

Advantage	Cost-At-Creation	Cost-Post-Creation	Per Level Cost
Acute Sense - Hearing	3		
Acute Sense - Sight	3		
Acute Sense - Smell	3		
Acute Sense - Taste	3		
Animal Empathy	5	10	
Fortune*	1/3/5/10		
Increased Stamina	6		
Increased Wealth*	1/2/3/4/5		
Light Sleeper	4	10	
Magic Sense	8	15	
Medium**	6	15	
Pain Resistance	5	15	
Rapid Healing	8	20	
Resist Disease	4	10	4
Strong Will	5	15	
True Name**	10	25	
* - Indicates cost is per level, not cumulative			
** - Indicates that Plot intervention is required for purchase after character creation			
Disadvantages	Points Gained		
Diminished Healing: Celestial and Totemic Magic - The Realm of Light	4		
Diminished Healing: Celestial and Totemic Magic - The Realm of Fire	3		
Diminished Healing: Healing Brews	4		
Diminished Healing: Rituals	1		
Fast Bleeder	3		
Frail	3		
Illiterate	2		
Intolerance	1/2/3/4		
Intolerance, Severe	2/4/6/8		
Lame	2		
Monstrous	1/2/3		
Mute	4		
Pain Intolerance	2		
Sickly	2		
Slow Healer	3		
Tolerance: Curative Brews	3		
Tolerance: Enhancement Brews	2		
Weak Spirit	2/3/4		
Weak Will	2		
Talents	Cost-At-Creation	Cost-Post-Creation	
Appraisal	6	9	
Healing Ways	8	12	
Chirurgery (Requires Healing Ways)	8	12	
Leechcraft (Requires Chirurgery)	8	12	
Studia Mortis (Requires Chirurgery)	8	12	
Open Secret Doors	8	12	
Disable Security	6/12/18	9/12/18	
Trap Dodge (Requires Disable Security 3)	10	10	
Tracking	6/12/18	9/12/18	
Craft	4/4/4/4/4	4/4/4/4/4	
Lore	6/12/18	6/12/18	
Production	Cost-At-Creation	Cost-Post-Creation	

Armorsmith	8/4/8/12/16/20/20/20/20/etc.	12/4/8/12/16/20/20/20/20/etc.
Brewing	8/4/8/12/16/20/20/20/20/etc.	12/4/8/12/16/20/20/20/20/etc.
Inscription	8/4/8/12/16/20/20/20/20/etc.	12/4/8/12/16/20/20/20/20/etc.
Security	8/4/8/12/16/20/20/20/20/etc.	12/4/8/12/16/20/20/20/20/etc.
Weaponsmith	8/4/8/12/16/20/20/20/20/etc.	12/4/8/12/16/20/20/20/20/etc.

Racial Ability - Homunculus	Cost
Grafting	10

Racial Ability - Returned	Cost
Heroic Code 1 (Requires 50 total character points)	10
Heroic Code 2 (Requires 100 total character points, Heroic Code 1)	10
Heroic Code 3 (Requires 150 total character points, Heroic Code 2)	10
Heroic Code 4 (Requires 200 total character points, Heroic Code 3)	10
Heroic Code 5 (Requires 300 total character points, Heroic Code 4)	10
Heroic Code 6 (Requires 400 total character points, Heroic Code 5)	10

Bladed Weapons	Cost
Dagger	1
Short Sword	5
Long Sword	10
Bastard Sword	18
Great Weapon	15
Weapon Breaker	8

Blunt Weapons	Cost
Club/Hammer/Mace, Small	1
Club/Hammer/Mace, Short	3
Club/Hammer/Mace, Long	6
Maul/Cudgel	12
Club/Hammer/Mace, Great	9
Staff	5

Hafted Weapons	Cost
Cleaver	1
Axe, Short	3
Axe, Long	7
Glaive/War Axe	18
Halberd/Great Axe	15
Spear	7

Missile Weapons	Cost
Bow	10
Crossbow	6
Thrown Weapon	4

Weapon Styles	Cost
Blade Master	25
Haft Master	23
Blunt Master	14
Missile Master	15
Melee Master	40
Ambidextrous	5/10*
Florentine	5
Two Weapon (Requires Florentine)	5

Twin Blades (Requires Two Weapons)	5		
Long Weapons (Requires Twin Blades)	5		
Shields	Cost		
Buckler/Armored Gauntlet	3		
Small Shield	5		
Large Shield	10		
Armor	Cost		
Light Armor	2		
Medium Armor	4		
Heavy Armor	6		
Armor Mastery (Requires Three Mortal Blows)	15		
Special Maneuvers	Cost		
Blindside	10		
Toughness 1 (Requires 3 Striking Blows)	10		
Toughness 2 (Requires Toughness 1, 3 Mighty Blows)	10		
Second Wind (Requires 3 Crippling Blows)	15		
Defensive Maneuvers	Cost		
Parry (Requires Three Piercing Blows)	10/10/10		
Missile Dodge (Requires Three Piercing Blows in a Missile Weapon or Alchemy 1)	10/10/10		
Dodge (Requires Three Striking Blows and Three Parries or Three Missile Dodges, or Three Missile Dodges and Alchemy 2)	10/10/10		
Dodge (No Requirements)	20/30/40		
Piercing Group Maneuvers	Cost		
Armor Pierce (Requires Three Striking Blows, or Three Piercing Blows in Crossbow)	10/10/10		
Shield Pierce (Requires Three Mighty Blows in Spear or Missile Weapons)	10/10/10		
Break Group Maneuvers	Cost		
Weapon Break (Requires Three Striking Blows in Weapon Breaker or Three Mighty Blows in Great Weapon)	15/15/15		
Shield Break (Requires Three Crippling Blows in Blunt or Great Weapons)	15/15/15		
Disarm Group Maneuvers	Cost		
Weapon Disarm (Requires Three Mighty Blows)	15/15/15		
Shield Disarm (Requires Three Mighty Blows in non-Spear Hafted Weapon)	15/15/15		
Recover (Requires One Weapon or Shield Disarm per Recover)	5/5/5		
Knockdown Group Maneuvers	Cost		
Knockdown (Requires Three Crippling Blows in Bow, Great Weapon, or Staff)	15/15/15		
Shot Group Maneuvers	Cost		
Trick Shot (Requires Three Striking Blows in Missile Weapon or Alchemy 2)	15/15/15		
Wounding Blows	Cost		
Piercing Blow	10/5/5		
Striking Blow (Requires Three Piercing Blows)	10/10/10		
Mighty Blow (Requires Three Striking Blows)	15/15/10		
Crippling Blow (Requires Three Mighty Blows and Three Offensive Maneuvers)	15/15/15		
Mortal Blow (Requires Three Crippling Blows)	15/15/15		
Strike of Death (Requires Three Mortal Blows)	15/15/15		
Master Wounding Blows	2 additional per Wounding Blow		

Weapon Specialization (Requires Three Strikes of Death)	20		
Warrior Orders	Cost		
Dane's Bulwark - Basic	10		
Dane's Bulwark - High Ward	5		
Dane's Bulwark - Ox Ward	5		
Dane's Bulwark - Plow Ward	5		
Dane's Bulwark - Intermediate	15		
Dane's Bulwark - Shield Bind	15		
Dane's Bulwark - Serpent Ward	15		
Dane's Bulwark - Master	20		
Dane's Bulwark - Shield Wall	20		
Dane's Bulwark - Badger Ward	20		
Displaced Hand - Basic	10		
Displaced Hand - Missile Expertise	5		
Displaced Hand - Piercing Shot	5		
Displaced Hand - Pinning Blow	5		
Displaced Hand - Intermediate	15		
Displaced Hand - Slapping Blow	15		
Displaced Hand - Throat Shot	15		
Displaced Hand - Master	20		
Displaced Hand - Keen Eye	20		
Displaced Hand - Hail of Missiles	20		
Krudrunis - Basic	10		
Krudrunis - Self-Reliance	5		
Krudrunis - Coax Secrets	5		
Krudrunis - Refined Body	5		
Krudrunis - Intermediate	15		
Krudrunis - Remembered Destruction	15		
Krudrunis - Refined Defenses	15		
Krudrunis - Master	20		
Krudrunis - Monster	20		
Krudrunis - Evolved Memories	20		
Lost Blades - Basic	10		
Lost Blades - Blademaster	5		
Lost Blades - Halt Follow Through	5		
Lost Blades - Slice	5		
Lost Blades - Intermediate	15		
Lost Blades - Blade Ward	15		
Lost Blades - Thousand-Fold Blade	15		
Lost Blades - Master	20		
Lost Blades - Eternal Grip	20		
Lost Blades - Forest of Blades	20		
Sand Spire - Basic	10		
Sand Spire - Lancer	5		
Sand Spire - Skewer	5		
Sand Spire - Shifting Feet	5		
Sand Spire - Intermediate	15		
Sand Spire - Diving Roll	15		
Sand Spire - Breach	15		
Sand Spire - Master	20		
Sand Spire - Deter Onslaught	20		
Sand Spire - Heartseeker	20		
Shildeaters - Basic	10		
Shildeaters - Thundering Hurl	5		

Shildeaters - Gaunt Arsenal	5		
Shildeaters - Strong Arm	5		
Shildeaters - Intermediate	15		
Shildeaters - Permafrost	15		
Shildeaters - Resounding Blow	15		
Shildeaters - Master	20		
Shildeaters - Fury of the Ancients	20		
Shildeaters - Glacierborn	20		
Swordsmen - Basic	10		
Swordsmen - Swordsman	5		
Swordsmen - Just Blade	5		
Swordsmen - Abate Shadow	5		
Swordsmen - Intermediate	15		
Swordsmen - Silence the Foul	15		
Swordsmen - Battle Readiness	15		
Swordsmen - Master	20		
Swordsmen - Swordbane	20		
Swordsmen - Rising Dawn	20		
Ultaf - Basic	10		
Ultaf - Harry Foe	5		
Ultaf - Ablative Instrument	5		
Ultaf - Spellwalker	5		
Ultaf - Intermediate	15		
Ultaf - Sentinel - In the Line of Duty	15		
Ultaf - Sentinel - Prepared Cover	15		
Ultaf - Marauder - Concussive Swat	15		
Ultaf - Marauder - Bonescraper	15		
Ultaf - Master	20		
Ultaf - Sentinel - Protect and Serve	20		
Ultaf - Sentinel - My Life For You	20		
Ultaf - Marauder - Expunging Strike	20		
Ultaf - Marauder - Stance of Absorption	20		
Vanguard - Basic	10		
Vanguard - Breath of the Host	5		
Vanguard - Deflect Shadow	5		
Vanguard - Silver Skin	5		
Vanguard - Intermediate	15		
Vanguard - Hand of the Host	15		
Vanguard - Dazzling Blade	15		
Vanguard - Master	20		
Vanguard - Arm of the Host	20		
Vanguard - Radiant Visage	20		
Celestial Ways Progression - Novice Single Realm		Cost	
Novice Celestial Ways: Single Realm	10/20*		
Mana 1-10	1		
First Circle	5		
Mana 10-20	1		
Second Circle	10		
Mana 21-40	2		
Third Circle	15		
Mana 41-60	3		
Fourth Circle	20		
Mana 61-80	4		
Fifth Circle	25		

Mana 81+	5		
* - Indicates Post-Creation Cost			
Celestial Ways Progression - Novice Dual Realm	Cost		
Novice Celestial Ways: Single Realm	10/20*		
Mana 1-10	1		
First Circle	10		
Mana 10-20	1		
Second Circle	20		
Mana 21-40	2		
Third Circle	30		
Mana 41-60	3		
Fourth Circle	40		
Mana 61-80	4		
Fifth Circle	50		
Mana 81+	5		
* - Indicates Post-Creation Cost			
Celestial Ways Progression - Initiate Single Realm	Cost		
Novice Celestial Ways: Single Realm	20		
Mana 1-20	1		
Second Circle	10		
Mana 21-40	2		
Third Circle	15		
Mana 41-60	3		
Fourth Circle	20		
Mana 61-80	4		
Fifth Circle	25		
Mana 81+	5		
Celestial Ways Progression - Initiate Dual Realm	Cost		
Novice Celestial Ways: Single Realm	25		
Mana 1-20	1		
Second Circle	20		
Mana 21-40	2		
Third Circle	30		
Mana 41-60	3		
Fourth Circle	40		
Mana 61-80	4		
Fifth Circle	50		
Changing from Single Realm to Dual Realm	Additional Cost		
Novice	5		
First Circle	5		
Second Circle	10		
Third Circle	15		
Fourth Circle	20		
Fifth Circle	25		
Totemic Power Progression	Cost		
Totemic Power 1	10		
Mana 7-12	1		
Totemic Power 2	10		
Mana 13-18	2		
Totemic Power 3	10		

Mana 19-24	2		
Totemic Power 4	10		
Mana 25-30	3		
Totemic Power 5	12		
Mana 31-36	3		
Totemic Power 6	12		
Mana 37-42	3		
Totemic Power 7	15		
Mana 43-48	3		
Totemic Power 8	15		
Mana 49-54	4		
Totemic Power 9	18		
Mana 54-60	4		
Totemic Power 10	18		
Mana 61+	5		
Alchemy Progression	Prerequisite	Cost	
Alchemy 1	Brewing 3	10	
Alchemy 2	Brewing 5	15	
Alchemy 3	Brewing 7	20	
Alchemy 4	Brewing 9	25	
Alchemy 5	Brewing 10	30	
Binding Contract Progression	Prerequisite	Cost	
Binding Contract 1	Inscription 3	10	
Binding Contract 2	Inscription 5	15	
Binding Contract 3	Inscription 7	20	
Binding Contract 4	Inscription 9	25	
Binding Contract 5	Inscription 10	30	
Forge Magic Progression	Prerequisite	Cost	
Forge Magic 1	Armorsmith/Weaponsmith/Security 3	10	
Forge Magic 2	Armorsmith/Weaponsmith/Security 5	15	
Forge Magic 3	Armorsmith/Weaponsmith/Security 7	20	
Forge Magic 4	Armorsmith/Weaponsmith/Security 9	25	
Forge Magic 5	Armorsmith/Weaponsmith/Security 10	30	
Ritualism Progression	Cost		
Initiate Ritualism	20/30*		
* - Indicates Post-Creation Cost			
Ritual Bones Progression	Cost		
1*	3		
2	3		
3*	3		
4	3		
5*	3		
6	4		
7	5		
8	6		
9	6		
10	6		
11	8		
12	8		
13	8		

14	10		
15	10		
16	10		
17	12		
18	12		
19	12		
20	15		
21	15		
22	15		
23	20		
24	20		
25	20		
26+**	15		
* - Indicates only available to Homunculi			
** - Only 25 bones may be pulled in a single draw, but buying over 25 bones increases the available fatigue pool. For more information see Chapter 15			
Magical Talents	Prerequisite	Cost	
Counter Magic	2nd Circle Celestial Ways/Totemic Power 3/10 Ritual Bones	10/10/10	
Identify Magic Item	3rd Circle Celestial Ways/Totemic Power 5/Forge Magic 2	10	