

Advantage	Cost-At-Creation	Cost-Post-Creation
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. +4 per additional level	10
Strong Will	5	15
True Name**	10	25
* - Cost is per level, not cumulative		
** - 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	8/4/8/12/16/20/20/20/20/20/etc.	12/4/8/12/16/20/20/20/20/etc.

Brewing	8/4/8/12/16/20/20/20/20/20/etc.	12/4/8/12/16/20/20/20/20/20/etc.
Inscription	8/4/8/12/16/20/20/20/20/20/etc.	12/4/8/12/16/20/20/20/20/20/etc.
Security	8/4/8/12/16/20/20/20/20/20/etc.	12/4/8/12/16/20/20/20/20/20/etc.
Weaponsmith	8/4/8/12/16/20/20/20/20/20/etc.	12/4/8/12/16/20/20/20/20/20/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	
Hatted 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
Buckler/Armored Gauntlet	3
Small Shield	5
Large Shield	10
Light Armor	2
Medium Armor	4
Heavy Armor	6
Armor Mastery (Requires Three Mortal Blows)	15
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
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)	10, 10, 10
Dodge (Requires Three Missile Dodges and Alchemy 2)	10, 10, 10
Dodge (Requires Three Missile Dodges and Alchemy 2)	10, 10, 10
Dodge (No Requirements)	20, 30, 40
Armor Pierce (Requires 3 Striking Blows, or 3 Piercing Blows in Crossbow)	10, 10, 10
Shield Pierce (Requires 3 Mighty Blows in Spear or Missile Weapons)	10, 10, 10
Weapon Break (Req. 3 Striking Blows in Weapon Breaker or 3 Mighty Blows in Great Weapon)	15, 15, 15
Shield Break (Requires 3 Crippling Blows in Blunt or Great Weapons)	15, 15, 15
Weapon Disarm (Requires 3 Mighty Blows)	15, 15, 15
Shield Disarm (Requires 3 Mighty Blows in non-Spear Hafted Weapon)	15, 15, 15
Recover (Requires One Weapon or Shield Disarm per Recover)	5, 5, 5
Knockdown (Requires 3 Crippling Blows in Bow, Great Weapon, or Staff)	15, 15, 15
Trick Shot (Requires 3 Striking Blows in Missile Weapon or Alchemy 2)	10, 10, 10
Piercing Blow	10, 5, 5
Striking Blow (Requires 3 Piercing Blows)	10, 10, 10
Mighty Blow (Requires 3 Striking Blows)	15, 15, 10
Crippling Blow (Requires 3 Mighty Blows and 3 Offensive Maneuvers)	15, 15, 15
Mortal Blow (Requires 3 Crippling Blows)	15, 15, 15
Strike of Death (Requires 3 Mortal Blows)	15, 15, 15
Master Wounding Blows	2 per additional Wounding Blow
Weapon Specialization (Requires 3 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
Shieldeaters - 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 - Expanding 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	Armor/Weapon/Security Smith 3	10
Forge Magic 2	Armor/Weapon/Security Smith 5	15
Forge Magic 3	Armor/Weapon/Security Smith 7	20
Forge Magic 4	Armor/Weapon/Security Smith 9	25
Forge Magic 5	Armor/Weapon/Security Smith 10	30
Ritualism Progression	Cost	
Initiate Ritualism	20/30*	
* - 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
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* - 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 1

Magical Talents	Prerequisite	Cost
Counter Magic	2nd Circle Celestial Ways/Totemic	10, 10, 10
Identify Magic Item	3rd Circle Celestial Ways/Totemic	10