

FAVOR OF THE GODS - FAVORS - COMMON

NAME	ACTION	EFFECT	CATEGORY
Comforting Words	Regular	Make a charm check. Distribute that many rest counters among any number of targets within earshot.	Charm
Natural Connection	Regular	Add your charm and nature modifiers. Gain that many enchantment counters: - Touch a plant, mushroom or animal. For the next 10 minutes, you and the target have a mutual understanding of each others languages.	Charm, nature
Rope Charming	Regular	Speak to a rope or chain. Make a charm check with 1d6 disadvantage. The item gains that many enchantment counters: - As a quick action, command the item to become stiff and strong enough to hold a person's weight. - As a quick action, command the item to become flexible. - As a regular action, command the item to move to a desired location or knot itself. It moves like a snake and still needs solid ground to push itself forward.	Charm
Disguise	Regular	Imagine a different appearance. It may include facial features, eye color, hair color and style, body type (of roughly the same size), clothing, voice and smell. Make a deception check. Gain that many surge counters. Until you remove the last surge counter, an illusion forms around you and moves with you, changing your appearance to the imagined one.	Deception
Fascinate	Regular	Make a deception check with 1d6 disadvantage. Up to that many targets gain 1 daze counter.	Deception
Mirage	Regular	Make a deception check. Gain that many surge counters. Until you remove the last surge counter, an illusion of your choice appears, originating within 10 fields. The illusion is stationary and can be seen, heard and/or smelled. It cannot exceed a radius of 10 fields.	Deception
Vanish	Quick	Make a deception check with 1d6 disadvantage. A target gains that many charmed counters. Until it removes the last charmed counter, the target cannot see, hear or smell you. Whenever you deal damage to the target, it removes 1d6 charmed counters.	Deception
Extinguish Hope	Regular	Make an intimidation check. Distribute that many slow counters among any number of targets within earshot.	Intimidation
Frightening Presence	Quick	Make an intimidation check with 1d6 disadvantage. Gain that many enchantment counters: - Whenever an attack is declared against you, the attacker gains 2 slow counters.	Intimidation
Imperious Command	Regular	Give a simple command of at most 3 words to a target. Make an intimidation check with 1d6 disadvantage. The target gains that many charmed counters. Until it removes the last charmed counter: - The target follows your command immediately and as long as it has charmed counters. - The target will not harm itself or knowingly enter mortal danger. - If the target takes damage, it removes 1d6 charmed counters.	Intimidation
Leap of Faith	Movement	Make an athletics check. Jump up to that many fields wide and/or high. If you land in the same field as another creature, you may deal that much damage to it and you move it 1 field away from you.	Athletics
Raw Speed	Regular	Make an athletics check. Gain that many haste counters.	Athletics
Raw Strength	Regular	Make an athletics check. Gain that many rush counters. Until you remove the last rush counter, gain 2d6 advantage to athletics checks.	Athletics

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Fortify	Regular	Touch any item. Make a craft check with 1d6 disadvantage. The item gains that many enchantment counters: - Whenever the item is used in an ability check, gain 1d6 advantage to that check.	Craft
Inspirit	Regular	Touch a weapon. Make a craft check with 1d6 disadvantage. The item gains that many enchantment counters: - As a boost action, attacks with the item are able to damage spirits. - As a boost action, attacks with the item against incarnations gain 2d6 advantage.	Craft
Reinforce	Regular	Touch a weapon, armor or shield. Make a craft check with 1d6 disadvantage. The touched item gains that many enchantment counters: - At any time, remove a damage counter from the item. - If the item would gain a damage counter, it does not.	Craft
Returning	Regular	Touch any item. Make a craft check with 1d6 disadvantage. The item gains that many enchantment counters: - As a quick action, the item will move into your hand if it is within 30 fields.	Craft
Flawless Deflection	Quick	Make a dexterity or defend check. Gain that many rush counters. Until you remove the last rush counter: - You are able to actively defend against attacks as if you were carrying a shield.	Dexterity
Perfect Equilibrium	Quick	Make a dexterity check. Gain that many rush counters. Until you remove the last rush counter: - You do not leave footprints. - You do not sink into sand, dirt or mud. - You are able to walk on water and other liquids. - Gain 2d6 advantage to ability checks to move through difficult terrain.	Dexterity
Windwalk	Regular	Make a dexterity check with 1d6 disadvantage. Gain that many haste counters. Until you remove the last haste counter, you may move through others without effort.	Dexterity
Melding	Regular	Make a stealth check. Gain that many ward counters. Until you remove the last ward counter: - Gain 4d6 advantage to stealth checks to hide. - Whenever you take a movement action, remove 1d6 ward counters.	Stealth
Shadow Step	Quick	Make a stealth check. Move up to that many fields from one shadow to another. This movement cannot be perceived by any means.	Stealth
Unnoticeable Passing	Quick	Make a stealth check with 1d6 disadvantage. Gain that many haste counters. Until you remove the last haste counter: - You move without making sounds. - You move without leaving footprints. - You gain 2d6 advantage to stealth checks to move undetected.	Stealth
Consolidate Strength	Regular	Make a toughness check: - Gain that many shield counters. - Heal 2d6 damage.	Toughness
Rest Within	Regular	Make a toughness check. The comfort of your next rest is increased by that much.	Toughness

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Unstoppable	Quick	<p>Make a toughness check:</p> <ul style="list-style-type: none"> - Remove that many daze, slow, stun and/or suffocation counters. - Gain that many breath counters - Gain 1d6 recovery counters. <p>If you would become dying, this favor is invoked in response without an action. If you have at least one stun counter, you may invoke this favor without an action.</p>	Toughness
Reveal the Hidden	Regular	Make an awareness check. Gain that many alarm counters. Until you remove the last alarm counter, you are able to see heat.	Awareness
See the Unseen	Quick	<p>Make an awareness check. Gain that many alarm counters. Until you remove the last alarm counter:</p> <ul style="list-style-type: none"> - Ignore all effects of blinding. - You are able to see spirits, enchantments and the souls of living beings as glowing lights. - You are able to see through illusions. 	Awareness
Spirit Journey	Regular	<p>Make an awareness check. Gain that many blind counters. Until you remove the last blind counter:</p> <ul style="list-style-type: none"> - Your vision is detached from your body. - As a movement action, move your vision up to 10 fields in any direction (but not through solid matter). 	Awareness
Find Water	Regular	<p>Add your intuition and nature modifiers. Gain that many enchantment counters:</p> <ul style="list-style-type: none"> - As a quick action, you become aware of the direction of the nearest drinkable water source. 	Intuition, Nature
Guided Feelings	Regular	<p>Make an intuition check. Gain that many alarm counters. Until you remove the last alarm counter:</p> <ul style="list-style-type: none"> - You become aware of traps just before you would trigger them. - You are aware of hidden doors and mechanisms within 3 fields. - You are aware of hidden enemies within 10 fields. 	Intuition
Unravel the Truth	Quick	Make an intuition check. Gain that many alarm counters. Until you remove the last alarm counter, whenever a lie is spoken or a fact is omitted, you become aware of it.	Intuition
Healing Hands	Regular	Touch a living being. Make a nature check. A target gains that many recovery counters. Then, the target removes any amount of recovery counters. For each counter removed this way, it either heals 1 damage or 1 stress.	Nature
Satiation	Regular	Touch a meal. Make a nature check. The touched item can feed that many people and does not spoil for that many days. Eating a portion increases the comfort of a rest by 1.	Nature
Shelter	Regular	<p>Touch a tent or other small shelter. Make a nature check. The touched item gains that many enchantment counters:</p> <ul style="list-style-type: none"> - When resting in the item, the comfort of the rest is increased by 1. - If the item is approached by a possible threat or is damaged, everyone inside wakes up. 	Nature
Extract Meaning	Regular	<p>Make a reasoning check. Gain that many surge counters. Until you remove the last surge counter:</p> <ul style="list-style-type: none"> - You are able to read texts in any language. - You are able to read one page per turn. 	Reasoning
Manyfold Expertise	Quick	<p>Make a reasoning check:</p> <ul style="list-style-type: none"> - Gain that many rush counters. - Gain that many surge counters. 	Reasoning

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Tongues	Quick	Make a reasoning check with 1d6 disadvantage. Gain that many enchantment counters: - As a quick action, listen to a language being spoken. You are able to speak and understand that language for the next 10 minutes.	Reasoning
Consolidate Will	Quick	Make a willpower check: - Gain that many ward counters. - Heal 2d6 stress.	Willpower
Fly	Regular	Make a willpower check with 1d6 disadvantage. Gain that many levitation counters.	Willpower
Inner Light	Quick	Make a willpower check. Gain that many enchanted counters: - As a quick action, a light equal to that of a torch radiates from your body for 1 hour. - As a quick action, cold weather does not affect you for 1 hour.	Willpower
Spirit Whispers	Quick	Make a willpower check with 1d6 disadvantage. Gain that many enchantment counters: - As a quick action, transmit a thought or concept to another person. You do not need to speak the same language.	Willpower
Blazing Strike	Boost	The melee or throwing weapon becomes engulfed in flames for the duration of the attack. It gains the aspects flammable, intimidating and unpredictable, and using weapon aspects does not cost you vigor or focus.	Assault
Forceful Removal	Boost	Make a throwing check. Move an adjacent target up to that many fields wide and/or high. You may have it take that much damage. If you throw it at another target, it takes that much damage.	Assault
Truestrike	Boost	The damage of your melee or throwing attack cannot be reduced or prevented.	Assault
Whirlwind	Boost	Your melee attack can have a number of targets up to your assault modifier.	Assault
Invulnerability	Quick	Until your next turn, prevent all damage that would be dealt to you.	Defend
Protecting Winds	Regular	Make a defend check. Gain that many rush counters. Until you remove the last rush counter: - Other allies within 5 fields gain your defend modifier to their defend checks. - Whenever an ally within 5 fields gains fire counters, that amount is reduced by your defend modifier.	Defend
Safeguarding	Regular	Make a defend check with your armor and shield bonus: - Gain half that many shield counters. - Distribute half that many shield counters among any number of other targets.	Defend
Dust Burst	Boost	Upon impact, the projectile of your ranged attack explodes into tiny fragments. The attack does not deal damage. Every target within 3 fields of the impact gains blind counters equal to your shooting modifier.	Shooting
Flame Burst	Boost	Upon impact, the projectile of your ranged attack explodes into flames. The attack does not deal damage. Make a shooting check. Every target within 3 fields of the impact gains that many fire counters.	Shooting
Homing Shot	Boost	Think of a target you have previously seen. The projectile of your attack with a ranged weapon will move around obstacles and corners to find your target (if it is within reach of your weapon).	Shooting

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