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Gifts

Physical

Name	Summary	Book & Page
Acrobat	Acrobatic Dash action, stand up faster, Retreat while prone, less fall damage	Player's Book 50
Brawling Fighter	Parry, Threaten, and Counter with Brawling	Player's Book 50
Charging Strike	Move & attack in one action	Player's Book 50
Contortionist	Squeeze into tight spaces, Retreat in place, Break Free with Brawling	Player's Book 50
Coward	Improved movement and Dodge while Afraid, become Afraid as Reaction	Player's Book 50
Fast Climber	Climb without Stunt penalties	Player's Book 50
Fast Jumper	Jump without Stunt penalties	Player's Book 51
Fast Swimmer	Swim without Stunt penalties	Player's Book 51
Frenzy	Become Enraged as a Reaction	Player's Book 51
Giant	Requires Body of d12. You are enormous and have extra reach	Player's Book 51
Hiking	Bonus d12 for travel endurance	Player's Book 51
Keen Ears	Negate highest penalty die on hearing rolls	Player's Book 51
Keen Eyes	Negate highest penalty die on vision rolls	Player's Book 51
Keen Nose	Negate highest penalty die on hearing rolls, bonus d12 on tracking and foraging	Player's Book 51
Legerdemain	Steal items mid-combat or draw concealed weapon without Stunt penalties	Player's Book 51
Melee Finesse	Use Speed instead of Body for melee combat	Player's Book 52
Mounted Fighter	Mount adds your Riding to defenses	Player's Book 52
Night Vision	Treat poor lighting as fair lighting	Player's Book 52
Pacifist	Add d12 to all defenses, exhausts when you hurt someone	Player's Book 52
Parkour	Wall-run as a Stunt	Player's Book 52
Springing Strike	Immediately move away after successful attack	Player's Book 53
Sure-Footed	Ignore bad footing, treat Sprint rolls as Favored	Player's Book 53

Mental

Name	Summary	Book & Page
Animal Handling	Use Rally action on animals	Player's Book 53
Artist	Bonus d12 to create or gossip about chosen type of art	Player's Book 53
Clear-Headed	As a Reaction, exhaust to negate or downgrade various mental status	Player's Book 54
Craft Specialty	Bonus d12 for chosen type of Craft	Player's Book 54
Dead Reckoning	Bonus d12 for land navigation	Player's Book 54
Extra Favorite	+1 Mark and additional Favored specialty with chosen Skill	Player's Book 54
First Aid	Bonus d12 and no Stunt penalties for first aid	Player's Book 54
Gambling	Bonus d12 on games of chance and related rolls	Player's Book 54
Geography	Bonus d12 on knowledge rolls about places and populations	Player's Book 54

Name	Summary	Book & Page
Heraldry	Bonus d12 to recognize nobility and their flags	Player's Book 54
History	Bonus d12 on knowledge rolls about the past	Player's Book 54
Junk Expert	Pull whatever Cheap item you need from your handy bundle	Player's Book 54
Language	Speak and understand another language	Player's Book 55
Medicine	Bonus d12 for diagnosis and healing	Player's Book 55
Melee Fervor	Use Will instead of Body for melee combat	Player's Book 55
Melee Guile	Use Mind instead of Body for melee combat	Player's Book 55
Mystic of	Bonus d12 with chosen style of magic	Player's Book 55
Overconfidence	Bonus d12 by awarding opposition a d12	Player's Book 55
Pack Tactics	Bonus d8 to Tactics if ally also has this Gift, d12 if they're Guarding	Player's Book 56
Piety of	Bonus d12 in matters of a chosen religion	Player's Book 56
Sailing	Bonus d12 on rolls involving boats	Player's Book 56
Spelunking	Bonus d12 on rolls involving caves and the underground	Player's Book 56
Teamster	Bonus d12 on rolls involving animal-powered vehicles	Player's Book 56
Tracking	Bonus d12 to follow trails	Player's Book 56
Unshakeable Fighter	Immune to Afraid effect from Overkill	Player's Book 56
Vengeful Fighter	Bonus d12 to Counter-Attack when Hurt, Injured, or Sick	Player's Book 56

Social

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

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Name	Summary	Book & Page
Shadowing	Bonus d12 for following people	Player's Book 59
Survival	Bonus d12 to live off the land	Player's Book 60
Team Player	Grant d12 when helping instead of d8	Player's Book 60
Wealth	Start with Expensive gear, bonus d12 when you can assert your richitude, exhaust to push Influence	Player's Book 60

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