

## Adventurer Boons

(Always available to all characters)

### Starting Boons

○ ○ ○ ○ ○ **Improve an Ability and +1 Max HP**

Gain +1 maximum Hit Points. Pick an Ability and roll 3d6: if the middle result is higher than the current score, improve the score by one. If you fail, choose a different Ability to test.

○ ○ **Gain a Spell and +1 Control**

Roll 1d8 and 1d10 to determine a new spell (completely random, from the basic spell lists). Reroll if necessary.

○ **Gain a Follower (Level 1)**

Choose a Role for the Follower or Animal Companion. If it dies or departs, replace it at the beginning of the next session.

Stats: 3d, 1 HP.

○ **Gain 2 Inventory Slots**

Increase your maximum Inventory Slots by two.

○ ○ **Gain a Fast Inventory Slot**

### Tier Two Boons

(After 7 Adventurer Boons Acquired)

○ ○ ○ ○ **Improve an Ability and +1 Max HP**

Gain +1 maximum Hit Points. Pick an Ability and roll 3d6: if the middle result is higher than the current score, improve the score by one. If you fail, choose a different Ability to test.

○ ○ **Gain a Spell**

Roll 1d8 and 1d10 to determine a new spell (completely random, from the basic spell lists). Reroll if necessary.

○ **Gain a Follower (Level 3)**

Choose a Role for the Follower or Animal Companion. If it dies or departs, replace it at the beginning of the next session.

Stats: 5d, 3 HP.

○ **Gain a Follower (Level 4)**

Choose a Role for the Follower or Animal Companion. If it dies or departs, replace it at the beginning of the next session.

Stats: 6d, 4 HP.

### Tier Three Boons

(After 14 Adventurer Boons Acquired)

○ **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 +2 CR of your choice.

○ **Gain +1 Artifact Attunement Slot**

∞ **Gain +4 Cash**

### Tier Four Boons

(After 18 Adventurer Boons Acquired)

○ ○ ○ ○ ○ **Jack of All Trades**

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

Rules and More Details at:

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

## Explorer Boons

### Starting Boons

○ **Roll +1d on Athletics and Knowledge-Based Adventuring Tests**

Including running, throwing, jumping, swimming, climbing, acrobatics, sneaking, hiding, dungeoneering, bushcraft, evasion, and endurance tests.

○ ○ ○ ○ **Gain +1 Luck**

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

○ **Lightning Reflexes**

Spend Luck to act first in a tense situation. Roll +1d on saves against traps, ambushes, and similar hazards.

○ **Sidekick (Level 3)**

Gain a skilled expert Follower, e.g. in survivalism, skullduggery, construction, etc. If it dies or departs, replace it at the beginning of the next session. (Stats: 5d, 3 HP.)

○ ○ ○ ○ ○ ○ ○ **Choose a Class Feat:**

- 1) **Superior Senses:** Incredibly sensitive and accurate senses allow you to notice subtle details in or changes to your environment.
- 2) **Disappear:** Spend Luck to hide in the slightest cover, even if you are being observed.
- 3) **Marksman:** Roll +1d when you attack with a bow or firearm. You may make called shots and trick shots without penalty.
- 4) **Swashbuckler:** When you use the environment in a cinematic attack, you deal +1 damage (or one point on a failed Combat Check).
- 5) **Unflappable:** Roll +3d when you make a Save to resist fear, illusions, charms, stuns, magical paralysis, and similar effects.
- 6) **Iron Constitution:** Roll +3d on endurance-based Tests and on Saves against poison, disease, and petrification.
- 7) **Patience:** Roll +3d when you spend twice as much time as normal on a skill-based task performed under pressure.
- 8) **Encyclopedic Knowledge:** You have a great memory and know a breathtaking amount of information.
- 9) **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 (After 8 Explorer Boons Acquired)	Tier Three Boons (After 14 Explorer Boons Acquired)	Tier Four Boons (After 18 Explorer Boons Acquired)
<p>○ <b>Roll +1d on Adventuring Tests</b></p> <p>○ ○ ○ <b>Gain +1 Luck</b></p> <p>○ <b>Flawless Reflexes</b> Spend Luck to automatically succeed on saves versus traps, ambushes, and similar hazards.</p> <p>○ <b>Improved Sidekick (Requires “Sidekick”)</b> Your Follower improves to Level 4 and masters a second area of expertise. (Stats: 6d, 4 HP.)</p>	<p>○ <b>Roll +1d on Adventuring Tests</b></p> <p>○ ○ ○ <b>Gain +1 Luck</b></p> <p>○ <b>Godlike Reflexes</b> Spend Luck to negate all physical combat damage from a single source this Round.</p>	<p>○ ○ <b>Multiclass</b> Gain a Tier One Boon from Warrior, Leader, or Sorcerer.</p>

## Warrior Boons

### Starting Boons

○ **Roll +1d on Physical Combat Checks**

○ ○ **+2 Maximum HP**

○ ○ ○ **+1 Steel**

Spend Steel to activate a Feat (below) or to add +1 damage when you deal damage 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 (Level 2)**

If your Follower dies or departs, replace it at the beginning of the next session. (Stats: 4d, 4 HP.)

○ ○ ○ ○ ○ ○ **Choose a Class Feat:**

- 1) **Break Anything:** You can perform feats of strength: bending bars, breaking through stone/bricks, lifting heavy objects, etc.
- 2) **Whirlwind:** Spend Steel to threaten all enemies in reach on a single melee Combat Check.
- 3) **Overpower:** Spend Steel to reroll all failed dice on a Combat Check while in hand-to-hand combat against a single foe.
- 4) **Bulwark:** Spend Steel to redirect all damage from an ally that you are protecting to yourself.
- 5) **Shield Expert:** Block +1 damage when you activate a shield. Spend Steel and sunder (destroy) the shield to instead block all damage.
- 6) **Armor Expert:** When you block with armor, spend Steel to block an additional +2 damage.
- 7) **Tactics:** When you focus on giving tactical instructions to an ally, spend Steel to add [Discipline] dice to her Combat Check.
- 8) **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)	Tier Three Boons (After 14 Warrior Boons Acquired)	Tier Four Boons (After 20 Warrior Boons Acquired)
<ul style="list-style-type: none"> <li>○ <b>Roll +1d on Physical Combat Checks</b></li> <li>○ <b>+2 Maximum HP</b></li> <li>○ ○ ○ <b>+1 Steel</b></li> <li>○ <b>Gain a Squire or Man-at-Arms (Level 4)</b> If your Follower dies or departs, replace it at the beginning of the next session. (Stats: 6d, 6 HP.)</li> </ul>	<ul style="list-style-type: none"> <li>○ <b>Roll +1d on Physical Combat Checks</b></li> <li>○ <b>+2 Maximum HP</b></li> <li>○ ○ <b>+1 Steel</b></li> </ul>	<ul style="list-style-type: none"> <li>○ ○ <b>Multiclass</b> Gain a Tier One Boon from Explorer, Leader, or Sorcerer.</li> </ul>

## Leader Boons

### Starting Boons

- **Roll +1d on Social Tests**

You are skilled at reading people and responding appropriately, including while negotiating, persuading, lying, haggling, performing, commanding, interrogating, etc.

- **+1 Wealth and +2 Circles**

Declare and record the nature of your connections: aristocratic, professional, criminal, military, or other. Declare and record the nature of your business interests.

### Gang Leader

You attract intensely loyal Followers. Give Followers a Role. If they die, replace them at the beginning of the next session. You must take the following Boons *in order*:

- **Level One Follower** (3d, 1 HP)

- ○ **Level Two Follower** (4d, 2 HP)

- ○ **Level Three Follower** (5d, 3 HP)

- ○ **Level Four Follower** (6d, 4 HP)

- **Level Five Follower** (7d, 5 HP)

- ○ ○ ○ ○ ○ **Gain +1 Guile and Choose a Class Feat:**

- 1) **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.
- 2) **Silver Tongue:** Spend Guile: while you talk nonstop, convince someone that what you are saying is both true and important, so long as it is remotely plausible (Acuity Save negates). The effect fades a few minutes after the interaction ends.
- 3) **Underworld Connections:** Roll +1d on Circles tests to establish or track down an underworld contact (criminal, fence, informant, corrupt lawman, etc.). 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.
- 4) **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.
- 5) **Sleight of Hand:** Roll +1d on any thievery tests. Spend Guile to produce a given mundane 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. (The item must be one that you own or could have pocketed in the last few hours.)
- 6) **Backstab:** When you strike an unsuspecting enemy, spend Guile to add +3 damage to your result.
- 7) **A Clever Distraction:** Spend Guile to force all affected enemies within the immediate vicinity to roll -1d for the Round (Acuity Save negates).
- 8) **Encyclopedic Knowledge:** You have a great memory and know a breathtaking amount of information.

**Tier Two Boons**  
**(Available After 8 Leader Boons Acquired)**

- **Roll an additional +1d on Social Tests**
- **+2 Circles and 12 Cash**
- **Gain +1 Wealth**
- **Improve Stronghold**

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

- **Tactical Leadership**

Whenever you focus on giving them directions, your Followers roll +1d. You may take the following Boons:

- **Zealotry:** Sacrifice a Follower near you to negate damage equal to their HP.
- **Combat Drills:** Your Followers may add +1s *instead of* +1d when Helping.

**Tier Three Boons**  
**(After 14 Leader Boons Acquired)**

- **Roll an additional +1d on Social Tests**
- **+2 Circles and 18 Cash**
- **Gain +1 Wealth**
- **Improve Stronghold**

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

- **Lieutenant (Level 6)**

Your Lieutenant knows one Leader Class Feat (choose when this Boon is selected) and has one Guile. If she dies, replace her at the beginning of the next session.

Stats: 8d, 6 HP.

**Tier Four Boons**  
**(After 20 Leader Boons Acquired)**

- **Gain +1 Wealth**
- **Improve Stronghold**

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

- ○ **Multiclass**

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

## Sorcerer Boons

### Starting Boons

#### ○ ○ **Gain 2 Random Spells (From a Spell Family of Your Choice) and +2 Control**

Choose a Spell Family and roll 1d10 two times, rerolling as necessary until you learn two new spells. Gain +2 maximum Control.

- ○ **Gain 2 Random Spells (From a Spell Family of Your Choice):** As above, but do not gain Control.

#### ○ ○ **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.

#### ○ **Combat Mage and +2 Control**

Gain the special spell [Fell Blast](#). Gain +2 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 (Level 3)**

Gain a demon, spirit, or fey companion in the form of a small, intelligent, talking animal. Once per day, it may channel a spell for you (use your statistics, but do not spend Control and roll +1d on the channeling test). You may choose to have any spell that affects you also affect your familiar, as long as it is nearby. Stats: 5d, 2 HP.

#### ○ ○ ○ **Choose a Class Feat:**

- 1) **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.
- 2) **Arcane Study:** 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.
- 3) **Iron Will:** Spend Control to immediately Block 2 (prevent and ignore two points of damage) when an opponent harms you while channeling a spell.

**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 Abilities 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 a *Fell Blast*, you may spend one Control to deal +2d damage.

○ **Apprentice (Level 3)**

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.

Stats: 5d, 3 HP.

○ **Esoteric Knowledge**

Gain four Wises related to arcane or extradimensional topics.

**Tier Three Boons**  
**(Available After 20 Sorcerer Boons Acquired)**

○ **Archmage**

Roll +1d on Channeling Tests.

○ **Greater Familiar (Level 4)**

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.