

## Adventurer

(Always available to all characters)

### Tier One Boons

○ ○ ○ **Improve a Save and Gain +1 Max HP**

Increase a Save by one point (max 6). Gain +1 maximum Hit Protection.

○ ○ ○ ○ ○ **Improve a Skill and Gain +1 Max HP**

Select a Skill and roll 1d6: if you roll higher than the skill's current rating, increase the rating by one point. Otherwise, try again with a different skill. Gain +1 maximum Hit Protection.

○ ○ ○ ○ **Gain a Random Spell and +1 Control**

Roll 1d8 to determine a random new spell from the Spell Family of your choice.

○ ○ ○ ○ **Gain a Random Spell**

○ ○ ○ **Gain a Follower/Animal Companion**

Your Follower or Animal Companion has 1 HP, rolls 3d on most tasks, and is trained in two designated Skills (+1d each). If your Follower dies or departs, replace it at the beginning of the next session.

○ ○ **Gain 2 Inventory Slots**

○ ○ **Gain a Fast Inventory Slot**

○ ○ **Gain +1 Artifact Attunement Slot**

### Tier Two Boons

(Available After 8 Adventurer Boons Acquired)

○ ○ **Improve a Save**

○ ○ ○ **Improve a Skill**

○ **Heroism**

When reduced to zero HP, you may continue to act normally rather than collapsing. At the end of the scene, however, make any Down and Out Checks as usual.

○ **Immortal**

Whenever you make a Down and Out Check, you may reroll once (the second result sticks).

○ **Tough as Nails**

When you take a short rest, regain +2 HP and +1 CR of your choice.

○ **Gain an Improved Follower**

As above, except the Follower rolls 5d on most tasks and has 3 HP.

### Tier Three Boons

(Available After 14 Adventurer Boons Acquired)

○ ○ **Improve a Save**

○ ○ ○ **Improve a Skill**

○ ○ ○ ○ **Jack of All Trades**

Choose a Tier One Boon from Explorer, Warrior, or Sorcerer.

○ ○ **Gain an Advanced Follower**

As above, except the Follower rolls 6d on most tasks and has 4 HP.

∞ **Gain +4 Cash**

Rules and More Details at:

<https://smparkin.com/games/coreac/>

## Explorer

### Starting Boons

○ ○ ○ **Gain +1 Luck**

Spend Luck to reverse the result (success to failure or vice versa) of any die in a skill test or Save in which you are participating. Multiple points may be spent at once.

○ **Sidekick (5d, 3 HP, any two exploration skills)**

Gain a skilled expert Follower, e.g. in survivalism, skullduggery, herbalism, construction, etc. If she dies or departs, replace her at the beginning of the next session.

#### Choose a Class Feat:

○ **Superior Senses**

Your incredibly sensitive and accurate senses allow you to notice subtle details in or changes to your environment.

○ **Disappear**

Spend Luck to hide in the slightest cover, even if you are being observed.

○ **Lightning Reflexes**

Gain +1 Agility. Spend Luck to act first in a tense situation.

○ **Iron Constitution**

Gain +1 Vigor. Spend Luck to treat any organic matter as Rations.

○ **Unflappable**

Gain +1 Discipline. Spend Luck to roll +2d when you spend twice as much time as normal on an expertise-based task performed under pressure.

○ **Marksman**

Gain +1 Marksmanship. You may make called shots and trick shots without penalty.

○ **Swashbuckler**

When you use the environment in a cinematic attack, deal +1 damage (minimum one point).

○ **Encyclopedic Knowledge**

You have a great memory and know a breathtaking amount of information. Roll +1d on lore tests.

○ **Resourceful**

Spend Luck and declare any normal, mundane, or commonplace item or piece of gear with a Cost equal to or less than your Wealth score. Roll a single die: on a Success, add that item to your backpack/inventory.

#### Tier Two Boons

(Available After 8 Explorer Boons Acquired)

○ **Peak Performance**

Gain +1 to two Exploration Skills of your choice (max 8).

○ ○ ○ **Gain +1 Luck**

○ **Flawless Reflexes**

Spend Luck to automatically succeed on a Save versus traps, ambushes, and similar hazards.

○ **Improved Sidekick**

Your Follower gains +1d, +2 HP, and two more skills.

#### Tier Three Boons

(Available After 14 Explorer Boons Acquired)

○ **Peak Performance**

Gain +1 to two Exploration Skills of your choice (max 8).

○ ○ ○ **Gain +1 Luck**

○ **Godlike Reflexes**

Spend Luck to negate all physical combat damage from a single source this Round.

#### Tier Four Boons

(Available After 18 Explorer Boons Acquired)

○ ○ **Multiclass**

Gain a Tier One Boon from Warrior, Leader, or Sorcerer.

# Warrior

## Starting Boons

- **+2 Maximum HP**

- ○ ○ **+1 Steel**

Spend Steel to activate a Feat (below) or to deal +1 damage when you harm an opponent in physical combat.

- **Momentum**

Regain one spent Steel whenever you best an opponent in pitched combat (once per Round only, up to your maximum Steel).

- **Gain a Squire or Man-at-Arms (4d, 4 HP)**

If your Follower dies or departs, replace her at the beginning of the next session.

### Choose a Class Feat:

- **Break Anything**

You can perform feats of strength: bending bars, breaking through stone/bricks, lifting heavy objects, etc.

- **Whirlwind**

Spend Steel to threaten all enemies in reach on a single melee Combat Check.

- **Overpower**

Spend Steel to reroll all failed dice on a Combat Check while in hand-to-hand combat against a single foe.

- **Bulwark**

Spend Steel to redirect all damage from an ally that you are protecting to yourself.

- **Shield Expert**

Block +1 damage when you activate a shield. Spend Steel and sunder (destroy) the shield to instead block all damage.

- **Armor Expert**

When you block with armor, spend Steel to block an additional +1 damage.

- **Tactics**

When you focus on giving tactical instructions to an ally, spend Steel to add [Discipline] dice to her Combat Check.

- **Signature Weapon**

Bond with a weapon. You cannot be separated from the weapon (it always reappears nearby if removed or destroyed). While wielding the weapon, roll +1d against poison, disease, fear, paralysis, petrification, disintegration, and mind control. You may change your bonded weapon after a week of focus, practice, and meditation.

### Tier Two Boons

(Available After 8 Warrior Boons Acquired)

- **Dangerous Combatant**

Gain +1 to one Combat Skill of your choice (max 8).

- **+2 Maximum HP**

- ○ ○ **+1 Steel**

### Tier Three Boons

(Available After 14 Warrior Boons Acquired)

- **Dangerous Combatant**

Gain +1 to one Combat Skill of your choice (max 8).

- **+2 Maximum HP**

- ○ **+1 Steel**

- **Gain a Squire or Man-at-Arms (6d, 6 HP)**

### Tier Four Boons

(Available After 20 Warrior Boons Acquired)

- ○ **Multiclass**

Gain a Tier One Boon from Explorer, Leader, or Sorcerer.

## Sorcerer

### Starting Boons

- **Gain 2 Random Spells and +1 Control**

Choose a Spell Family and roll 1d10 two times, rerolling as necessary until you learn two new spells. *Gain +1 maximum Control.*

- ○ **Gain 2 Random Spells:** As above, but do not gain Control.

- ○ ○ ○ **Gain a Spell of Your Choice**

Gain a spell from any Spell Family from which you already know a spell.

- **Supernal Vision and +1 Control**

Gain the special spell [Second Sight](#). *Gain +1 maximum Control.*

- **Combat Mage and +1 Control**

Gain the special spell [Fell Blast](#). *Gain +1 maximum Control.*

- ○ **Vicious Blast:** When you attack with *Fell Blast*, roll +1d to channel and deal +1d damage to those you hit.

- **Eldritch Duelist:** Increase your *Fell Blast* damage by +4d to creatures that can channel plasmids.

- **Familiar (5d, 2 HP)**

Gain a demon, spirit, or fey companion in the form of a small, intelligent, talking animal. Your familiar may channel any spell that you know (using your Control and sorcery skills). You may choose to have any spell that affects you also affect your familiar, as long as it is nearby.

### Choose a Class Feat:

- **Overcast:** You may spend HP in place of Control. In addition, you may spend an HP to increase the damage of a *Fell Blast* by +1d, to add +1d to a contested roll triggered by your spell, or to penalize (-1d) an opponent's Save against your spell.
- **Esoteric Knowledge:** You are deeply versed in the study of plasmids, esoteric traditions, extradimensional lore, arcane rituals, relics, and artifacts (i.e. you are Wise in these areas). In addition, you may slowly and permanently deconstruct an artifact in order to attempt to capture a plasmid that it contains.
- **Iron Will:** Spend Control to immediately Block 2 (prevent and ignore two points of damage) when an opponent harms you while channeling a spell.
- ○ **Deep Reserves:** Gain +2 maximum Control.

### Tier Two Boons

(Available After 10 Sorcerer Boons Acquired)

- ○ **Gain a Spell of Your Choice and +1 Control**

Choose a new spell from any Spell Family from which you already know a spell. *Gain +1 maximum Control.*

- ○ **Gain a Spell of Your Choice:** As above, but do not gain Control.

- ○ ○ ○ **Spell Hybridization**

Choose two core spells you know: the two are combined together into a single new spell. (The original spells are lost.) The channeling test for the new spell uses one of the listed Skills from the original spells (determined at random) with an Objective one rank higher than the larger of the original spells' Objectives.

- ○ **Experimental Hybridization:** As above, but a hybridized spell may be combined with another spell (including another hybridized spell).

- **Signature Spell**

Choose one spell. Roll +1d when you channel the spell, and do not lose the spell for the day even if you fail the Channeling Test.

- ○ **Crippling Blast**

When you hit with *Fell Blast*, you may spend one Control to deal +2d damage.

- **Apprentice (5d, 3 HP)**

Take on an apprentice who has two Control and may channel one core spell that you can channel (chosen when selecting this Boon). If she dies, you may replace her at the beginning of the next session.

### Tier Three Boons

(Available After 20 Sorcerer Boons Acquired)

- **Archmage**

Roll +1d on all Channeling and Infusion Tests.

- **Greater Familiar (Requires “Familiar”)**

Your familiar can now assume either its animal or its true form at will. While in true form, the familiar gains a rare spell appropriate to its type that it may channel once per day for free. *Stats: 7d, 4 HP.*

- ○ **Multiclass**

Gain a Tier One Boon from Explorer, Warrior, or Leader.