

Prestige Rules For the Final Season

Hello out there, what follows is how the Prestige Lists work for the Final Season of Doomsday. Most of the work on the Prestige Lists was done prior to the announcement of Doomsday ending, to that end there are some things you can safely ignore. Chiefly, build costs only tangentially matter for reasons that will become clear in a moment.

Any character, no matter how long they've played Doomsday will have immediate access to any Prestige Class so long as they meet the requirements for said Prestige Class. You don't need to spend Path Points, or build, or wait for Class Slot to open up. There will be something IG that will explain why this is happening, but from a rules perspective if you have 5 different lower list Classes open right now, you have access to about 5 different Prestige Classes. Certain Prestige Classes (such as Adherent of the Center Path) have other requirements that must still be met. I should also note that you can only ever get Skills from one of the 2 Mastermind Classes.

So, now that you have access to the Prestige Classes, how do you buy the Skills?

1. You get any one Skill of any Build Cost for free just for attending the Event. The Skill is available immediately and you may use it in the event you pick it up.
2. Because buying Build is less important now, if you buy Build you may instead choose to simply pick up another Prestige Skill costing 5 or less Build. If you buy both points of Build you may either do the above twice, or trade in both buys for another Skill of any Build Cost.

Please note that you may not buy two of the same Skill in the same event. Progressive Build Cost rules still apply, so if you have bought a point of Build and had already purchased a Periodic Skill the previous event that cost 5 Build, that Skill now costs 6 Build and much be purchased accordingly.

Lastly, you must purchase a Skill from the General Skills list of any Prestige Class before you open a Specialization. Once you have access to Specializations, you may only ever choose 3 Skills from the Specializations.

For reasons that will become clear IG there are likely to be things happening within the gameworld that will allow you to pick up additional Prestige Skills during an event. Keep an eye out.

Thank you to the incredible Rules Team for all of their hard work.

Enjoy

PRESTIGE LISTS

Adherent of the Center Path - Doomcaller Prestige

Bastion - Crusader Prestige

Dreadnaught - Juggernaut Prestige

Executioner - Xeno Hunter Prestige

Mastermind - Crew Boss - Highwayman ▪ Rebel Prestige

Mastermind - Executive - Moonlight ▪ Smuggler Prestige

Physician - Sick Bay Prestige

Rhapsodist - Warrior Poet Prestige

Savant - Engineer Prestige

Specialist - Soldier Prestige

Stargazer - Mystic Prestige

Technomancer - Adept of the Machine Prestige

Warrior - Gladiator Prestige

Adherent of the Center Path - Doomcaller Prestige

There are 4 Prestige Class Skills, 4 Template Base Skills and each Template grants access to 3 additional skills.

Each template has different requirements to learn Template skills. Each Temple skill costs the following

-1 Path Point

-Build Cost

To access each template requires

BASE - No requirements

SCOURGE - At least 1 point of Scourge Blight

LAMENT - At least 1 point of Lament Blight

WRATH - At least 1 point of Wrath Blight

WYRM - At least 1 point of Wyrms Blight

RUIN - At least 1 point of Ruin Blight

NAMELESS - At least 1 point of Nameless Blight

Upon learning a Template skill, immediately gain the following

-Permanent Flaw: Enemy of Reality - You always count as an Entropic for the purposes of skills and effects.

If you no longer meet the requirements of the Template, you may not use those specific Template skills until you meet them once more.

GENERAL SKILLS

The Blade of the Center Hand - 8 Build - Permanent Special - Allows you to Consecrate a third dagger. This dagger can be Consecrated with any Consecration. This may be used in either hand

Hide Nature - 5 Build - Permanent Special - Allows you to hide your nature from Blight Sight and other Skills that may detect what path you have chosen. Using a Template Skill will cause your nature to be revealed for 1 hour.

Consecrated Mind - 8 Build - Periodic Defense - Defend against any Attack. You become Deaf and Mute.

Reflection of the Void - 8 Build - Greater Consecration - This Consecration Defends against any Metaphysical Attack. You may then use that Metaphysical Attack via this Consecrated Dagger. This must be done within 5 minutes of Defending against the Attack or until the End of Combat whichever is longer.

TEMPLATE BASE SKILL

Altered Reality - 4 Build - Permanent Special - You may purchase this skill once for every X below. You may purchase this skill a maximum of 4 times. You may call "Altered Reality" once per purchase to defend against any non-surprise Ranged or Melee attack.

Nameless - Trauma

Wrath - 3 Periodic Attack

Ruin - 3 Periodic Defense

Wyrms - Flaw

Lament - Side of a Class

Scourge - Contact

X Blade - 8 Build - Greater Consecration - For 1 minute, add X damage type on each swing. For 1 Stamina, swing X status effect with your dagger once.

Nameless - Gloom, Dazed

Wrath - Fire, Enrage

Ruin - Acid, Weaken

Wyrms - Spark, Panic

Lament - Lazer, Dazed

Scourge - Frost, Blind

Lending My Power - 3 Build - Permanent Special - For 4 Stamina, allows you to pass a Consecrated Dagger to another person and they may use the consecration on it. Stamina spent this way may not be restored until the end of the Period or 1 hour whichever is longer. Passing a blade this way does not count against your consecration dagger cap.

Sacrifice of Blood - 4 Build - Permanent Special - You may spend 3 Body to Stamina Boost. Body spent this way may not be healed until the end of combat.

TEMPLATE NAMELESS - Corpse Eater

Share My Madness With You - 4 Build - Per Event Defense - You may use a single Madness Decree to defend an attack for up to 4 targets in Weapon Distance

Corpse Explosion – 5 build - Periodic Special Attack - You may end your use of the skill Body Thief by exploding forth from the Target. Target Dies. Everyone within Melee Range of you is Afraid and gains a Minor Trauma. This may only be used on a Target in the Critical Stage of their Death Count.

Senseless Blade – 9 Build – Greater Consecration – Tag Target. Targets Ears, Eyes and Tongue are Destroyed. Target is Deaf, Blind, and Mute.

TEMPLATE WRATH - Wrath Agent

Long Knives - 8 Build - Permanent Special - Allows you to use 1 Handed Weapons or Claws instead of Small Weapons (Daggers) for your Consecration Skills.

Endless Blade - 6 Build - Permanent Special - Your Progressive Blade Stamina Boost now causes your blade to go up to 20 Damage.

Endless Slaughter - 6 Build - Permanent Special - Every time you down a target with your Endless Blade, you have the option of gaining +10 Healable Body, +1 Damage, +1 Soak against all Attacks, at the cost of 1 Stamina. This effect stacks, and allows you to break Body and Damage caps. This lasts until the End of Combat or until you drop to 0 Stamina.

TEMPLATE WYRM - Wyrms Fiend

Shadow Step - 6 Build - Permanent Special - Every time you expend a Consecration Skill you may spend 3 Stamina to immediately Traverse away from the Target. If you obtain Cover before completing your Traverse, you may become Hidden.

Death Pact - 6 Build - Per Event Treatment - Requires a willing target in the Critical Stage of their Death Count. Spend 1 minute Treating the Target. Target returns to full Body and Stamina. Target must do nothing but Defend you for the remainder of Combat and must do their best to remain in Traverse distance of you. If you drop into your Death Count, the Target also falls into their Death Count. If you Die, the Target Dies.

Piercing Blade – 6 Build – Greater Consecration – Tag Target – Target Takes 10 Damage and is Panicked. This bypasses Shielded State.

TEMPLATE RUIN - Scion of Ruination

Rot Aura - 6 Build - Periodic Defense - Defends against any Melee Attack. Target's Weapon is Destroyed, this is considered a Metaphysical Attack.

Entropic Barrier - 6 Build - Periodic Defense - After focusing for 10 Seconds you become Shielded. While Shielded any weapon that attempts to strike you is Destroyed and the attacker is thrown.

Ancient Flesh - 10 Build - Periodic Special - You must pop an Orange Glow Stick in order to use this Skill. For the remainder of Combat or until you enter your Death Count you have Hits instead of Body. All Attacks that do damage have their Damage reduced to 1.

TEMPLATE LAMENT - Cloud of Lament

Veil of Tears - 4 Build - Periodic Defense - May Defend against any non-surprised Melee attack. You take 1 irreducible Body damage and are Dazed.

"Sure Plays a Mean Pinball" - 6 Build - Permanent Special - While you are Deaf/Mute/Blind you can Defend, use Defensive Skills, and use basic Attacks. You are otherwise Deaf/Mute/Blind for the duration, and must act accordingly.

Through the Woods - 8 Build - Periodic Surprise Attack - Tag Target. Target is abducted. Begin a loud count to 30. If you reach 30, target is dead by drowning.

TEMPLATE SCOURGE - Scourge Fissure

Ophelia - 6 Build - Periodic Special - Defends against the first attack from a target. You may immediately call "Confuse Loyalty" on that target and they must defend you to the best of their ability.

Remontel - 8 Build - Periodic Special - When hit with a non-surprise attack, you may call this skill and tag a target with a packet. The new target takes the attack instead (applicable defenses apply) and you may immediately Traverse in any direction you wish.

Helen - 6 Build - Greater Consecration - Tag Target. Target is Panicked or is cured of Mental Effects.

Bastion - Crusader Prestige

General

Endless Training – 10 build – Permanent Special – You gain bonus stamina equal to the number of unique Crusader and Bastion Skills you know. Your new maximum Stamina Cap is 30. This ability also allows the Bastion to use any periodic skill from the Crusader list at the cost of 3 stamina (unless they have access to a cheaper version from another skill, ability or item).

Stonewall – 4 Build – Periodic Shield Defense – Defends against any melee attack from the front. For 30 seconds after this defense is used, all melee attacks delivered to your front are reduced to 1 damage. You may only use this defense if you have a functional hefted shield. If the shield is destroyed or you can no longer wield it, this skill ends. You must call Minimal when tagged while this skill is active.

I Run Every Morning – 5 Build - Permanent Proficiency - You gain +1 Soak against Stamina Damage. Soaks cannot reduce Damage to less than 1.

Smash, Smash, Stab, Stab - 6 Build - Permanent Special - You may use any Shield attack skill you know for 2 Stamina. If you use a Shield Attack, your next Weapon attack deals +5 Damage. If you use a Shield Defense, your next weapon attack deals +2 Damage. The Damage Bonus from using a Shield Skill applies to your Defensive Strike.

Immovable Object– 3 Build – Periodic Special – Requires Defensive Stance. For as long as you maintain Defensive Stance you can no longer move save for Traverse skills that specifically allow you to move while in Defensive Stance. Your Shield no longer takes Damage from Ranged Attacks. You cannot be moved by any skill or effect for the duration. If you are under the effect of Immovable Object and are the target of someone using Unstoppable Force, both parties explode into a shower of confetti and die. Anyone dying in this fashion gains +3 Vault Modifiers.

Blocker – 7 Build – Permanent Special – This ability allows you to spend stamina instead of expending uses of blockade or rear guard. The user must spend 1 stamina per instance of Blockade or 2 stamina per instance of Rear Guard they wish to use.

Specializations

Roadblock - 3 Build - Recurrent Defense - Spend 2 Stamina. Defends against any Attack made while attacker is in Traverse, or any Attack made at the end of a Traverse (such as Charge). Attacker immediately ends their Traverse.

Brick in the Wall – 2 Build – Periodic Special – Tag Shield Bearing Target - Target joins your wall. Your wall gains +X Damage and +X Soak for each member of your wall. If the target is not in defensive stance they gain defensive stance. All benefits from this skill last for as long as the target stays within weapon distance of you or your wall. Target may only benefit from this skill once per combat. Target loses benefit if they enter their death count, break defensive stance, if you enter your death count, or they lose the ability to wield a functional shield.

By Your Side – 3 Build – Periodic Special – To initiate this Skill you must be in Defensive Stance, have a Body Guard Target, and have that Target maintain contact with you. So long as that Target maintains contact with you, they are Shielded.

Rescue Mission – 7 Build – Permanent Special – Your “Rescue” Skill now allows you to Carry up to 3 Targets at a time. In addition the Skill “Rescue” may be used at the cost of 1 stamina instead of expending a use of the skill.

Advancing Wall of Doom – 7 Build – Permanent Special – Requires Defensive Stance. While in Defensive Stance you may walk freely but are still unable to run. This ability also allows you to spend 1 stamina to double the distance traversed through all Defensive Stance based Traverse Skills. If you traverse while in Defensive Stance, regain 1 Stamina.

Shield Throw – 4 Build – Periodic Shield Attack – Must be used in conjunction with another Shield Attack or Crusader Defense. Attack - Tag target with a packet. You may declare any Shield Attack against that Target. Target is struck with the attack specified. Defense - Tag Target with a packet. Declare any applicable Defense for that Target.

Dreadnaught - Juggernaut Prestige

General

Don't Know My Own Strength - 5 Build - Permanent Special - Any Skill you utilize to Throw a Target also causes them to take 5 Damage.

Critical Overpower - 10 Build - Periodic Attack - Tag Target. You deal Overpower and 3x your Damage.

Red Haze - 4 Build - Periodic Defense - Defends against any Mental or Voice Attack. You may choose to become Enraged, if you do you must roar with blood thirsty glee.

Nowhere to Hide - 5 Build - Periodic Voice Attack - Must be Enraged. May Fear a single target that is hidden or shielded. This will break hidden/shielded.

Upheaval - 6 Build - Periodic Attack - Can only be used while Enraged. Gain a use of Overpower Throw. Gain an additional use for each Unbridled Fury proficiency you have. Overpower Throw's gained this way are lost once you are no longer enraged.

Devastating Blow - 10 Build - Per Event Attack - Can only be used while Enraged. Tag target. Target is downed. If a target is downed this way, heal 10 Body and 3 Stamina.

Specializations

Death Count (Dirty Tricks) - 8 Build - Permanent Special - Killing Blow Target. You do +1 Damage for each Killing Blow you deliver for up to 1 minute. You can continue to Killing Blow Targets and gain an additional Damage until you reach damage cap. Each Killing Blow resets the 1 minute timer. When Death Count is finished, lose 1 Stamina per Killing Blow delivered. This skill cannot break damage cap.

Secret Anger - 8 Build - Per Event Special - For 5 minutes (+1 minutes for every "Unbridled Fury" Proficiency) per Event you can put yourself into a trance of perfect anger. You treat yourself as being Enraged, but you are immune to mental effects for the duration.

Bullet Eater - 6 Build - Periodic Special - Roar with glee. This skill reduces all Damage from Ranged Attacks to 1 Body Damage for 10 seconds + 10 Seconds for every Bullet Sponge Proficiency you have. The appropriate call is "Minimal"

Decimation - 8 Build - Per Event Attack - For 10 swings, you may add +10 to your weapon damage. This can break damage caps. This Skill ends if unused at the end of Combat.

Thick Skinned - 8 Build - Permanent Special - You have +10 Body. You may only purchase this once.

Unstoppable Force - 7 Build - Periodic Attack - Can only be used while Enraged. Traverse. All Targets you can Tag between you and the end of your Traverse are Thrown & Prone. This Skill bypasses immunities to Thrown and Prone. The Traverse portion of this cannot be stopped by any skill. If you use Unstoppable Force on someone using Immovable Object, both parties explode into a shower of confetti and die. Anyone dying in this fashion has +3 Vault Modifiers.

Executioner - Xeno Hunter Prestige List

General

My Style, Strong Style - 6 Build - Permanent Special. This skill may only be purchased once. Doubles your X Strike Proficiencies

Hunter Bolo - 4 Build - Periodic Attack - Tag target with packet, target is bound and takes weapon damage.

Chain Strike - 6 Build - Permanent Special - This skill may only be purchased once. Your dissipate manifestation skill may now be used for every attack within 5 seconds of the first. (5 attacks)

And The Horse You Rode In On - 8 Build - Per Event Special - Once per event, may turn a favored enemy specific into general for one combat. IE if you have Favored Enemy: Terran, it becomes Favored Enemy: Human for one combat. This applies to all skills that require a favored enemy.

Special Eyes - 5 Build - Permanent Special - Detecting a Hidden Target, exposes them, allowing you to detect them for free until end of combat.

Sweep the Leg - 4 Build - Periodic Attack - Tag traversing target. Traverse is paused, target is prone.

Specializations

Teamwork Makes the Dream Work - 4 Build - Periodic Special - Spend 1 minute roleplaying with a friendly target discussing tactics, weak points, etc. For the rest of combat, they may benefit from one of your Favored Enemy Proficiencies. This may only be used on a single target per combat. This may be used in conjunction with And the Horse You Rode In On.

Wombo Combo - 12 Build - Periodic Attack - For 5 Stamina, you must swing the following skills, in order: Stab, Destroy Limb, Slay, Death Toll. All attacks must succeed. If you succeed and the attacks resolve undefended, you may regain full body and full stamina. This may only be done once per combat.

Bringing the pain - 4 Build - Periodic Attack - For 4 Stamina, you may swing the Bleed effect against your Favored Enemies for one combat. This Stamina may not be healed until the next Period.

I'm Coming With You - 6 Build - Per Event Special - If a Favored Enemy of yours within weapon distance declares any Shifted, Traverse or Teleport, you may call this skill and move with them to wherever they go. All results are final.

And They Shall Know No Fear - 6 Build - Permanent Special - You are immune to the first 3 mental attacks from a Favored Enemy, per period.

Crossing Swords - 8 Build - Periodic Physical Attack - You may tag a Favored Enemy's weapon. You are both bound for 1 minute, until you break the skill, or until you are unable to keep your initial weapon in contact with theirs. Neither you nor the target may attempt to make any aggressive action towards each other or others until the bound is broken. You may use this as a defense against the skill, Crossing Swords. If you do, both participants may bid up to their Maximum -1 Stamina. Whoever bids less, is immediately placed in critical. The winner spends the amount of Stamina they bid.

Mastermind - Crew Boss - Highwayman ▪ Rebel Prestige

You may take this class if you have either side of Highwayman or Rebel.

Crews: Crews are small organized units that are united by a Mastermind. Crews have a base maximum capacity of five Members and one Mastermind. To make a Target part of your Crew you must spend 1 hour of RP with the Target (Target must be IG and OOG willing) going through an "induction ceremony", the details of which are entirely under your discretion. After which you must present the Target some symbol of your Crew. Target is now permanently part of your Crew unless they are kicked out, leave voluntarily, or either the Target or the Mastermind retire their Character. You are now considered their Mastermind. A Target may be part of up to 2 Crews but may only receive the benefits of a single Mastermind at a time or in a single Period. Crew affiliation is noted on the Target's Character Card. A Mastermind cannot be a member of someone else's Crew.

! If you take a Specialization from Crew Boss, you may not take skills from Mastermind/Executive.

General

Inner Circle - 3 Build - Permanent Proficiency - Each purchase of this Skill increases the number of Targets you may have in your Crew by 1.

Pep Talk - 8 Build - Periodic Special - Spend one minute talking to your crew preparing them for the work ahead. Mastermind and Crew get +1 body for each member of the crew for the duration of combat.

GET DOWN BOSS - 4 Build - Periodic Defense - You may call this defense to defend against any non-surprise attack. You must tag a target in your crew. They take the attack instead and may not call any defenses.

GET'EM – 5 Build – Periodic Voice Special - Point out a target. Every member of your Crew who hears you call this skill may swing +2 damage against that target for the next minute. This may break damage cap.

Take Care of This for Me – 3 Build – Periodic Voice Attack – Spend 10 seconds Taunting a Target. Select a member of your Crew and call “Goad” Target is Taunted to selected member of your Crew.

Getting the Band Back Together- 7 Build - Periodic Special - Select a Crew Member. They may immediately traverse towards you.

Specializations

I Am Not A Real Doctor - 10 Build - Permanent Special - You may reduce the time it takes to heal a member of your crew by half. This can break time limit caps on skills.

Everything's Coming Up Me - 6 Build - Permanent Special - Treatments used on you from your crew either heal twice as much or if there is no numerical value, take half as much time.

Plan A - 8 Build - Per Event Special - May only be used in combat. You are reduced to 1 Body and 1 Stamina and lose the Downed and Out stages of your Death Count until the end of the period. Members of your crew gain the difference between your maximum and your new Body and Stamina as well as adding 1 minute to each stage of their death counts until the end of the period.

Plan B - 8 Build - Per Event Special - May only be used in combat. Members of your crew are reduced to a maximum of 5 Body and 3 Stamina and lose the Downed and Out stages of their death counts until end of period. You gain +5 Body and +3 Stamina, +1 Damage and +1 Soak for each crew member you have until end of period. This may take you above all caps.

One for All, All for One - 10 Build - Per Event Treatment - This skill allows you to do the following

Either - Give a rousing one liner and die. All members of your crew are healed to full, all senses healed. Does not work for crew members that are dead or in the critical stage of their death count.

Or - Give a rousing one liner and tag a crew member. That crew member is dead and you are healed to full. Can be used in the Downed and Out stages of your death count.

Kansas City Shuffle - 3 Build - Periodic Defense - You may defend against any attack within weapon distance that would put a member of your crew into their death count or immediately die or be obliterated. You take their place and are downed instead.

Mastermind - Crew Boss - Highwayman ▪ Rebel Prestige

You may take this class if you have either side of Moonlighter or Smuggler.



If you take a Specialization from Executive, you may not take skills from Mastermind/Crew Boss.

General

Business Meeting - 3 Build - Per Event Special - A treatment or a contract of yours may target up to 1 additional target.

Hello, Mx. Ambassador - 3 Build - Per Event Mental Attack- Introduce yourself as an Ambassador to a Negotiate target. Gain +1 Influence card with the appropriate faction.

Conference Call - 3 Build - Per Event Special - An attack of yours may target up to 1 additional target.

I AM the Manager - 3 Build - Periodic Mental Defense - Negate a Mental attack targeting someone within melee distance of you.

Synergy - 3 Build - Permanent Special - Spend 1 Influence and give a small speech on teamwork and collaboration. All who listen may add +2 damage to their next attack, or add +3 healing to the next numerical treatment they perform. Synergy does stack with other +Damage, +Healing abilities and with itself. The Influence costs increases by 1 each time Synergy is used in the same Period.

Kind of a Big Deal - 3 Build - Per Event Special - This skill may only be purchased once. If you were to gain influence, call this skill and gain 2 more influence.

Specializations

Point of Contact - 6 Build - Permanent Special - This may only be purchased once. Gain access to the scheme, "I Know Someone" and "I'm a Buyer".

I Know Someone - Make a call to a contact for free. Spend X Influence and pay Y components to this contact to have them deliver something. They will NOT deliver into combat. Your contact may send someone on their behalf. X and Y will depend on the Plot Marshal. You may use this scheme once per event.

I'm a Buyer - Make a call to a contact for free. Spend X Influence and your contact will bring an assortment of merchandise for sale specifically to you. Your contact may send someone on their behalf. X will depend on the Plot Marshal. You may use this scheme once per event.

Don't You Know Who I Am? - 6 Build - Permanent Special - Spend 1 Influence, defend against an attack from an attack wearing a Negotiate Pin. Spend 5 Influence, defend against any attack that would not cause you to immediately enter your death count, die or be obliterated.

Time is Money is Power- 6 Build - Per Event Special - Spend 10 Components in addition to using this skill. For any one roll of the dice or game of chance, you may discard the last result and roll/replay for a new one. This also applies to OOG rolls for Traumas, Flaws, Tether Loss, etc. If the roll is IG, you must have the 10 components on your physical person and immediately hand them to the nearest Marshal.

Fire Sale - 6 Build - Per Event Mental Attack - When interacting with an NPC merchant, you may call Fire Sale. One item of your choice will have a much lower asking price.

Final Offer - 6 Build - Per Event Special - Spend 10 Influence of any kind in addition to using this skill. You must be unarmed to use this skill. You become shifted and may move around an area freely. You must approach a single target and tell them you wish to present your Final Offer. Target becomes shifted. You may not attack or defend yourself while shifted in this way. Target may not take any hostile actions against anyone besides you. If you are downed, both you and target become unshifted. If you are downed, you proceed immediately to dead.

Hostile Take Over - 6 Build - Per Event Mental Attack - Make a call to a contact for free. You may force the target to accept 25 Components for an Influence Card.

Physician - Sick Bay Prestige

General

Aerosol Delivery – 4 Build – Recurrent Special – Spend 2 Stamina. Target Tincture you hold is Obliterated. You may deliver the effect of the Obliterated Tincture via Tag or packet up to 4 times until the end of combat or 1 hour whichever is longer.

MedEVAC - 3 Build - Periodic Special - Spend 5 seconds Role-playing with a Friendly Target, they receive One use of the skill "Rescue" but must use it to bring a patient towards you. If Target already has a use of Rescue, their next use of the skill allows them to Carry up to 3 Targets at a time.

Vaccinations – 5 Build – Permanent Special – You are immune to disease progression. (Diseases will never progress past the first stage on you, unless you specifically want them to) You may use your Sterile skill on another target, they cannot be diseased for 1 hour or until end of period whichever is shorter.

I'm Actually Covered in Gore- 4 Build - Periodic Defense - Defend against an attack that would interrupt your treatment. Attacker is feared.

Repeat Customer – 5 Build – Periodic Special – Tag target, this person receives half time on all healing skills for this combat or 1 hour whichever is less. This ability can not be used in conjunction with Species Expert to heal at ludicrous speeds.

Fear My Scalpel! – 10 Build – Permanent Special - All attacks that you deliver that cause bleed damage do +5 Damage and Destroy Limb.

Specializations

Battlefield Transplants – 6 Build – Permanent Treatment – This skill allows you to remove body parts from someone who is willing or whom has recently died (within the combat taking place) in 30 seconds. This kills the target. You may treat another target by replacing their missing limbs/senses with those of the sacrificed patient. Each use of this skill allows you to harvest up to two limbs and two senses per body. These parts when used in conjunction with reattach limb or reattach sense reduces the treatment time by half. (Dirty Tricks) You may use this skill on someone who is unconscious, bound, or within their death count.

Self Treatment – 6 Build – Perm Special – Allows the Sick Bay to target themselves with the Bandage and Cauterize abilities. Your proficiencies do not apply when using this ability.

Species Expert – 4 Build – Periodic Special – Pick a species; you are an expert in dealing with this species. When using treatment skill on target, you may either double your effect/treatment/etc or reduce the duration down to 30 seconds. You may only pick one species to use this with and consecutive purchases just increase your periodic uses.

Not Like This - 8 Build - Per-Event Treatment - This Treatment may only target yourself, and may be used while in the Downed stage of your Death Count. Spend 15 seconds treating yourself. You are restored to full body and stamina. You may use your floating refresh. At the end of Combat, or 1 Hour (whichever is longer) you fall Dead.

BioHacker - 9 Build - PerEvent Special - Requires Marshal. You may attempt one of the following Experimental Treatments on a willing or helpless Target. If you are interrupted during an Experimental Treatment, the Target dies. Once you choose the Treatment, the Marshal will indicate how many sessions are required to complete the Treatment. Each session requires 30 minutes of Roleplay across separate events. All sessions must occur within 12 months of the first Treatment. A Target may never have more than 2 Experimental Treatments at a time.

- Give/Remove a Lesser or Greater Flaw (1-2 Sessions)
- Give target +5 Permanent Body (2 Sessions)
- Give target +2 Permanent Stamina (2 Sessions)
- Alter Target's Species [Target loses 1 Tether, and any Species related Skills or Traumas. Build may be respent on Species Skills from the new Species List.] (3 Sessions)

The Touch - 20 Build - Permanent Special - Your Miracle Worker skill is now Periodic.

Rhapsodist - Warrior Poet Prestige List

General

Communicate! - 4 Build - Periodic Special - You may perform for 30 seconds and grant a single target the use of a non-prestige Skill you know that costs 6 build or less. The skill you select is used.

Bring down the House! - 4 Build - Periodic Rhetoric - You may give a rousing speech for at least 1 minute and grant targets the use of the skill Clobber (10 Overpower).

The Best Book - 4 Build - Permanent Special - Your Tome allows you to select additional targets for your Rhetoric at the cost of 1 Stamina each.

I'm Only Going To Say This Once! - 10 Build - Periodic Rhetoric - Perform a call and response. Whoever responds, gains +5 Body or +1 Damage until the end of combat. This skill is not affected by target caps.

You'll Have To Tell Me Twice! - 3 Build - Periodic Defense - Defends against a Voice or Metaphysical Attack.

Two Piece and a Biscuit! - 6 Build - Periodic Special - (Dirty Tricks) Perform a double kill (Killing Blow two individual targets within 5 seconds of each other), and select up to 3 targets to regain 5 Body and 2 Stamina.

Specializations

Dance, Dance! - 12 Build - Permanent Rhetoric - Perform for at least 1 minute. After the minute has ended, as long as you continue dancing around, you may call Resist to any physical attack. You may do nothing else but dance.

Victory Rhapsody - 8 Build - Permanent Rhetoric - Spend 3 Stamina. Perform for at least 1 minute. Every 30 seconds after, you may restore 1 Stamina to any target you can see.

Brought To Your Knees - 10 Build - Permanent Rhetoric - Spend 4 Stamina. Perform for at least 1 minute. Every 30 seconds after, you may stomp your feet and point and click 'Prone' a single target.

Operatic Shattering - 8 Build - Per Event Voice Attack - Tag Target Weapon or Item. It is Obliterated. You are Mute until the end of the Period.

I Can Duet All By Myself - 12 Build - Permanent Special - You may use 2 Rhetorics at once.

Master Exploder - 8 Build - Per Event Voice Attack - Tag Target with a packet. Perform very loudly for 10 seconds. At the end of 10 seconds, target is downed. Your jaw is destroyed.

Savant - Engineer Prestige

General

Protégé – 2 Build - Per Event Special – Allows the user to teach another character a plan that they have permanently memorized. The user may teach any rank 1 plan they know or any rank 2 plan if it is one of their specializations.

Warranty – 4 Build – Per Event Special – All items on the Savant's person are protected against obliteration.

Hand's On Experience – 3 Build – Periodic Special – After stripping any rank 1 or 2 upgrade or a Rank 3/Special that you have permanently learned, the user may make that same upgrade for half cost without knowledge of the plan.

Proficient Work – 4 Build – Permanent Proficiency – Each purchase increases your tool kit time reduction by 1 minute. Crafting time cannot be reduced to below 2 minutes.

Mind Mush (Dirty Tricks) – 2 Build - Periodic Mental Attack – Spend 1 minute speaking to Target. Target is confused by your science and finds a reason to leave your vicinity and will not come back for 10 minutes, leaving you to work in peace.

Philosopher Stone – 6 Build - Permanent Special – The user may spend 50 components of any type to replace a Curio when creating any upgrade. This does not benefit from any cost reduction skills.

Specializations

Enhancement! - 8 Build - Permanent Special - Allows you to add an additional effect to your Crafted Items.

Tinctures: All Tinctures gain a 2nd use before depletion.

Poisons: Any Contact Poison may be made as an Ingested Poison.

Cybernetics: If your cybernetic core is the FIRST core implanted, it does NOT count for Tether Loss or Tether stacking costs.

Talismans: Allows your talisman to NOT count against the talisman cap of 1.

Bombs: Doubles all effects from Bombs you create (Double Damage or 2 Defenses needed to avoid)

Blueprints: Allows you to reduce slot cost by 1 to a minimum of 1.

Tech: Tech items can now be used twice as many times.

Weapon/Armor/Implement Upgrades: Any upgrade will resist one destroy effect.

Enchantment! - 12 Build - Permanent Special - Allows you to add an additional benefit to all your Crafted Items.

Tinctures: If a tincture provides a numerical benefit, it is doubled.

Poisons: Any Contact Poison requires 2 Defenses to negate. (Deja Vu)

Cybernetics: Cybernetics can be installed in half of the time and are immediately usable.

Talismans: Allows a talisman to be affected by Invocations and confer that benefit to the holder without having to pay the Invocation cost.

Bombs: Any bomb that misses it's target may be picked up and thrown ONCE more.

Blueprints: Allows you to imbue an area with a free fortification

Tech: Tech items

Weapon/Armor/Implement Upgrades: Any upgrade will now refresh when you use your Floating Refresh.

MY PROFESSION - For each Rank 3 Crafting Skill you have, you unlock one of the following skills for purchase.

MP -Scrambler – 3 Build - Periodic Defense – Blocks any attack that comes from a tech item. May be used for anyone within traverse for 1 Stamina

MP -Homing Signal - 12 Build - Per Event Special - If someone contacts the Savant with a Comms device, the Savant may immediately expend any Tincture/Bomb/Poison/Tech Item to have it take effect wherever the requester is in whatever form they asked for.

MP -Energize - 6 Build - Periodic Special - User may refresh a cybernetic/tech item/upgrade to be used again immediately at the cost of 2 Stamina. This effect cannot be used in the same way during the same Period.

MP -Blast Shield – 6 Build - Permanent Special – User is not affected by their own bombs if within the area of effect. Also the user may use their bomb barrier skill to defend someone within arms reach.

MP -Repair On the Field– 6 Build – Permanent Special – This skill allows you to repair Armor in combat for 1 Stamina and 30 seconds per 10 points of Armor repaired.

MP -Right Weapon For The Job – 6 Build - Permanent Special – Spend 1 minute preparing a weapon. Once activated the weapon will swing for any of the following damage types; Fire, Frost, or Spark for 5 minutes. This may be done once per Period.

MP -Versatile – Permanent Special – For all group/squad/tome style abilities you may be targeted by the effect without taking a slot.

MP -Talismanic Conduit – 8 Build – Permanent Special - Anyone in a Conduit with you who is wearing a Talisman may re-enter Conduit with you without spending 1 Stamina Point. Also, while you are in Conduit Stance, all Targets in the Conduit have the powers of the Talismans doubled if it provides a numeric component, and if it provides a Per-Event or Periodic Skill, they gain an additional use of that Skill.

Contingency – 5 Build – Per Event Special – This ability allows the user to consume a tincture that will not take effect until a predetermined condition is met. The user must consume the Tincture, write the event on the back of the card and have a Marshal sign it. If the listed contingency is not triggered by the end of the event, the tincture is still considered used. Only one Tincture for each contingency event may only be active at a time. The following conditions can be chosen

Fall into Downed

Fall into Out

Fall into Critical

Fall under any Mental Effect

Become Diseased

A Limb is destroyed

A sense is destroyed

Delayed Poisoning –6 Periodic Special – When applying a poison you may specify a trigger for the poison to take effect. The following conditions can be chosen

Fall into Downed

Fall into Out

Fall into Critical

Fall under any Mental Effect

Become Diseased

A Limb is destroyed

A sense is destroyed

If none of the others are chosen, the only other condition becomes 1 hour prior to end of the event.

Refresh – Per Event Special – Allows you to take any crafted meal and turn it into a pick-me up snack. Anyone consuming this meal may choose to use their floating refresh.

Specialist - Soldier Prestige

General

Paint the Target - 10 Build - Per Event Mental Attack - Tag up to 4 Targets with packets. Choose one effect to affect all 4 targets. Overpower Stun, Overpower Prone or 10 Overpower.

Downed Shot - 4 Build - Periodic Ranged Attack - Tag target. Target is downed. Can be used in conjunction with other skills.

Expert Shot - 6 Build - Periodic Ranged Attack- This attack must be used in conjunction with another ranged skill. This attack allows you to interact with a traversing target i.e. you may use this skill to shoot someone who is traversing.

Lead Farmer - 10 build - Per Event Squad skill - Everyone in your squad can fire their next 10 shots at +5 Damage. This ability breaks weapon cap. Squad members must not move when using this ability and if they do, they lose the skill effect. After the skill ends, any weapon used with this skill may not be fired for 1 minute. This skill can be used with other Ranged weapon skills.

Ranged Mastery - 12 Build - Permanent Special - You do +1 Damage with all Ranged Weapons and your Rifle Damage Cap is now 15..

Reap the Whirlwind - 8 Build - Squad Order Attack - Each Squad Member may traverse towards a target and tag target with X Overpower if using a Melee Weapon or Overpower Bleed if using a Ranged Weapon.

Specializations

Heavy Weapons Specialist - 4 Build - Permanent Special - Allows access to heavy weapons. When wielding, may only move at a heel to toe pace.

Heavy Weapons Rules are as follows

All - Take 5 seconds to "equip" or "turn on" or "set it up". The same applies to "turning it off" or "breaking it down".

Fully Automatic - Allows you to use a fully automatic NERF gun.

Rocket Launcher - Allows one to wield a Rocket Launcher. Rockets do 15 Fire on hit. Rockets replenish once per minute. For the cost of 3 Components, the Rocket Launcher instantly replenishes.

Grenade Launcher - Allows you to fire the following bombs [Acid, Fire, Fragment, Sticky, Phase, Radiation, Resonance]. Not affected by Heel to Toe movement.

Limit Break - 6 Build - Periodic Ranged Attack - Once per Combat, for 5 minutes, you may add +5 damage to your attacks.

Gunderestimation - 8 Build - Permanent Special - Spend 3 Stamina to use any Periodic Ranged Attack you know, or 6 Stamina to use any Ranged Weapon Skill that you have seen used this combat. These stamina costs may not be reduced by any means.

You Don't Die Without My Permission! - 6 Build - Recurrent Treatment - You may use this Skill in the Downed phase of your Death Count. Spend 10 seconds Treating Target in your Squad in the Downed or Out phases of their Death Count. They are restored to 1 Body.

Tacticool - 4 Build - Periodic Defense - Defend against a Mental Attack. If it is a status effect, you are immune to that status effect until the end of combat.

Chain of Command - 16 Build - Permanent Special - You may spend 4 Stamina to give a Special Order to a member of your Squad. This Special Order must be a skill that you have use of. The targeted Squad Member must use the skill by the end of combat or it is lost. Using a skill this way counts as being used for the period. Also, if you have the skill "Gunderstanding", any skill you teach is now known immediately.

Stargazer - Mystic Prestige List

General

You Shall Not Pass! - 6 Build - Permanent Special - You may choose to block a doorway you are standing in when you activate Mystic Shield. Nothing may pass the doorway even if you want it to. If your Shielded state is broken, you are no longer blocking the doorway. If you activate this ability while Shifted, you remain Shifted for as long as you remain Shielded.

Monster Down, Ally Up - 5 Build - Permanent Special - Life for a Life now affects two targets in critical for one sacrificed. Target of Life for a Life heals to full body and may use their floating refresh.

"Not THAT type of Mystic" - 4 Build - Permanent Special - You may purchase this skill twice. Each time you purchase it, you must pick a different benefit.

1. You may spend Stamina to increase the duration of any use of your Phase Warrior Skill by 1 Minute per Stamina spent.
2. You may spend 2 Stamina to restore your Conduit Link with a Target that left Conduit Stance during the last minute.
3. You may spend Stamina to increase the healing delivered by any Mystic Skill at the rate of +5 body healed per Stamina Spent.

Power Overwhelming - 10 Build - Per Event Treatment - Allows you to Heal 5 Body to every ally that can hear you for 7 Stamina. 10 Body for linked targets. This does not interrupt your treatments and does not on targets in the Critical Stage of their Death Count.

Lightning Aegis - 6 Build - Permanent Special - Any time you are struck while in a shielded state, you may call this skill and the attacker takes 5 Spark Damage. This does not work against AoE attacks. If the attack would break your shielded state, this attack deals 20 Spark Damage. Your shielded state is still broken.

Gale of the Fall - 6 Build - Recurrent Metaphysical Staff Attack - Spend 2 Stamina and Tag Target. Target within Weapon's Distance is Teleported Directly away from you and is Dazed.

Specializations

Rift Lock - 8 Build - Per Event Metaphysical Attack - Call "Phase Lock". Any Shifted Creatures in the Area are unShifted unless they Defend against the Attack. Additionally, for the next 5 minutes no Phase based Skill or Object within the Area functions, and nothing may Teleport in or out of it. Phase Lock may be called in response to anyone within Weapons Distance activating a Teleport Skill and it prevents that Teleportation (unless defended against). Defending against Rift Lock only stops the initial effect, and has no impact on the persistent portion of the Skill.

Ley Line Walker - 8 Build - Permanent Special - Spend 2 Stamina, you are Shifted while you designate a point as the location of your Rift. You must mark this location with an object representing a Rift after which you return. This Rift stays open until you close it, move outside Traverse Distance, or an enemy closes it (This Rift always takes 1 minute of Concentration to close using Close Rift). Tag a Linked Target to Teleport them to the Rift. Spend 1 Stamina and Tag any other Target to Teleport them to the Rift. Spend 3 Stamina to Teleport yourself, and anyone you are Linked to or who is under your Mystic Aegis to the Rift. This Teleport may affect Targets in Stances without breaking their Stance.

Regenerate Form - 8 Build - Periodic Self Treatment - At any point into your death count, you may call Regenerate Form. You have half of your total body and half of your total stamina.

Channel the Phase - 8 Build - Periodic Metaphysical Attack - Allows you to become shifted for 1 minute. During this 1 minute, you may tag both shifted and non-shifted targets with packets for 10 Phase Damage each, for 1 Stamina per 2 packets.

Weather Controller - 8 build - Permanent Special - Allows you to spend 2 Stamina to use any Call skill you know.

Master of Seasons - 8 Build - Permanent Special - Allows you to Empower another "Call Season" skill. May only be purchased once.

Technomancer - Adept of the Machine Prestige List

General

Lawgiver - 10 Build - Permanent Proficiency - Allows you to add the following upgrade to any gun. You are "The User." - Lawgiver - 2 Slots, No Component Cost, 20 Minutes of Roleplay, Ritual - This weapon is now a permanently blessed gun. Only the User may use this upgrade. This upgrade cannot be destroyed. This gun may hold 6 Nano Bullets. You may load any number of any Nano Bullet that you know into this weapon. If anyone besides the User picks up this weapon, they are dealt 5 spark damage every 5 seconds they hold it. You may choose to expend any loaded Nano Bullet to shoot Spark damage for 1 minute.

Short Range Burst - 8 Build - Permanent Proficiency - Allows you to use Tech War as a defense for anyone within melee range. You may also use Absorb or Save State for anyone within melee range.

Marker Rounds - 8 Build - Permanent Special - Your Tracer Round Skill becomes "Per Combat" instead of "Periodic". You are no longer limited to ONE Tracer round target at a time, however, you must activate powers on marked targets individually. You do +1 Damage to any Marked Target. Every time you use a Nano Bullet on a friendly Marked target, they may also heal 2 Body.

Control, Alt + Delete - 12 Build - Per Event Metaphysical Treatment - May be used on Marked Targets. Tag Target. If the target is a Machine they may choose to use their floating refresh, have all status effects removed, is restored to full Body and Stamina and is treated as if they have used their refresh. If the target does not have their floating refresh or is not a Machine, the Target is stunned, dazed and recovers up to their maximum Body. This may be used during any stage of Death Count.

SUDO - 6 Build - Per Event Metaphysical Attack - If a target calls a defense to a skill that targets a single individual, you may call this attack to negate that defense. That target may call another applicable defense.

Spam Filter - 10 Build - Periodic Defense - Defends against ANY Attack, Attacker is Dazed. If the Attacker is a machine, the Attacker is Stunned and Dazed.

Specializations

Gift of the Machine - 6 Build - Permanent Skill - For each purchase of this skill, you can select ONE of the Enhanced Nano Bullets. These Bullets cost 2 Stamina to Load into your gun, and you must have already purchased the Nano Bullet. You can only have 1 of each of these Bullets in a gun but they count separately from the un-upgraded bullets.

-Mender Bullet - (Must have Mend Bullet) Heals Machine 20 Body / Organic Heals 10 Body

-Flux Bullet - (Must have Fluctuate Bullet) Taunts Target to you or any friendly target of your choice / or Tag Machine Target, Target will Defend you for 1 minute

-Tech Armor - (Must have Armor Reg Bullet) Tag Target, 20 Armor is instantly repaired. Target can only benefit from this bullet once per period.

-Enabler Bullet - (Must have Enable) Tag Machine Target, All Limbs and Senses are Healed

-Cloaking Field Bullet - (Must have Cloak) Tag Target, Target is Hidden, and target can traverse and stay hidden. This Bullet does not require Cover

-Bullet Bill (Must have Explode Bullet) Tag Target, 3 Items on that target are Destroyed. This bullet acts as 3 explodes for purpose of destroying portals or objects that take multiple Explodes / Bombs to destroy. If there are no items on the target, target takes 15 Damage, 3 times.

-Sticky Bullet (Must have Goo Bullet) Tag Target, Target is Full Bound and is also bound to the floor, or a wall, item within 5 ft of target.

-Daze'd and Confused Bullet (Must have Dazzle Bullet) Target is Dazed, and cannot call any Defense skills / or Target is Weakened and cannot call any attack Skills

-Sabo Bullet (Must have Pierce Bullet) Tag Target, Target takes 25 Body

-Sleepy Bullet (Must have Drain) Tag Target, Target loses all remaining Stamina

-Pulsar Bullet (Must have Pulse Bullet) Tag Target, Target can be thrown in any direction, including towards your location. Target is Prone at the end of there Throw

-Destruction thru Firepower (Must have every Adept of the Machine Nano Bullet) When you "Expend" this bullet, you can shoot for +1 Fire, Lazer or Spark Damage for 1 minute. You may switch between the damage types during the duration of this Bullet.

-Peace Thru Firepower - (Must have every Adept of the Machine Nano Bullet) Fire Weapon in Air, "By My Voice, Peace thru Firepower" No target may attack you for 5 minutes, this effect ends if you attack any target. You must walk at a Heel to Toe pace when you activate this power.

Rewind - 8 Build - Permanent Nano Bullet - May only be used in combat. Tag Target. Target returns to the position they began at the beginning of the fight, with the same amount of Body they had at that point. If target is in their death count, they restart their count from the beginning of their current Death Stage. If target is a Machine, all effects that occurred up to that point are undone. Target OOG decides whether or not to retain memories of the combat.

Everything Can Be Hacked - 10 Build - Periodic Special - Tag Target. Target may not use cybernetics or tech items for 5 minutes OR Target must defend you for 1 minute.

Call Your Mother - 10 Build - Per Event Metaphysical Attack - Tag Target Machine. Both you and target machine are shielded until you decide to end the shielded state. If target is not a machine, both you and the target die.

Warrior - Gladiator Prestige List

General

Practice Again - 6 Build - Permanent Special - You may spend 2 Stamina to use any Gladiator Attack skill you know.

Parry Fuel - 5 Build - Permanent Special - You may spend 3 Stamina to use the skill Parry. If the attacker is Taunted to you, the cost is reduced to 1.

Pit Fighter - 8 Build - Per Event Special - Once per event, your Taunt-required proficiencies apply to all targets until the end of combat or until you enter your Death count

Arena Champion - 6 Build - Permanent Proficiency - May only be purchased once. Double healing received from Are You Not Entertained?

Double Veteran - 4 Build - Periodic Defense - Defends against any attack you would have access to on lists you know.

NO U - 6 Build - Permanent Special - If your taunt is defended against, immediately gain a use of Fear against that target.

Specializations

King of the Hill - 6 Build - Periodic Special - Spend 5 seconds of roleplay marking out a territory and place down a marker of any kind. Call "King of the Hill". Anyone who enters within traverse of your marker, you may use your Battle Insight against. The marker may be anything physical.

Beat Down - 10 Build - Per Event Attack - You must plant your feet and may swing +1 damage each swing. This may break cap. You may not defend against any Movement effect. Any movement effect breaks this skill.

Wrap Shot - 4 Build - Periodic Attack - Allows you to use the Overpower skill along with any Gladiator or Warrior skill you know, against a target you have Taunted.

Can't Touch This - 4 build - Permanent Proficiency - You gain +1 soak against all attacks by Taunted targets.

Challenge - 10 Build - Periodic Attack - Spend 5 seconds of roleplay with a target and issue them 'The Challenge'. Both you and the target become shifted. Once one of you enters your death count, both return from shifted.

Belt Holder - 12 Build - Permanent Proficiency - Your Are You Not Entertained? Periodic becomes Per Combat. Your In Any Arena becomes "Per Stamina Spent" and you may use up to 5 Stamina. This proficiency does not work unless you are wearing a large belt of some kind.