

# Vaults of Lost Knowledge

Death is not the end. Beyond that final door one may find knowledge lost to the ages.

When your Character dies at Doomsday there is a small chance that they might stumble upon the Vaults of Lost Knowledge and unlock a fragment of the past in the form of a Skill that is available for purchase. When you become eligible for the Vaults, you may choose any 1 Vault Skill from the list below that corresponds with your Species/Race and Class/Classes. Additional Vault Skills may be gained the same way you gained your first Vault Skill...through death and then luck. Any individual Vault Skill may only be purchased once unless otherwise noted. Once you have access to Vault Skills you have 3 Events, starting with the Event you opened the door the Vaults, to choose a Skill from the list or the opportunity is lost. If you rewrite your Character in a way that they would no longer have access to a Vault Skill, that Skill is lost (with the exception of allowed rewrites due to significant Rules changes). Likewise, if you unlearn a Vault Skill, you don't get to pick a new Vault Skill.

## Species/Race Vault Skills

### Terran

**Ascendancy Era Human** - 9 Build - Per-Event Special - Concentrate for 1 minute to activate. For 30 minutes you regenerate 1 Body Per Minute (this persists into the Downed and Out Stages of your Death Count but not the Critical Stage). In addition you may spend 2 Stamina to Defend against any Disease or Poison (this cannot be used reactively nor can this Skill be activated at all while you are under the effect of a Disease or Poison). If the Disease or Poison is caused by a persistent Area of Effect spending Stamina provides 5 minutes of immunity from that specific Area of Effect. For the duration you count as both a Machine and Non-Machine Target, and you find it difficult to treat the struggles of others as anything other than quaint.

### Elysian

**The One Law** - 9 Build - Per-Event Special - Concentrate for 1 minute to activate. For 30 minutes you may spend 1 Stamina to Defend any item in your possession from being Obliterated, Destroyed, or stolen from you. In addition to this, you can spend 1 Stamina to Defend against any Skill that would force you to leave a room, or toss you out an airlock. For the duration you become extremely possessive, and paranoid, in constant fear that your worldly wealth will soon be taken from you.

## **Boz**

**Survivor of The Fall** - 9 Build - Per-Event Special - Concentrate for 1 minute to activate. For 30 minutes you can spend 3 Stamina to Defend against any Attack that would put you into your Death Count. For the duration you are fearless in the face of death and will take any opportunity to risk life and limb.

## **Aesir**

**Child of X** - 9 Build - Per-Event Special - When you take this Skill you must choose an Aesir Ancestor God and one of the following non-standard Damage types; Fire, Frost, Gloom, Spark, or Phase. Concentrate for 1 minute to activate. For 30 minutes you do +1 Damage of the chosen Damage type. In addition you gain a Soak of +3 against the type of Damage you do. For the duration you believe yourself to be a god.

## **Robot**

**Extinction Event** - 9 Build - Per-Event Special - Concentrate for 1 minute to activate. For 30 minutes you gain the use of the Skill "Destroy" Once Per-Minute by spending 1 Stamina. For the duration you treat organic life, and human life in particular, as with next to nothing, you have difficulty even seeing your friends as little more than meat ready for the grinder.

## **Android**

**Descendant of the Machine Mother** - 9 Build - Per-Event Special - Concentrate for 1 minute to activate. For 30 minutes you gain access to all Keywords for the Skill "Science X". This Skill applies even if you do not have the Skill "Science X". For the duration you become utterly cold and emotionless and treat everything around you as data to be collected.

## **Cryo**

**Perfection of Form** - 9 Build - Per-Event Special - Concentrate for 1 minute to activate. For 30 minutes your flesh becomes warm, and you no longer require any protective device to sustain your life. While in this state you count as both a Machine and a Non-Machine Target, and can at any time spend 5 Stamina to Defend against any Attack.

## **Mutant**

**Esper** - 9 Build - Per-Event Special - Concentrate for 1 minute to activate. For 30 minutes you may utilize any Mutant Skill you know that costs Stamina to activate without spending Stamina once per minute. For the duration you are considered a Phase Creature and take double Damage from Phase. You cannot use any Stamina Activated Skill for 1 hour after the 30 minute duration of this Skill is up.

## Cybrid

**Hyper Core** - 9 Build - Per-Event Special - Concentrate for 1 minute to activate. For 30 minutes your Cybernetic Cores are supercharged and provide the following benefits depending on the Core. Activating this also immediately refreshes any Core. Teleportation Core now allows you to move through barriers. Life Support Core restores you to full Body. Reactor Core provides you with 5 Energy. Tactical Core allows you to gain +2 Damage with Stamina expenditure. Automation Core provides you with a second use of any Skill you have learned this Event (where applicable...there are Skills that logically don't work with this such as "Efficiency" or learning a Plan). Augmentation Core provides 3 AP per Stamina spent. Benefits provided from Hyper Core do not extend or can be used in conjunction with Cybernetics that enhance the Cybernetic Cores. For the duration you become manic and cannot seem to slow down. When the duration ends you drop to 0 Stamina and fall Unconscious.

## Maneater

**Chimera** - 9 Build - Per-Event Special - Concentrate for 1 minute to activate. For 30 minutes you can do the following as often as you like. Spend 3 Stamina to do +1 Bleed Damage for the duration (only applies to Melee Weapons) (this may only be done once). Spend 3 Stamina to fly 1 minute (this is considered a continuous Traverse). Spend 2 Stamina to gain and immediately use the Skill "Flesh Wound". Spend 2 Stamina to immediately heal 5 Body. For the duration you are in intense pain caused by your body going through uncontrolled transformations, the only thing that eases this pain is consuming the flesh and blood of humans.

## Weeds

**Parthenogenesis** - 9 Build - Per-Event Special - Concentrate for 1 minute to activate. For 30 minutes unless there is something that is explicitly shutting down the ability for people to return from the dead, when someone dies they can respawn directly from you so long as they die within Traverse Distance of you. This effect does not apply to you, but it does apply while you are out of the standard range of effect of that which allows someone to return from the dead. This means that while away from a Miracle Seed or Exile Ship, you do not automatically lose Tether when you die, if you choose to come back this way. Those who do return this way gain their choice of a Greater Trauma or Greater Flaw, which will be determined immediately after the present encounter. In addition to the above, all Treatment that is done within Melee Weapon Range of you while this is active has its time reduced by 10 seconds per each minute the Treatment Takes. For the Duration any source of Blight you take while in this state causes you to take 2 Blight instead of 1.

### M'kai

Wake of the Exiles - 9 Build - Per-Event Special - Concentrate for 1 minute to activate. Immediately refresh all of your Teleportation Skills and Cybernetics. For 30 minutes you take +2 Damage from all Attacks. For the duration you revert to a semi-feral state and treat anyone around you with a high degree of suspicion.

### Zelnalak

**Pheromones** - 9 Build - Per-Event Special - Concentrate for 1 minute to activate. For 30 minutes all Influence you would gain from a Target you are in Melee Range of is doubled. All Schemes you would undertake involving a Target you are in Melee Range of are reduced in cost by 2 (including Contact). You may spend 1 Stamina while in your Death Count to prevent a Target from using any Skill that would Kill you. Lastly you may utilize the Skill "Command Word" by spending 5 Stamina. All portions of this Skill are considered to be both a Mental Attack and an Area of Effect Attack. For the duration you cannot utilize any Skill that requires Concentration.

### Yana

**Survivor of the Desolation** - 9 Build - Per-Event Special - Concentrate for 1 minute to activate. For 30 minutes you can spend 2 Stamina to Defend against any Attack that would cause you to become Blighted. For any persistent Blight effect, you may activate this by spending 2 Stamina to provide you with 5 minutes of protection. In addition you do +1 Gloom Damage for the duration. For the duration you become extremely intolerant of any Entropic Entity, or anyone who is visibly Blighted save for those who are of the Nameless or have been Blighted by the Nameless.

### Oniri

**Time-Lost of the Void Empire** - 9 Build - Per-Event Special - Concentrate for 1 minute to activate. Once and only once at any time during the 30 minute duration of this Skill you may revert back to the exact physical state you were in as well as the exact location you were in when you enacted this Skill. You may utilize your Floating Refresh (if you have not already used it) in conjunction with this Skill to refresh your Periodic Skills. This Skill may be used while in the first 2 stages of your Death Count. For the duration you view yourself as entirely self sufficient and will not seek aid from others.

### Shard

**Sentinel of the Ages** - 9 Build - Per-Event Special - Concentrate for 1 minute to activate. For the duration you gain a Soak of +1 Against all Attacks. In addition while this is active, Soaks can reduce Damage to 0. For the duration you are considered Hobbled (cannot move faster than a heel to toe pace).

## Syl

**Galactic Breach** - 9 Build - Per-Event Special - Concentrate for 1 minute to activate. You can utilize this Skill to open up a gateway to any location you have been to this Event. This gateway stays in place for 30 minutes during which anyone may pass in or out of the gateway. You must have some sort of phys-rep to indicate the location of the gateway. For the duration you cannot utilize any Skills that would allow you to become Hidden. You may close this gateway at any time. Certain uses of this Skill require Plot Marshal approval and may be delayed or denied depending on the circumstances. While this gateway is open you may choose to either play yourself as mad with power or completely drained of power.

## Hologram

**Glitch in the System** - 9 Build - Per-Event Special - Concentrate for 1 minute to activate. For 30 minutes you do +1 Spark Damage and have a soak of 3 against Spark Damage. In addition to this, Once Per Minute you may spend 2 Stamina to gain and immediately use the Skill "Stun". This Stun may only be used on Machine Targets. While this is active you act extremely erratic.

## **Class Vaults**

### Adept of the Machine

**Nano-Core** - 6 Build - Permanent Special - You gain a bank of 3 Energy that can be used as Stamina to power Nano-Bullets. This Energy does not count as Stamina for any other purpose.

### Crusader

**Invulnerability** - 8 Build - Per-Event Special - Concentrate for 1 minute to activate. You are Immune to all Melee and Ranged Damage for 1 Minute. Status effects still apply as per normal.

### Doomcaller

**To Dwell Inside You Forever** - 8 Build - Per-Event Metaphysical Attack - You may activate this Skill when you enter the Critical Stage of your Death Count or Die. Instead of taking the effects of the death you may point to a Devotee of the Nameless within Traverse Distance. After 1 minute you explode out of their body, dropping them immediately to the Critical Stage of their Death Count and takes a Major Trauma, and you are healed up to full. You may also immediately and without spending Stamina or time, Consecrate 2 of your daggers. If this Devotee of the Nameless was anointed by you they cannot Defend against this Skill.

## **Engineer**

**Lunatic Insight** - X+1 Build - Permanent Special - This Vault Skill may be taken multiple times. You may learn any 1 Plan of any Rank with or without the necessary Skills to learn that Plan. The Cost of this Skill is 1 Build higher than the cost of the Plan in question.

## **Gladiator**

**I'll Take On All of You** - 6 Build - Per-Event Mental/Voice Attack - Spend 1 minute addressing a group, then call "Mass Taunt". All Targets within the sound of your voice are Taunted to you. You may spend utilize this Skill passively prior to full activation to allow any friendly Target you speak to for at least 10 seconds become immune to the effect of this Skill. For the minute that the "Mass Taunt" lasts you do +1 Damage and gain a +1 Soak against all Attacks.

## **Highwayman**

**Dervish** - 8 Build - Per-Event Special - For 1 minute you can use the Skill "Parry" by spending 1 Stamina. In addition, your "Pistol and Sword" and "Sword and Pistol" Skills have no cooldown.

## **Juggernaut**

**Devastate** - 6 Build - Per-Event 2 Handed Weapon/Pole Arm Attack - Can only be used while Enraged. Tag Target. Target Dies. This bypasses any Damage Type Immunities the Target may have (such as "can only be damaged by Fire"). This Attack can be called in conjunction with "Overpower".

## **Moonlighter**

**Spectacle of Shadows** - 6 Build - Per-Event Special - After a 1 minute speech, all Targets within the sound of your voice can immediately move to Cover and become Hidden. If a Target cannot achieve Cover within 5 seconds this Skill does not work on them.

## **Mystic**

**Blight Sight** - 6 Build - Permanent Special - Allows you to identify Blighted areas, as well as determine if someone is Blighted. Note that this Skill can be used to great effect as a Keyword in Conjunction with both Investigate X and Research X.

### **Rebel**

**Rebel Yell** - 8 Build - Per-Event Special - For 1 Minute whenever you successfully land a Periodic Attack on a Target you regain 1 Stamina.

### **Sick Bay**

**Soul Surgeon** - 6 Build - Per-Event Special - Spend 5 Minutes Treating a Dead Target. Target is restored to full Body. Target must have been Dead no longer than 10 minutes. Target cannot be effected by Skills that would bring them out of the Critical Stage of their Death Count for the remainder of the Event.

### **Smuggler**

**Phase Pocket** - 4 Build - Per-Event Special - Allows you to put a single non-sentient inorganic object the side of a large shield or smaller in a pocket outside of space/time (or up to 50 Components, or 2 Curios). You must declare and mark the exact place where you created the pocket. This pocket can be seen, along with what is inside it, by yourself and anyone with Phase Sight. This object can remain in there for an indeterminate amount of time, and even between Events, however an item left beyond the bounds of our dimension for too long may suffer strange alterations.

### **Soldier**

**Unleash Hell** - 10 Build - Per-Event Special - For 1 minute, you and all members of your Squad may hit for the maximum Damage of their Weapon. After this Skill is used, all Weapons utilized cannot be used again for 1 minute.

### **Warrior Poet**

**The Song Remains the Same** - 4 Build - Per-Event Special - When utilizing one of your Rhetoric Skills, you may ignore the Target limitations to do one of the following; all Targets of the same Race/Species receive the benefit of your Rhetoric, all Targets of the same Class receive the benefit of your Rhetoric. Doing this allows you to Target yourself with Rhetoric Skills.

### **Xeno Hunter**

**No Escape** - 6 Build - Per-Event Metaphysical Attack - Point at Target within Traverse distance. Target is Hobbled and remains Hobbled for 1 hour so long as you are within Traverse distance. If Target is a Favored Enemy, they cannot use any means to go beyond Traverse distance of your person. Any Skills that temporarily give you a Favored Enemy cannot be used in conjunction with this Skill.