

Shadow Magic: 200cp

A strange school of magic you picked up a long time ago that lets you conjure a black mist that stuns foes and irritates the eyes, as well as generate small blades from the same substance. The blades are sharp and cause heavily bleeding wounds but don't last more than a moment so they aren't good for much outside of a short range projectile. You cast with arm gestures.

Earth Magic: 400cp

Another odd magic you picked up on your travels that relies on strength rather than magical ability. This magic allows you to shake the earth with strikes to the ground and mold it to a limited degree. Fine control will never be an option, but you can pull some impressive tricks with this, suddenly jutting out earth from the ground to juggle enemies and striking the ground to bring them to their knees.

Secrets of the Primal Element: 600cp

The primal element native to the Teeth of Naros is an oddity weakening your foes resistances to all magics whenever they are struck with it. You now understand how to both utilize this element and infuse it into items that you create.

Universalist: 800cp

Jack of all trades, ace of some. You have acquired numerous skills over the course of your journey and that has taught you to be incredibly flexible. During your travels, at some point, you reached some strange epiphany, and weapons became an extension of your body: you can wield any weapon as though you were a master from the first time you touch it. This bleeds over to mundane skills as well, allowing you to always appear to have at least *some* experience in a field. This manifests use of all 100cp skills from this jump, as well as blacksmithing and sagecrafting at around half performance. Purchasing any of those skills in addition to this grants you supernatural skill in the field. See notes to see what each gives you.

Warsworn

Alchemy: 100cp

Your brothers and sisters in battle often need a health potion after a hard fight, and you have always been there to help out. You are a capable alchemist able to work with almost any ingredient to make potions with the effects you need, and find substitutes for absent ingredients. Some more potent potions still stump you, though, and inventing new recipes is beyond you.

Hardy Constitution: 200cp

The Warsworn are the best and that means they have to *train* to be the best, putting hours daily into conditioning their bodies. As a result your body is far more durable than the norm, and you gain a resistance to elemental magics.

Warcry: 400cp

Show your pride as one of the Warsworn in the form of a terrifying battlecry that leaves allies awed and ready to fight harder and enemies terrified to fight you.

Adrenaline Surge: 600cp

When you are at your lowest is when you show your true worth as one of the Warsworn. For most being injured and exhausted is the end, but for you it's just the start. Your adrenaline surges when in trouble leave you capable of astounding feats. When pressured sufficiently in battle your strength and the precision of your movements increases almost twofold, leaving you fighting better than you would at your theoretical peak. While this state won't last long it often won't need to, as your overwhelm enemies assured of an easy victory against a weakened foe with the sheer strength you only seem to pull out at your direst moment.

Warlord: 800cp

As the title says you are a lord on the battlefield. In the castle as well, enemy arms bounce off you, leaving them stunned at your sheer might. Your blows have staggering force, leaving foes on the ground with their weapons shattered, and finally your will is as hard as your armor, granting you the ability to fight on through lethal wounds for around a minute, healing back to the edge of survival each time a foe falls. This ability does not have a cooldown: so long as enemies are falling you are staying up. Note that this only keeps you alive if there is something to heal: an impaled lung is fine, having both *removed* is not.

Scholia Arcana

Dispelling: 100cp

One of the many schools of magic studied at the Scholia Arcana is Dispelling, the art of removing curses placed to protect. You become proficient at bypassing magical defenses on small objects like chests. Older and stronger magics and things like doors fated to never open cannot be affected and this won't work on anything stronger than what you see in some of the more dangerous ruins.

Standard Spells: 200cp

You gain the ability to use the most basic spells from this world. These include the Storm Bolt - a small ball of concentrated lightning - the Mark of Flame, which allows you to mark up to 7 enemies at a time with a targeting sigil then set them alight - and the Ice Barrage - a quick bombardment with ice shards. Other common spells include small electrified whirlwinds a barrage of fire balls and launching a single large ice chunk.

Mana Mastery: 400cp

Long hours of magical practice have left your mana pool far larger than the average and refilling significantly faster than average. Your mana will regenerate roughly 3 times faster than most and your pool is around 20% larger.

Greater Magic: 600cp

This grants you access to the strongest of magics found in this land. You can call down lightning on a clear day, conjure a localized blizzard in a desert, or even summon flaming meteors from the sky to destroy your foes.

Archmage: 800cp

The epitome of sorcerous skill, you are among most skilled spellcasters throughout the history of this land. Massively enhances magic from this world making any spells you cast half again as powerful as if they were cast by anyone else. Also grants increased efficiency to you spell usage letting you get more spells for less and increased power to all your magic. Finally your mastery over your own mind and spirit has let you bend the spirits of others. When you defeat a foe an echo of their presence will stand and fight by your side. Echoes fade after a few minutes.

Travelers

Lockpicking: 100cp

The Travelers are the greatest thieves in the land and what thief could be without this essential still? You are incredibly skilled at picking locks without damaging them or leaving evidence of your tampering.

Assassinate: 200cp

The Travelers are not great warriors themselves and prefer to never actually fight. As a result of this you have learned the ever practical art of sticking a knife in someone's back. Attacks on unsuspecting enemies do significantly more damage, especially when wielding daggerlike weaponry.

Lunge: 400cp

Using your mana to propel you forward you can reach incredible speeds in a short burst. Generally used to get behind an enemy, but you could apply this to transport if you could figure out the duration issue and if you time it right you can avoid attacks while getting behind your foes.

Bow Mastery (Scatter Shot+ Arrow Storm): 600cp

You have mastered the skill of turning one arrow into many, allowing you to fire seven shots with each draw of your bow. Furthermore, by aiming an arrow into the sky and firing you can call down a storm of thirty arrows on a group of nearby enemies.

Nightblade: 800cp

The greatest thieves and assassins of history took on this title and trained their trickery, stealth, and evasion to the point where many considered it magic. You gain a perfect understanding of cover as well as an awareness of how likely those around you are to notice you. In addition to this you are able to escape back into hiding with ease in such a way that your foes are inclined to forget you. If forced to fight your foes will find you as elusive in combat as you were everywhere else, as you evade their strikes, even some that should have been impossible (such as that one time you dodged a explosion that filled the whole room you were in). These miraculous dodges, however, are as much luck as they are skill, so do not rely upon them. When you finally decide you've dodged enough you will find your first strike immensely more powerful.

Forsworn

Persuasion: 100cp

The years after you were cast out the order were hard and the distrust that came with being Forsworn forced you to work hard to earn people trust. This experience forced you to become incredibly persuasive in order to stay out of trouble. You are skilled in convincing others to do as you wish and know who to bribe when your actions get out of hand.

Relentless: 200cp

You may use your mana to temporarily ignore your wounds and fight on as though you were at your best for 30 seconds. In this state enemy blows will not slow you at all, and a warhammer to the ribs will not even push you back. In addition to this, striking enemies will heal you ever so slightly. The downside? You can't feel pain during this time and that means you're likely to ignore things you normally wouldn't - like that chunk of missing stomach – until it's too late.

Blade Honing: 400cp

You are able to channel your mana into your blades giving them a supernatural sharpness and a serrated edge. The nature of this technique causes even more pain and damage than it should and can lead to debilitating wounds from what should have been narrow scratches.

Celerity: 600cp

Your mastery of weaponry is incredible and has allowed you to through a combination of will training and economy of movement strike faster than before. You are able to strike 10% faster when wielding weapons than you could otherwise no matter how fast you were before.

Blademaster: 800cp

Years on the battlefield have left you more at home there than at home. In battle you gain clarity, your movements sharpen and you become more precise. By itself this makes you a great warrior but it's your other ability that makes you so feared when in battle. You grow stronger the longer you fight and the more enemies you slay as though the blood of the fallen empowers you. You can enhance this to even greater levels by channeling mana. The ability caps out and you stop getting stronger after the 20^{th} enemy slain but by that point you're more than twice as strong as you were before.

Belen's Testament

Stealth: 100cp

While eradicating towns in the name of your god is hardly stealthy, the cult wouldn't have survived if they couldn't go to ground. You possess significant practical knowledge on how to go unseen allowing you to move quieter and go unnoticed longer.

Blink: 200cp

You gain the ability to teleport short distances (about 3 meters) almost instantaneously leaving a trail from your start to end point. You can chain up to 2 of these almost seamlessly but after that you will need a moment to reorient yourself before moving again. For an additional 100cp you may add an element from fire, ice and lightning or poisonous fumes to the trail, harming anything that you passed by during your warp.

Envenomed Edge: 400cp

You gain the ability to transform your mana into a potent magical venom that will coat any bladed or piercing weapon you wield (this includes projectiles). Both your skill and the amount of mana used will affect the strength of this skill. Note that the skill is a constant drain and needs to be actively dismissed by dispersing the mana to stop using it.

Summon Niskaru: 600cp

The Niskaru, demons by any other name, are a powerful force to have at your beck and call. Through diligent study and the incitement of much mayhem you have gained an understanding of the vile creatures and may now summon them to aid you. Summoning Lesser Niskaru even in droves takes little effort. However you will find that to summon something like the Balor that laid siege to Mel Senshir you must shed so much blood that it may be easier to just kill whatever you were setting it on your self rather than go through all that hassle. Also grants the ability to summon Faer Gorta.

Shadow Caster: 800cp

In order to appease Lord Belen to the fullest you have dedicated you life to taking the lives of others. Because of this you have learned how to both maximize the damage inflicted and draw strength from it. You gain the ability to see all the vulnerabilities in your enemies and striking these - be it by hand or by magic - will not only deal incredible damage but also restore any magical pools you possess equal to damage dealt. As a consequence of your dedication to death you give off an aura of terror that may cause enemies to flee, becoming easy targets as they show their backs and do away with what little defense they had against you.

Fateweaver

Detect Hidden: 100cp

Your knowledge of the Weave of Fate has granted you insight into pretty much anything you'll encounter throughout your life. This means that you'll know about those hidden doors, the lore stones that are scattered through the world and the many traps you are thankfully not fated to be impaled by.

Shield Magic: 200cp

You can conjure barriers either a 3-meter radius barrier that will stop projectiles or an aura around yourself that will reduce damage by up to a fifth.

Healing Surge: 400cp

You are able to channel almost all your mana through your body and use it to restore yourself from death's door to the peak of health in seconds. This will fail if there are already traces of your mana in your body from previous attempts, and it takes about a day to have said traces disappear.

Know Your Fate: 600cp

Retain awareness of your own fate even as it is warped by your nature as a jumper. This means you are aware of any approaching events that are unavoidable either due to your morals or because they are literally unavoidable. Forewarned is forearmed and now that you are no longer bound to Lyria's will you can circumvent any of these events with regard to yourself so long as you have the skills and the brains. You also retain your ability to divine the fates of others even after this jump though you will need to touch them and focus a minute.

Champion: 800cp

Now free of the chains of Fate, you wish to save the people that you could not. By uniting magic and old martial prowess you set out to be a champion of the people. Your will becomes incredibly strong and drives you forward letting you drag out more magic than you thought you had when injured to save your self and to hit harder. Your magic responded to this newfound confidence and amplified itself when you slay an enemy the change in there fate you caused will resonate and cause more magic to flow striking other nearby foes.

Undiscounted

Sagecraft: 200cp
You have significant skill in the art of Sagecraft. This allows you to forge gems out of shards formed from the essence of fallen enemies. At this level of skill you are able to fuse lesser shards into stronger ones and create gems that imbue a wide array of effects, from adding poison bleeding or elemental effects to your blows to inhibiting them from your opponents. You may also empower yourself more greatly under specific conditions either day ***or*** night, or against unwounded ***or*** dying enemies.

Fate Shift: 400cp
You can now through sheer force of will deny fate in its entirety. Doors fated to never open will unlock so long as you will it. Man prophesized to die signaling the end of the world you can save them. This doesn't let you prevent anything you couldn't due to being to weak/stupid/foolish. But there is now always a possibility for you to succeed even when god said it shouldn't you just need the skills to actually pull it off. Note that the use of this power will unravel fate and like the Fateless One you may cause prophecy to fail on a far wider scale than intended.

Blacksmithing: 600cp
You are a master blacksmith able to craft supernaturally tough armor that empowers the wearer in various ways. At this level of skill you can craft armor that imbues resistance to the conventional elements of this world (fire, ice, lightning) and enhances your magic and strength to a small degree as well as incorporate non-epic gems into your armor for various effects.

Played As Intended: 100cp-300cp
You may import or create one (1) companion for 100cp or up to eight (8) for 300cp. They gain a free race, and may be part of any faction not hostile to you as well as having 400cp to spend on perks. Companions cannot take drawbacks. You may trade cp to your companions at a 1 to 1 ratio individually.

Canon Companion: 200cp
You may take any NPC character from the world of Amalur along with you on your journey: maybe the freedom appealed to them now they were free of the Weave, maybe they owed you a favor, whatever the case you convinced someone to join you on your journey. The Fae cannot join you as they are inherently tied to the world.

Items

Basic weapons choose two (2) of the weapons mentioned in weapon mastery perk you gain.

Ring of Might: 100cp
Increases your strength and the potency of earth magic.

Ring of Finesse: 100cp
Grants near perfect control of your voluntary muscles and shadow magic is strengthened.

Ring of Sorcery: 100cp
Increases the potency of any local magic except shadow and earth.

Buru's Boots: 200cp
A pair of cursed boots that allow you to walk past any trap without triggering it however they compel the wearer to hunt man and other sapient beings.

Hook Chain: 200cp
A chain with a hooked dagger at the end extends and retracts up to 15 meters when infused with mana. Can hook on and pull those weaker than you towards you those stronger will pull you instead.

Magic Quiver of Infinite Arrows: 200cp
A quiver that makes arrows. It supplies 30 a minute.

Smoke Bomb: 300cp
A small smoke bomb that has been laced with two potions, one that leaves foes confused and another that renders you invisible. You have become immune to the first. Use these to escape foes or stab them in the back again after they notice you. Respawns on your hip after 5 minutes.

Gambit: 300cp
An odd mine that is able to replicate it self up to 17 times when infused with mana, then buries itself and its copies within a five meter radius. Each copy can detonate explosively and will do so like a regular landmine. Respawns after 5 minutes.

Drawbacks

Take a maximum of 1000cp in drawbacks unless you take at least two (2) 600cp drawbacks which case you may take up to 1500cp

Fragility: +100cp
Anything you use, even unbreakable objects, will be subject to wear and tear and require frequent repairs lest it break.

No Anachronisms: +100cp
You may not use any tech more advanced than a repeating crossbow.

Black Cohosh Allergy: +100cp
You are allergic to Black Cohosh and cannot take any potions containing it without risking death. Potions from other jumps with similar effects will result in the allergy as well.

Useless Villagers: +200cp
Everyone - and I mean everyone - that you meet will have at least one quest for you that they are either incapable of or are unwilling to complete themselves.

Safe Havens: +200cp
Doesn't sound like a drawback, but if you take this inside the boundaries of a village town or city will be the only time monsters aren't constantly on your ass.

Demon Bait: +200cp
Your presence weakens the boundary to the physical realm allowing Niskaru easier access. Expect weekly Niskaru attacks and larger numbers of them in areas where they are normally found.

Belen's Chosen Sacrifice +200cp
Member or not, the cult dedicated to the God of Death, Belen's Testament, want you as a sacrifice above all others. These people regularly depopulate towns and summon Niskaru to aid their goals. The cult cannot be wiped out and they are not above slipping your throat in your sleep if you don't take proper precautions. They are, thankfully, quite noticeable, as they constantly make sacrifices wherever they go. Of you took this with Demon Bait they will be able to summon Niskaru Lords to aid them.

Prismere's Sway +300cp
The Tuatha Deohn are not just Winter Fae any longer. Long term exposure to Prismere leads to corruption to Tirnoch's side. The Tuatha Deohn know this and use it as a standard part of their combat doctrine, turning foe to ally with startling ease.

Bitter Autumn: +300cp
The decline of the Summer Courts is far worse than they wish the mortals to know; the corruption of their Winter brethren has left nature imbalanced and they suffer a terrible wasting sickness. This means that you will receive no help from the Summer Court in combating the Tuatha Deohn.

Completionist: +300cp
You must succeed in every side quest in the game and if you took Useless Villagers any new ones they give you as well. This includes DLC. If you fail a single quest that counts as failure though you may choose to stay here instead of returning home should this happen. If a quest giver dies before you return that counts as failing the quest. With conflicting quests the completion of one counts as the successful completion of both to make this possible.

Rebirth: +300cp
Instead of this being wherever you rolled you when awake, it is in the Well of Souls with hazy memories and no powers. Powers bought in the jump can be learned relatively quickly through effort and training but outside skills are locked for the entirety of the jump.

The False Pantheon +600cp
Tirnoch was not the only one sealed, but one of many. Gadflow's discovery of Tirnoch began the war, but she was not the only false god sealed throughout the land. Twelve dragons of equal strength to the Goddess under the Mountain lay sealed and Gadflow wishes to free all of them. Prismere, the manifestation of Tirnoch's powers stirs the others and will wake them soon. Should they wake they will be strong enough collectively to shatter the seals. You have 6 months to prevent this catastrophe. If that fails you may still succeed in this jump so long as you kill all 13 dragons.

Seal Failure +600cp
Your arrival shattered the seal (or if you took False Pantheon the seals). Tirnoch has been unleashed upon the world in all her glory to lead the Tuatha Deohn in her revenge against the world. Rest assured she doesn't see you as an ally. In fact you are the greatest threat to her newfound freedom. She will seek you out to strike you down as soon as she is able. If you took false pantheon this is true for all the new angry Dragon Fae.

Lyria's Fury +600cp
When Tirnoch falls the fate of mortals will become their own and no longer fall under Lyria's Weave. This will infuriate her and she will begin spinning a new Weave, hateful of the mortals that celebrate freedom from her plans. Monsters will grow wise and harry civilization in unbelievable numbers and nature will never be on your side. You must appease or kill the goddess before she wipes out the mortal races.

Notes

- The 100cp skills are 7 levels in the skill, Universalist is 3 levels in all of them in terms of the in-game trees for any clarifications. Adding them together you get 10 in a skill and some buffs added on because hey capstone.

Universalist Combos

Alchemy
You are aware of all alchemical recipes found in Amalur and are now capable of finding substitutes for any given ingredient found here or in other worlds. In addition to this you gain insight into how otherworldly ingredients may be used to enhance these potions as much as twofold.

Detect Hidden
You gain a sixth sense for your environment that allows you to see a bird's eye view extending as far as you could see unobstructed and a perfect memory for terrain. In addition to this you are more aware of any magical protections placed to hide something and can often use these to home in on supposedly hidden treasures.

Dispelling
Now able to apply your dispelling skills earned here to other systems, allowing 2 to 3 failures without setting off wards of a magical nature and granting you the ability to understand any magical security so long as you have an understanding of the system its based on.

Lockpicking
You can now pick unconventional locks and produce anything you need for the job. Retina scanner? You can now produce a fake eye given the time. Passcode? You may not get it the first time but always within a single digit number of attempts no lock will ever stop you again.

Mercantile
You can now make and break an economy. Granted a supernatural understanding of the value of anything you can trade. You could buy out a preindustrial economy in a matter of years starting from near nothing just by exploiting the price differences between different towns. In a more modern world you will instinctually out compete any stock trading models.

Stealth
With some effort you are now able to remain undetected in flat terrain up to 50ft directly in front of anyone you're trying to sneak up on, far closer should the environment aid you. While this new supernatural skill in stealth, it fails in the face of supernatural abilities aiming at detection and will not let you attack more than once without giving yourself away. It will let you sneak attack just about anyone so long as you plan well.

Persuasion
There are two uses for this level of persuasive skill: politics and law. You are able to convince a jury that a murderer should get a fine or that the beggar that missed his taxes should be executed. This effect is amplified when applied to yourself allowing you to talk your way out of truly heinous acts so long a you have some bribe money. In politics this lets you convince the masses that you are the side of justice and to follow your cause whether this is rallying behind a dragon god or rising up against their dictator you can get people to follow you. Note both of these powers will fail in the face of those personally aggrieved with you or sufficiently intelligent to see through you.

Blacksmithing
You are now capable of mastercrafting, this makes your armor a cut above the rest, enhancing the wearer and allows you to make it compatible with epic gems. This can be used to craft armor that will stand up to a dragon and leave you completely unharmed or robes that amplify your spells from a bolt of static to a real lightning bolt. This does have a cost, however, material quality directly corresponds to the strength of the final product and the effects of the armor are cumulative, so making a helmet of invulnerability won't happen, though full plate might get you pretty close. Mastercrafted equipment is high performance not high endurance; a steel armguard might block a greataxe if you made it but it is still subject to wear and tear.

Sagecraft
You gain two abilities, firstly your knowledge of gems allows you to unbond them from armor without destroying them, and secondly, you may now craft epic gems. Epic gems are powerful gems inserted into the chest of a suit of armor with significant effects. Defensively this allows you to configure your armor to strike back with magic of an element of your choosing should any enemy strike you. Offensively it can boost you magics power by a fifth, or your physical strength by a similar amount. Utility is where they really shine, though, allowing you to enhance your growth cut costs for you abilities or even add minor effects to a single branch of spells.

Other notes

- The echoes made by archmage are echoes of possible futures you destroyed, the enemy doesn't need a soul to form an echo it does need a future however, so fate and future destroying abilities will prevent an echo forming.
- Shadow caster rewards you for striking weak points to increase lethality if you are precise and aim for the heart, brain, artery, whatever and use less than 3 times the needed magic to kill or mortally wound whichever you were aiming for your magic will be restored to its pre attack state. If you summon a meteor don't expect to restore anywhere near what you expended even if you somehow hit a precise point with something that size.
- Not all winter Fae are Tuatha, there is resistance and you may want to keep the house of sorrows alive as they keep despair from engulfing the world.