

Perks

You may choose a single perk to give to your character. This perk represents something special about your character either in ability or background. Some perks are more useful to certain backgrounds, but there is no restriction on which perk your character may choose.

Perk	Description
Ambidextrous	This character has no dominant hand and can use each other without any penalties. The character receives 4 dice off any check against the Ambidextrous skill (effectively making the penalties for using the offhand zero).
Apprentice	This character had begun training in a profession. You get 6 ranks in a profession skill. (Barber, Armor Smithing, Brewing, etc.)
Assassin	This character was taught from a young age the art of assassination. Once per week when he scores a critical hit on an opponent, he may make them roll on the assassination column of the appropriate critical hit chart.
Athlete	This character is very physically fit and works out nearly every day. When attempting a physical STR based skill, they gain a +3 bonus to it.
Brutal	This character strikes with vicious force when using melee weapons. On each hit with a melee weapon, the character adds 1 to the damage roll.
Calm under Pressure	This character seems to be able to handle stressful situations in a calm and collected manner. They can stress a single attribute score, for the purpose of making a resistance check, without losing a rank in it once per day.
Calming	This character has a calming demeanor to them which causes opponent to get a -4 on the first initiative roll of a combat. (Cumulative with other penalties.) In addition, reactions from intelligent creatures to this character always gain a positive bonus.
Confident	This character is very confident in their abilities even after a failure. As a result, they receive a +2 bonus to a skill after a failure.
Determined	This character has a difficult time accepting failure. If they attempt a skill check and fail, they can reattempt the skill check the next round ignoring any negative effects from the first failure. If they fail a second time they take the worst result.
Double Jointed	This character is double jointed making it easier for them to escape when being held. The character gets an extra 2 dice when attempting to escape grapples and bindings.
Drunk	This character always drinks too much. Because of their built up resistance, they get 2 dice off resistance checks against alcohol and one dice off resistance checks against poison.
Famous	This character is famous and many people will know them on sight. They are much more likely to get special treatment from others and gain +4 to their COM attribute.
Fast Recovery	This character does not require the standard amount of sleep and can regain in 6 hours what normal people require 8 hours to regain.
Fast Worker	This character is able to work quickly on jobs. They can perform all actions, including spell casting, which take more than 2 minutes in half the normal time.
Highly Educated	This character had a more formal education than most. They get a +1 bonus to their INT attribute and gain a bonus 2,500 XP for INT based skills and languages.
Homeowner	This character inherited a sizable house from a family member. They may pick a town on Jaern in which to have a house.
Immunity	This character has a heightened immune system which makes them significantly more immune to poisons, disease, and other toxins. They automatically take half damage from all damage effects from these sources and resisting a damage effect will result in no damage. In addition, they can reduce any resistance checks on these effects by 2 dice.
Insane	This character isn't quite right in the head. As a result, they get a -3 penalty to CSE resistance effects, but get a +6 bonus to WIL resistance checks.
Junk Collector	This character seems to have something for any situation. They can spend 2 minutes searching their pockets and find any small item valued new at 10 silver or less in very used condition.

Know It All	This character is an avid reader and has picked up many random facts in their life. Whenever a knowledge based skill would provide them information, they may default that skill at 3 extra against INT, for up to a 2 die check.
Linguist	This character was around many people with many languages growing up. They start with 3 extra languages at 6 or their INT, whichever is lower.
Lucky	This character is blessed with additional luck. They have a single point of luck (like a nomadic luck amulet) that they can use each day.
Magically Inclined	This character has significant magical talents; they get a 1 bonus to all overload checks and can finesse spells 1 past their PWR attribute. They also get a permanent +1 bonus to their PWR attribute.
Marksmen	The character may take 1 dice of a single bow or linear weapon skill check. The skill must be chosen when the character is created and this perk will only apply to the chosen skill.
Mentally Sound	This character has a strong grasp on his mind and may take 2 dice off any attempt to alter or control their mind.
Non-descript	This character has a very common face and it takes 2 extra dice to remember details. In addition, disguise checks are 1 die easier.
Pain Resistant	This character has developed a certain level of pain resistance. The character may take 2 dice off of resistance checks and damage from pain based effects. Most forms of torture are also of little use on this character.
Paranoid	This character always thinks there is someone out to get them. As a result, this character gets a +2 bonus to surprise rolls and can only be ambushed with a 4 die or greater ambush.
Photographic Memory	This character remembers details that would escape others. They can memlock people and places instantly and can remember twice their INT of memlocks.
Risk Taker	This character gets a thrill out of danger. When this character is in danger, they receive a +1 bonus to all physical attributes and a +1 bonus to skills based on those attributes.
Small/Big	This character is either below minimum or above maximum height of their race. Roll 1d6 and either add or subtract that from the minimum or maximum height.
Sniper	When using a firearm, this character reduces all range penalties by 5.
Speedster	This character can move faster than a normal person. Their land movement rate is increased by 20' per round.
Spell Resistant	This character is slightly more resistant to spells than the normal person. They get a +2 bonus to non-physical attributes for the purposes of resisting spell effects.
Spiritual	This character has an extensive grasp on the spiritual realm. They are able to keep 10% more incants recharged than normal.
Stealthy	This character has a knack for being stealthy. All attempts to detect this character when they are being stealthy require an extra die.
Strong Willed	This character is unwilling to let his mind yield and can attempt any WIL resistance check twice and then take either result. In addition, they gain a +2 bonus to grapple defense.
Team Player	This character is used to working with a team. When making a skill or attribute check as a group, this character gets a +3 bonus to the skill or attribute.
Unhittable	This character has a knack for dodging incoming attacks. They gain +2 to all of their defense values as long as they are mobile.
Wealthy	This character comes from a wealthy family and starts with an extra 10,000 silver. They also gain 1d10 times 100 silver per month.
