

New Bonuses

Unknown Advantage (1-4 points, taken up to 3 times)

There are times that people never really realize what they actually know. Sometimes a skill seems insignificant, or you don't know you are good at something until you try. This bonus represents that.

Say your character needs to pick pocket someone, if he has this advantage at 2 points and has no ranks in Slight of Hand he may decide to spend 1 point of this advantage and save the other point for later or spend both points of it now. Either way your character knows, and as far as he is concerned always known, Slight of Hand. He may have studied stage magic for a short time when he was younger and never thought anything of it until now. It could happen with bonuses. For example your character has this bonus at 4 and he and his friends are in a fight. The bad guy takes a swing just before getting out of there and connects with a friend hard enough to kill him, but just by a point of damage. You can exchange this bonus for Suck it up Princess twice so you can take some of the damage back so he won't die. Your character never knew he could do that since he never tried before.

With this advantage, your character has however many points spent into this bonus to spend on skills and bonuses (but not spells, powers, or stats) as if he is buying them on creation. This bonus can be taken up to three times.

Slow Aging (1 point Changeling, 2 points for everyone else)

With this bonus the character ages at 1/3 the normal rate. It is more common for changelings to get this bonus since their time elsewhere have changed them so much.

Very Slow Aging (2 points changeling, 3 points everyone else)

With this bonus the character ages at 1/10 the normal rate. It is more common for changelings to get this bonus since their time elsewhere have changed them so much.

Ageless (3 points changeling, 4 points everyone else)

Your character does not age. He will not grow old, he will not die of natural causes. He is also immune to the cancerous side effects of healing since even if the spell gives him cancer his body does not change afterwards, so the cancer cannot grow.

Looks Better Than it is (4 points for summoners, 3 points for everyone else)

Many people have damaged souls, some can hide it better than others. This bonus must be purchased when taint is gained. While you still bare the deformity or mental illness that taint brings, you can hide it well enough it is hard for even those close to you to know. This bonus also hides the point of taint you took it for those who can detect taint.

Cool But Gross (2 points for summoners, 3 points for everyone else)

It is said that when god closes a door he opens a window. Sometimes taint does not only bring penalties. This bonus must be bought when the taint is gained. This bonus allows the taint to do something useful for the character such as multiple personalities that hide a part of the character's true name, or prehensile toes. These are small bonuses, but bonuses none the less.

Useful Butt Ugly (3 points for summoners, 4 points for everyone else)

This bonus is like Cool But Gross, except that the deformity is larger, but so is the bonus. This bonus must be taken when the taint is gained. Examples of this is a mouth two or three inches to wide, but does an extra 3 points weapon damage per bite, a tongue about two feet long and prehensile, or schizophrenia that allows the character glimpses of the future.

Manifest Spirit Ally(3 point, shaman only)

Your spirit can physically manifest and interact with the real world. Only those who can speak to spirits can hear it speak. The spirit retains his intelligence while manifested and powers.

What's in a Name? (2 point for Summoner, 3 point for everyone else)

While learning your magic, it is possible you managed to come across the true name of a minor spirit, a weak elemental, a lower ranking demon or what have you. While these creatures may well surpass your character, they are still weak for their kind. This bonus can be taken multiple times but only at character creation, after that your character learns true names through hard work in game. Each time this bonus is taken it either gives your character a different part of a true name for a low ranking magical creature or a part of a true name of different creatures. For example Jimmy takes this bonus for his character four times and gets the full name of an angel with one set of wings. Now Tommy takes it three times for his character and gets one part of a true name for a weak earth elemental, a minor spider spirit, and a demon with one set of wings. Kelly takes the bonus six times and get the full name of a lower ranking wolf spirit and one part of a true name for a succubus and one part of a name for ghost haunting her home.

The Name Game (3 point for Summoner, 4 point for everyone else)

With this bonus you really lucked out. It works much like What's in a Name bonus, except it allows you part of a true name of something of moderate power, the equivalent of an angel or demon with three or four sets of wings. This bonus can also be taken multiple times but only at character creation, after that your character learns true names through hard work in game. Each time this bonus is taken it either gives your character a different part of a true name for a medium ranking magical creature or a part of a true name of different creatures.

Rune Magic Bonuses

For information on rune magic, see the weekly updates section.

A Sacrifice to Odin (2 points)

note This bonus can be gained by either males or females.

Only Mystics, Sorcerers, and Summoners can gain this bonus.

Rune masters are not the only rune casters out there. Other Cursed can learn the secrets of the runes (and only those that can cast spells like a sorcerer, mystic, or summoner can get this bonus). It usually takes a sacrifice. The sacrifice is usually putting out one's eye, impaling oneself to a tree (in this case usually for a few hours and not through the heart), or asphyxiation oneself, and this is the important part, in order to honour Odin. No one accidentally learns the secret of the runes. The rune caster gets a -1 to Social stat.

If Odin deems the sacrifice appropriate he will send a messenger with the secrets of the runes. These rune caster do not get the mastery of the runes that a rune master has, but he still

knows the secrets. He can decipher a rune written out with a Riddles check of Average and decipher a bind rune as stated in the rune magic section with a +2 to his Riddles check.

Those who made the sacrifice and were accepted can also cast runes. When casting runes the rune caster must sing or chant the runes (males must sing, females can chose) as he carves or draws the runes or bind rune. All spells must be learned separately as spells and rune spells, but sorcerers with this bonus can learn rune spells at one degree of difficulty lower than other casters and cast them at the same difficulty as other casters. Summoners can only learn rune spells that he can cast as normal spells.

Bound by Secret Oaths (3 points)

note This bonus can only be gained by females.

Only Mystics, Sorcerers, and Summoners can gain this bonus.

As the runes were taught to both Frigga and Freya by Odin, the character with this bonus must be taught the secrets or the runes by a lover who has sacrificed to learn those same secrets. The character can learn it from a rune master or a character with the A Sacrifice to Odin.

Before the character can gain this bonus she must dedicate herself to either Frigga or Freya. To dedicate herself to Frigga she must become the warrior, wife, mother. This does not mean she must be married or have a child. What it means is she must embody the essence of the wife and mother. She must be loyal to her beliefs, she must be courageous against even impossible odds when protecting what is precious to her. She must be a paragon of strength and uphold every ideal important to her. She must teach and nurture.

To dedicate herself to Freya she must become the warrior, and to give herself to her sensuality and sexuality. That do not mean she need sex or has to act like a slut; what it means is she cannot be bound by puritan moralities. She must live, love, and be free to enjoy all that her body longs for. All she does must be her choice or at least she must fight tooth and nail for this. She cannot let social mores or the attitudes of others. Joy and pleasure are second only to her responsibilities. An oaths is the only thing that should stand in the way of sensual and sexual freedom and she will not make an oath that limit her.

The dedications must be life long or the character may lose this bonus. A character can unbind herself from one goddess and bind herself to another, there is a ritual for this but it is emotionally and spiritually taxing (-1 to Mind and Soul stat for one month after ritual and it is cumulative). If a character unbinds herself from one goddess and switches it to the other to often then the goddesses may she her as unworthy and she will lose this bonus.

Once the character is bound and she is taught the secrets of the runes from her lover she can then understand and use the powers of the runes. She can decipher a rune written out with a Riddles check of Average and decipher a bind rune as stated in the rune magic section.

When casting runes the rune caster must sing or chant the runes as she carves or draws the runes or bind rune. All spells must be learned separately as spells and rune spells, but sorcerers with this bonus can learn rune spells at one degree of difficulty lower than other casters and cast them at the same difficulty as other casters. Summoners can only learn rune spells that she can cast as normal spells.