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Gifts

Custom

Blessings of the Changing Way

(Magic, Journeyman, Synecdoche, Changes)

Requires: Way of Changes, Changing Way Trappings

Action “Winds of Fortune”

You may assist (p. 112) almost any non-combat action using your Will + Supernatural dice, nudging good luck in your target’s direction. You may even assist in a task you’re not present for, if you have synecdoche (p. 312) with the person undertaking the task. However, this versatile magic is not without risk: if you botch the assist roll, the stroke of misfortune that befalls you and the intended beneficiary is likely to be epic!

X (Respite) Long action (five minutes) “Blessing of Future Joy”

By spending five minutes with an ally in mutual visualization of success to come, you provide them with a temporary shield against ill luck. Describe a task or project the target intends to attempt, in a simple phrase or sentence: “interviewing for a job”, “tunneling into the enemy fort”, “stabbing Vaslov Jakoba”, etc. Once before the end of the session, the subject of this magic may reroll all their dice on a roll pertaining to that task, taking the new result.

Physical

Name	Summary	Book & Page
Acrobat	Acrobatic Dash action, stand up faster, Retreat while prone, less fall damage	<i>Player's Book</i> 50
Brawling Fighter	Parry, Threaten, and Counter with Brawling	<i>Player's Book</i> 50
Charging Strike	Move & attack in one action	<i>Player's Book</i> 50
Contortionist	Squeeze into tight spaces, Retreat in place, Break Free with Brawling	<i>Player's Book</i> 50
Coward	Improved movement and Dodge while Afraid, become Afraid as Reaction	<i>Player's Book</i> 50
Fast Climber	Climb without Stunt penalties	<i>Player's Book</i> 50
Fast Jumper	Jump without Stunt penalties	<i>Player's Book</i> 51
Fast Swimmer	Swim without Stunt penalties	<i>Player's Book</i> 51
Frenzy	Become Enraged as a Reaction	<i>Player's Book</i> 51
Giant	Requires Body of d12. You are enormous and have extra reach	<i>Player's Book</i> 51
Hiking	Bonus d12 for travel endurance	<i>Player's Book</i> 51
Keen Ears	Negate highest penalty die on hearing rolls	<i>Player's Book</i> 51
Keen Eyes	Negate highest penalty die on vision rolls	<i>Player's Book</i> 51

Name	Summary	Book & Page
Keen Nose	Negate highest penalty die on hearing rolls, bonus d12 on tracking and foraging	<i>Player's Book 51</i>
Legerdemain	Steal items mid-combat or draw concealed weapon without Stunt penalties	<i>Player's Book 51</i>
Melee Finesse	Use Speed instead of Body for melee combat	<i>Player's Book 52</i>
Mounted Fighter	Mount adds your Riding to defenses	<i>Player's Book 52</i>
Night Vision	Treat poor lighting as fair lighting	<i>Player's Book 52</i>
Pacifist	Add d12 to all defenses, exhausts when you hurt someone	<i>Player's Book 52</i>
Parkour	Wall-run as a Stunt	<i>Player's Book 52</i>
Springing Strike	Immediately move away after successful attack	<i>Player's Book 53</i>
Sure-Footed	Ignore bad footing, treat Sprint rolls as Favored	<i>Player's Book 53</i>

Mental

Name	Summary	Book & Page
Animal Handling	Use Rally action on animals	<i>Player's Book 53</i>
Artist	Bonus d12 to create or gossip about chosen type of art	<i>Player's Book 53</i>
Clear-Headed	As a Reaction, exhaust to negate or downgrade various mental status	<i>Player's Book 54</i>
Craft Specialty	Bonus d12 for chosen type of Craft	<i>Player's Book 54</i>
Dead Reckoning	Bonus d12 for land navigation	<i>Player's Book 54</i>
Extra Favorite	+1 Mark and additional Favored specialty with chosen Skill	<i>Player's Book 54</i>
First Aid	Bonus d12 and no Stunt penalties for first aid	<i>Player's Book 54</i>
Gambling	Bonus d12 on games of chance and related rolls	<i>Player's Book 54</i>
Geography	Bonus d12 on knowledge rolls about places and populations	<i>Player's Book 54</i>
Heraldry	Bonus d12 to recognize nobility and their flags	<i>Player's Book 54</i>
History	Bonus d12 on knowledge rolls about the past	<i>Player's Book 54</i>
Junk Expert	Pull whatever Cheap item you need from your handy bundle	<i>Player's Book 54</i>
Language	Speak and understand another language	<i>Player's Book 55</i>
Medicine	Bonus d12 for diagnosis and healing	<i>Player's Book 55</i>
Melee Fervor	Use Will instead of Body for melee combat	<i>Player's Book 55</i>
Melee Guile	Use Mind instead of Body for melee combat	<i>Player's Book 55</i>
Mystic of ...	Bonus d12 with chosen style of magic	<i>Player's Book 55</i>
Overconfidence	Bonus d12 by awarding opposition a d12	<i>Player's Book 55</i>
Pack Tactics	Bonus d8 to Tactics if ally also has this Gift, d12 if they're Guarding	<i>Player's Book 56</i>
Piety of ...	Bonus d12 in matters of a chosen religion	<i>Player's Book 56</i>
Sailing	Bonus d12 on rolls involving boats	<i>Player's Book 56</i>
Spelunking	Bonus d12 on rolls involving caves and the underground	<i>Player's Book 56</i>
Teamster	Bonus d12 on rolls involving animal-powered vehicles	<i>Player's Book 56</i>
Tracking	Bonus d12 to follow trails	<i>Player's Book 56</i>
Unshakeable Fighter	Immune to Afraid effect from Overkill	<i>Player's Book 56</i>
Vengeful Fighter	Bonus d12 to Counter-Attack when Hurt, Injured, or Sick	<i>Player's Book 56</i>

Social

Name	Summary	Book & Page
Bribery	Bonus d12 when bribing or preparing to bribe	<i>Player's Book 57</i>
Carousing	Bonus d12 in drinky situations	<i>Player's Book 57</i>
Cosmopolitan	Use Culture Skills and Gifts outside your native culture	<i>Player's Book 57</i>
Diplomacy	Bonus d12 for Negotiation rolls spanning a full Scene	<i>Player's Book 57</i>
Disguise	Bonus d12 to appear as someone else or blend into a crowd	<i>Player's Book 57</i>
Etiquette	Bonus d12 in formal high-society functions	<i>Player's Book 57</i>
Fast-Talk	Bonus d12 for sub-Scene-length Negotiations	<i>Player's Book 57</i>
Haggling	Discount on buying, markup when selling, full value Quincunxes, bonus d12 to negotiate sales	<i>Player's Book 57</i>
Honor	Bonus d12 to thwart someone dishonorably interfering with your sworn duty	<i>Player's Book 57</i>
Insider with ...	Bonus d12 with a specific faction or group	<i>Player's Book 58</i>
Law	Bonus d12 for legal matters	<i>Player's Book 58</i>
Legal Authority	Privileges of an officer of the law. Exhaust to push Influence unconditionally	<i>Player's Book 58</i>
Local Knowledge of ...	Bonus d12 on rolls related to a specific region	<i>Player's Book 58</i>
Low Profile	Bonus d12 to blend into crowds	<i>Player's Book 59</i>
Nobility	Membership in a noble family. Bonus d12 when you can pull rank, exhaust to push Influence	<i>Player's Book 59</i>
Oratory	Bonus d12 for public speaking	<i>Player's Book 59</i>
Ordainment in ...	Official clergy of a religion. Bonus d12 on matters of that religion, exhaust to push Influence	<i>Player's Book 59</i>
Performance of ...	Bonus d12 to a chosen style of performance	<i>Player's Book 59</i>
Seduction	Bonus d12 in matters of romance	<i>Player's Book 59</i>
Shadowing	Bonus d12 for following people	<i>Player's Book 59</i>
Survival	Bonus d12 to live off the land	<i>Player's Book 60</i>
Team Player	Grant d12 when helping instead of d8	<i>Player's Book 60</i>
Wealth	Start with Expensive gear, bonus d12 when you can assert your richitude, exhaust to push Influence	<i>Player's Book 60</i>

Omnibus Alphabetical Gift List

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