

Specialty Classes — Boon Lists

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Commander

Class Resource: Authority

○ ○ ○ **Gang Leader**

You attract intensely loyal Followers. Whenever you select this Boon, gain a Follower who has 1 HP, rolls 3d on most tasks, and is trained in two designated Skills (+1d each). If your Follower dies or departs, replace her at the beginning of the next session.

∞ **Experience**

Choose a Follower to gain +1d to all rolls. Each Follower may gain experience up to three times.

∞ **Conditioning**

Choose a Follower to gain +2 HP. Each Follower may benefit from conditioning twice.

∞ **Advanced Training**

Choose a Follower to gain training (+1d) in two Skills. Each Follower may be trained twice.

○ **Lieutenant**

Choose a Follower who has received experience, conditioning, and training. When your Lieutenant assists you on any task, spend Authority to add +1 Success rather than a bonus die (as usual for helping). *Gain +1 maximum Authority.*

○ **Tactical Leadership**

While you focus intently on giving them directions, your Followers roll +1d.

○ **Zealotry**

Spend Authority and sacrifice a Follower near you to negate damage equal to their remaining HP (as fictionally appropriate). *Gain +1 maximum Authority.*

○ **Diplomatic Training**

When you make contact with a group of unknown persons, add +1 to any Reaction Roll. Whenever you visit a new city, you may automatically develop a new contact with a local political or governmental figure.

○ **Silver Tongue**

Spend Authority: while you talk nonstop, convince someone that what you are saying is both true and important, so long as it is remotely plausible (Discipline Save negates). The effect fades a few minutes after the interaction ends. *Gain +1 maximum Authority.*

○ **Improve Stronghold**

Add +1 to the rank of any Stronghold you control (and therefore also gain two tags).

○ ○ ○ **Mantle of Authority**

Gain +1 maximum Authority.

Death-Touched

Class Resource: Decay

○ **Mark of the Grave**

You always emanate a signature mark of the grave: a lingering chill, a whispering voice, pale/gaunt mien, solid black eyes, dusky leathery skin, anatomically correct bone or organ tattoos, strange brands, or similar. In addition, roll +1d versus deathly effects (fear caused by the undead, ghostly effects, blood magic, etc.). When you do so, you may spend Decay to roll an additional +1d. *Gain +1 maximum Decay.*

○ **The Stench of Death**

You have a vague sixth sense that alerts you to traces left by ghosts, revenants, and the touch of Death. You may spend Decay to perceive ghosts, spirits, and the ectoplasmic signs of recent death, whether they are manifested in reality or nearby in the Spirit Realm. *Gain +1 maximum Decay.*

○ **Grave Servant**

Gain a faithful undead Follower raised from a recently deceased corpse. The zombie (3d, 6 HP) will eventually decay into a faster, hardier skeleton (5d, 4 HP).

○ **Ghostly Servant**

Gain an incorporeal spirit Follower (4d, 1 HP).

○ **Ghastly Servant**

Gain an quasi-living, quasi-undead feral cannibal for a Follower (5d, 5 HP). Whenever the ghoul consumes a corpse, it regains all lost HP and rolls +1d during its next combat that day.

○ **Corpse Speech**

Spend Decay to communicate with a ghost, spirit, or intact corpse, whether in reality or nearby in the Spirit Realm. *Gain +1 maximum Decay.*

Devout

Class Resource: Faith

- **Prayer**

Meditate for an Exploration Turn and spend Faith to humbly beg a being of light for a modest favor. There is a 1-in-6 chance that it is granted. You may increase the chance that it is granted by 1-in-6 (to a max of 5-in-6) by spending Faith. If your request grossly oversteps the bounds of humility or hubris, you may lose the ability to pray until you complete an act of atonement as assigned by the insulted being of light. *Gain +1 maximum Faith.*

- **Conviction**

When you pray, you may instead ask for a substantial intervention. *Gain +2 maximum Faith.*

- **Crusader**

Roll +1d when you make a Versus test (Combat, Channeling, or otherwise) against a being of pure evil, darkness, or hate. If you hit, you may spend Faith to deal +1s damage. *Gain +1 maximum Faith.*

- **Enlightenment**

You can detect the taint of nearby undead and demons as a sixth sense. Especially evil or depraved targets are more highly perceptible. *Gain +1 maximum Faith.*

- **Shield of Faith**

Spend Faith to negate all negative non-damage effects (e.g., status effects) from any source this Round. You may do so after finding out what the effect(s) will be. *Gain +1 maximum Faith.*

Fey-Touched

Class Resource: Wyld

○ **Fey Blood**

Fey ancestry, exposure, or a curse have begun transforming you into a fey creature. You no longer require sleep, you are immune to charm and confusion effects, and you are supernaturally bound to keep (the letter of) any promises, commitments, deals, or arrangements that you make. Spend Wyld to compel another to likewise be supernaturally bound to keep such contracts. Your aura clearly reveals your fey nature. *Gain +2 maximum Wyld.*

○ **Court Alignment**

You are bound to a seasonal court. Among the fey, you have natural allies (from similar courts) and natural rivals or enemies (from opposed courts). Among other things, your court rulers may ask you to complete tasks, but they will also provide aid when they can. Roll +3d when you test Circles to contact someone from your court.

○ **Steal Memories**

Spend Wyld and touch the target's forehead to steal a memory (Discipline Save negates). You may choose the general topic, time, event, or other circumstances from which the memories will be drawn. *Gain +1 maximum Wyld.*

○ **Fairy Lights**

Spend Wyld to create a modest sensory illusion nearby. Characters that engage with the illusion may make an Acuity Save to disbelieve it. *Gain +1 maximum Wyld.*

○ **Open the Hedge**

In any natural place with plants, you may spend Wyld to cause the plants to grow into a huge, tangled mass of thorny brambles. Any creatures that passes into and through the Hedge exit into the Fairie (or vice versa), but take 2d damage as their flesh is torn by wicked brambles. *Gain +1 maximum Wyld.*

Mutant

Class Resource: Mutagenesis

○ **Affinity**

When you interact with other beastmen or mutants, roll +1d on social tests and on Circles checks and add +1 to the result of Reaction Rolls.

○ ○ ○ ○ ○ **Enhance Mutation**

One of your mutations can be temporarily juiced for enhanced effect. Spend Mutagenesis to activate the effect; the boost lasts for one Exploration Turn. Consult with the Referee to settle on an appropriate effect. *Gain +1 maximum Mutagenesis.*

Examples:

- **Armor:** Thick hide, chitin, etc. grants +2 bonus HP.
- **Bioweapon:** Roll +1d on combat checks with a natural weapon like claws, teeth, horns, claw, etc.
- **Speed:** Move twice as fast.
- **Senses:** Incredible sense perceptivity for a turn.

○ ○ ○ ○ ○ **Unstable Blood**

Your body continues to transform. Roll two random Mutations, then pick one to gain.

Mystic

You have latent, intrinsic psychic potential that suddenly manifests. To creatures with Spirit Vision, Second Sight, or aura reading, you crackle with psychic potential. Choose a manifestation for your psychic abilities (similar to a Sorcerer's manifestation). You are now vulnerable to psychic attacks.

Core Boons

○ Empathy

You may spend Psi to read nearby psychic auras, which provide vague insight about a person's current emotions and disposition. *Gain +1 maximum Psi.*

○ ○ Perfected Meditation

Gain +1 maximum Psi.

Spiritual Paths

You may choose only one of "Psychic," "Soul Knife," or "Living Weapon" as a subclass from which to choose Boons (available immediately).

○ Psychic

You have strong, innate psychic gifts. Choose one of the following powers: telepathy, telekinesis, precognition, clairvoyance, or object reading. Spend Psi to activate the ability. Psychic abilities generally require a contested Ability test in order to affect a resistant target, affect no more than one target per [Success], last no longer than one Turn per [Success], are difficult to control with precision, provide somewhat incomplete information (e.g. impressions, fragmented visions, or snippets of thoughts or feelings), and are exhausted after being used significantly (e.g. to attack or harm a creature, to provide a bonus to a test or save, or to roughly replicate a spell's effect). *Gain +1 maximum Psi.*

○ ○ Growing Powers

Choose one additional psychic power. *Gain +1 maximum Psi.*

○ Psychic Focus

When you use a conspicuous psychic focus (like a large crystal or a set of divination tools), you roll +1d whenever your powers require a contested roll (e.g. Acuity vs Discipline to read thoughts with telepathy). You may spend Psi to roll an additional +1d any any such tests. *Gain +1 maximum Psi.*

○ Soul Knife

As long as you have Psi remaining, concentrate to summon a blade or similar weapon in your hand. The psi weapon is made of pure psychic energy and deals +1 damage. *Gain +1 maximum Psi.*

○ Sharpened Will

When you hit with your Psi weapon, spend Psi to deal +2d damage. *Gain +1 maximum Psi.*

○ Psi Blast

When your psi weapon strikes one enemy among a group, spend Psi to arc psychic damage to the rest of the melee group for 2d damage each. *Gain +1 maximum Psi.*

○ Imbue Weapon

Spend Psi to imbue your psi weapon for the remainder of a combat. An imbued weapon grants +1d to Combat Checks and harms creatures that are normally resistant or immune to physical, magical, or other special types of weapons (such as demons, ghosts, and other extradimensional beings). *Gain +1 maximum Psi.*

○ Living Weapon

You are able to empower your martial arts attacks by focusing psychic energy in your body. As long as you have Psi remaining, roll +1d when you fight using unarmed martial arts techniques. Whenever you take damage, you may spend Psi to reduce the incoming damage by 2d points. *Gain +1 maximum Psi.*

○ Celerity

Psychic power accelerates your speed and reflexes. You always move with preternatural grace and efficiency. You may also spend Psi to move 50% faster than usual for [Agility Test Successes] Rounds. Among other things, this often grants +1d to relevant tests or saves. *Gain +1 maximum Psi.*

○ Psychometabolism

Psychic energy fuels your body, making you strong and resilient. You are completely immune to the effects of exposure (cold, heat, etc.). Spend Psi to heal one HP. *Gain +1 maximum HP and Psi.*

○ Immaculate Body

Meditation and discipline elevate your body and soul. Gain +1 maximum HP. You no longer age, and you roll +2d on saves against poison, disease, paralysis, petrification, and shapechanging. *Gain +1 maximum HP and Psi.*

Outlander

Class Resource: Ferocity

- **Wanderer**

When you lead a group through the wilderness, travel 50% faster than usual (i.e. cover what would normally be three day's travel in only two days).

- **Beastrider**

You are skilled at breaking and training exotic mounts, like large flightless birds, dinosaurs, climbing lizards, sharks, and the like. If your mount dies, spend a Downtime Action to capture, break, and train a local beast (i.e. again a replacement t the beginning of the next session).

- **Retribution**

When an opponent harms you or your mount, spend Ferocity to deal 2d damage to them. *Gain +1 maximum Ferocity.*

- **Born in Blood**

When you kill an enemy in raw physical combat, spend Ferocity to immediately regain 4d HP. *Gain +1 maximum Ferocity.*

- **Savagery**

Whenever you deal at least three points of damage in a single Round of pitched combat, immediately regain one point of Ferocity (up to your maximum). *Gain +1 maximum Ferocity.*

- **Pidgin**

Spend an Exploration Turn to establish basic communication with any human-type person.

- ○ ○ **Rage**

Gain +1 Maximum Ferocity.

Scholar

Tier One Boons

Class Resource: Erudition

○ ○ ○ **Breadth**

Choose two academic subject areas. You have a specialist's familiarity with topics or questions related to that subject matter. Example Wises: national history, local politics, folklore, alchemy, literature and arts, geography, sailing and hydrology, mythological predators, animal husbandry, architecture, a genus of plasmids, etc. *Gain +1 maximum Erudition.*

○ **Depth**

Choose one of your Wises. You have achieved such a depth of expertise in that area that you always roll +1d on any mundane tasks related to that Wise. On such tests, you may spend Erudition to roll an additional +1d. *Gain +1 maximum Erudition.*

○ **Linguist**

You can read, understand, and speak all human languages in common circulation. In addition, spend Erudition to decipher the gist of any ancient or coded message.

○ **Tenure**

Receive an invitation to the faculty of a prestigious institution of learning. You have full access to the research resources and contacts of that institution. Roll +1d on Circles tests when your status with the institution is relevant. *Gain +1 maximum Erudition.*

Tier Two Boons

(Available After 4 Scholarly Boons Acquired)

○ ○ ○ **Book Magic**

Through intense practice, you have mastered the ability to channel a plasmid while reading from a book of incantations or spiritual disciplines. Choose one spell from the Hypercognition or Metacomposition families. Spend Erudition (rather than Control) and read from your spellbook to channel the spell. (Otherwise follow the normal rules for spellcasting.)

○ ○ ○ **Continuing Education**

Gain +1 maximum Erudition.

Tier Three Boons

(Available After 8 Scholarly Boons Acquired)

○ ○ ○ **Occult Lore**

Your research has turned to more dangerous, esoteric, or even forbidden topics. Learn and cast as a spell as with "Book Magic," except choose the spell from the Blood Magic or Diabolism families.

○ **Master Educator**

You can teach others new skills (including sorcerous powers) in half the usual time. In addition, spend Erudition and an Exploration Turn to allow another to cast one of your Book Magic spells from your spellbook sometime in the next hour.

Scoundrel

Class Resource: Guile

○ **Espionage**

Roll +1d when you lie, manipulate, misdirect, impersonate, interrogate, seduce, or create forgeries.

○ **Mimicry**

After observing a person for a time, you may disguise yourself to look just like them (given the proper materials). When you spend Guile, you may also expertly mimic their voice and mannerisms for an Exploration Turn. *Gain +1 maximum Guile.*

○ **Cultivate Asset**

When you work to gain the trust or assistance of any person, spend Guile to add +3d to the test. *Gain +1 maximum Guile.*

○ **Backstab**

When you strike an unsuspecting or defenseless enemy, spend Guile to deal +3 damage. *Gain +1 maximum Guile.*

○ **Assassination**

When you backstab, spend an additional Guile to deal +3 damage.

○ **Cat Burglar**

You can climb quickly and safely without climbing gear. Roll +1d when you climb, hide, sneak, or break and enter. When carrying minimal equipment, instead roll +3d.

○ **Sleight of Hand**

Roll +1d on any thievery tests. Spend Guile to produce a recently possessed tool, object, or weapon from your pockets, no matter how thoroughly you've been searched or how much of your equipment has been left behind. *Gain +1 maximum Guile.*

○ **Breaking and Entering**

Spend Guile to quickly pick any lock or break into any secured room/object without leaving a trace. You may also set the lock behind you, if you wish. *Gain +1 maximum Guile.*

○ **A Clever Distraction**

Spend Guile to force [Subterfuge Test Successes] nearby targets to roll -1d for the Round (Discipline Save negates). *Gain +1 maximum Guile.*

○ **Friends in Low Places**

You have cultivated extensive contacts among criminals and other underworld organizations. Roll +2d on Streetwise tests to establish or track down an underworld contact (criminal, fence, informant, corrupt lawman, etc.). Your contacts will always be willing to provide a place to lay low for a time, and they will generally offer assistance on shady activities—for a reasonable price, of course. Moreover, you can always find a buyer or seller of dangerous, illegal, or forbidden goods. Decide whether word of your underworld connections is suppressed or widely known.

○ **Flunkeys**

As a Downtime Action, recruit up to [Streetwise Test Successes] unsavory henchmen of questionable intelligence and skill who are nonetheless highly motivated to outdo one another in impressing you. (Stats: 3d, 1 HP)

Shadow-Touched

Class Resource: Veil

- **Creature of Darkness**

Roll +1d when you hide or sneak. When you do, you may spend Veil to roll an additional +1d. *Gain +1 maximum Veil.*

- **Shadow Step**

When you step into the shadows (no more than dim lighting), spend Veil to instantaneously teleport to another nearby shadowed place within sight. You arrive and remained cloaked by shadows until you move or act. *Gain +1 maximum Veil.*

- **Cloak of Shadows**

When you spend Veil and remain still, you are slowly wrapped in shadows and then disappear completely from all senses, including magic, until you act or move.

- **Dark Fog**

Spend Veil to summon a large bank of supernatural heavy fog that lasts one Exploration Turn, even in sunlight or a heavy breeze. You can see through the fog perfectly. *Gain +1 maximum Veil.*

- **Dark Demeanor**

The shadow's touch is apparent on your face and in your eyes. Among other things, roll +1d when you roll to intimidate, threaten, cajole, bully, or dominate. On such rolls, you may spend Veil to roll an additional +1d. *Gain +1 maximum Veil.*

Spirit-Touched

Class Resource: Essence

- **Otherworldly**

Roll +1d on all tests and saves related to spirits with whom you are interacting. When you do, you may spend Essence to roll an additional +1d. *Gain +1 maximum Essence.*

- **Totem Spirit**

You are accompanied by an invisible, incorporeal spiritual totem. You may spend Essence to cause the totem animal to manifest in the world. While manifested, it counts as an Animal Companion (6d, 4 HP). Manifested totems have the powers and capacities natural to their type.

- **Sixth Sense**

A vague sixth sense alerts you to the presence of any nearby spirits. You may spend Essence to reveal any nearby invisible spirits, or else to allow you to converse (voice only) with a spirit across the dimensional boundary. *Gain +1 maximum Essence.*

- **Medium**

Spend Essence to invite a spirit to possess your body. While possessed, your visage is altered by the spirit's influence and the spirit lends you a portion of its power. Roll +1d on all physical Combat Checks, as well as on any other tests congruent with the spirit's nature, and gain +1 bonus HP for the duration.

- **Pierce the Veil**

At a site with strong spiritual resonance (a cemetery, shrine, beloved statue, sublime natural feature, etc.), you may spend Essence to safely transport yourself and any willing companions into the Otherworld. *Gain +1 maximum Essence.*

- ○ ○ **Quintessence**

Gain +1 maximum Essence.

Wild

Tier One Boons

Class Resource: Natura

- **Wilderness Expert**

Roll +1d on wilderness survival tests, such as wayfinding, foraging, hunting, tracking, concealing a trail, identifying plants and animals, creating shelter, and so forth. Roll an additional +1d when you spend Natura. *Gain +1 maximum Natura.*

- **Master Archer**

Roll +1d when you attack with a bow or similar weapon.

- **Wild Stride**

In any natural setting, you are able to pass without leaving any trace. Any difficult wilderness terrain—thorns, mud, snow, thick undergrowth, shifting sand, etc.—does not appreciably slow your progress. In natural terrain, you may spend Natura to hide, even if being directly observed. *Gain +1 maximum Natura.*

- **Wild Speech**

Spend Natura to temporarily gain the supernatural ability to converse with any natural animal or beast. *Gain +1 maximum Natura.*

- **Animal Companion (Level 3)**

Capture and train an Animal Companion (5d, 3 HP). The animal may be of any type appropriate to the area where you captured it. If your companion dies, you may capture and train a new one after a period of mourning (i.e. at the beginning of the next session).

- ○ **Menagerie**

Gain a new Animal Companion (5d, 3 HP)

Tier Two Boons

(Available After 3 Wilderness Boons Acquired)

- ○ ○ **Druidcraft**

Gain a new random spell from the Naturecraft family. Spend Natura to channel the spell, but otherwise follow the normal rules for spellcasting. *Gain +1 maximum Natura.*

- ○ **Wild Soul**

Gain +1 maximum Natura.

Tier Three Boons

(Available After 6 Wilderness Boons Acquired)

- **Feral Aspect**

Spend Natura to temporarily gain one of the following animal features: bear claws, elk antlers, a toad tongue, duck flippers, a wolf snout, owl eyes, a prehensile tail, or a crab pincer. (The Referee may allow other similar features.) The transformation lasts for one Exploration Turn.

- **Red in Tooth and Claw**

Roll +1d when you attack with only natural weapons (e.g. claws, teeth, talons, etc.). When you do so, you may spend Natura to roll an additional +1d.