

ITEMS AND EQUIPMENTS

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Learn how to manage and use items and equipments in this chapter. You will also find the price list for most common items at the end of this chapter.

You can fast track this chapter by prioritizing the summaries and text in the yellow highlight panels.

ITEM SLOTS AND CRED

ITEM SLOTS & CRED SUMMARY

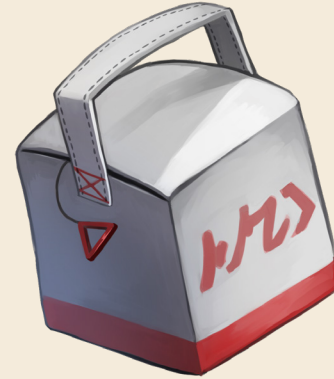
- You start with **8 Item** slots, but may be modified.
- You can carry as much items as you have slot
- Some items are worth 0 slot
- You have 20 Item slot storage at Cloudbreaker Guild
- Cred is the currency you earn. **1 Cred = 100 Kuds**

In this game, items are organized into Item Slot units, which fits into an Item Slot, a measure of item units the Player Characters (PC) can carry. By default each PC has 8 items slots, but certain Lifeforms, classes or other choices may increase the number of item slots that can be carried.

One Item Slot worth of items may be comprised of a single object or a pack of multiple smaller objects intended to fulfil similar functions. Toolkits are great examples of the latter. As mentioned in chapter 8 (ADVENTURING, SKILLS & TOOLKITS), if you know the detailed content of the item unit, then you may utilize those items for more specific purposes.

Zero Unit Items

Some items, such as rings or bracelets, are so small and easy to carry, they do not even make up a unit of item. Some plot important items may be considered as zero unit items for expediency sake even if they are bigger than a piece of bracelet.



*A dose of healing powder.
A product of Cloudbreaker R&D's medical engineering.*

Item Storage

Cloudbreaker Guilds allows for the storage of 20 Item Units worth of items and equipments. You can request for your stored item to be delivered to you between missions. You can also store your items on your rides, allowing you to swap your inventory at any time as long as you can access your ride's trunk. Different rides can store different amounts of items.

Cred

Cred, or Credits is the currency you earn from Cloudbreaker Guilds for completing missions. It is a virtual currency backed by the Cloudbreaker Alliance's banking system, so PCs do not have to worry about carrying too many coins. A cred can be broken into a smaller denomination called kuds, or kudos. One hundred kuds is the equivalent of one Cred.

Creds is accepted in virtually all shops in the cloudbroken lands. The existence of a local Cloudbreaker guild is a good indicator whether Creds is accepted. In locations where isn't one, PCs may find money changing services who would exchange their cred to the local currency for a fee.

ITEMS AND EQUIPMENTS

ITEMS AND EQUIPMENTS SUMMARY

Using Items

- Use items with minor action.
- Most healing items usable once per Full Rest

Using Equipments

- You can wear 1 Armor, 1 Attire & wield up to 2 weapons

Equipment Mastery

- You need mastery in armor category to benefit from it
- **Armor Categories:** Spell Garb, Light, Medium & Heavy
- Mastery in weapon category lets you apply mastery bonus to your combat roll
- **Weapon Categories:** Spell Catalyst, Light, Medium, & Heavy
 - **Melee Weapon:** Attack enemies in same zone, opportunity Strike
 - **Mid-Range Weapon:** Can attack distant enemies
 - **Long Range Weapon:** Powerful distant attack, setback if any enemy is in the same zone as wielder.
- **Improvised Weapon:** No mastery bonus, 1HP (appropriate) damage
- **Unarmed Attack:** All PCs mastered this, 1HP Blunt Unarmed Attack damage
- Each weapon may have tags that describe their additional functions
- Refer to the tag section to learn more
- **Attires:** You can only wear one at a time, over or under your armor.
- You don't need any mastery to benefit with attires.

Using Items

To use items in critical situations, you need to expend a minor action to use it for its intended function. But when you're out of critical situations, just say that your character uses it. Items with the "consumable" tag, are used up or lose their function after a single use.

Various recovery items apply the, "medicated" condition to the recipient. It means that the recipient cannot benefit from another dose of recovery item until completing a Full Rest and processed the existing dosage. (See "Conditions" for details)

Using Equipments

Objects classified as equipment are not "used" directly. The PCs benefit from equipments by wearing or wielding them. Many equipment requires the PCs to have mastery in the appropriate category, to benefit from them at all. For example, The PC needs to have mastery in Heavy armors to benefit from the maximum HP bonus from that type of armors.

Additionally, PCs can only benefit from a certain number of equipment from a category at a time. (i.e. storing certain pieces of equipment on a character does not immediately provide a benefit)

Equipments in Use

- **Weapon** - You can carry two pieces of weapons at a time, one in each hand. But to use them effectively, you need to have mastery in the appropriate category and fulfil any tag requirements. Two-handed weapons such as greatswords for example, need to be wielded with both hands to function.
- **Armor** - You can only wear and benefit from one armor set at a time.
- **Attire** - You can only wear and benefit from one attire set at a time. You can wear your attire under your armor or vice versa. While you are not wearing a specific attire set, such as a maid/butler uniform, you are assumed to be wearing ordinary clothing.

Equipment Category & Mastery

You need mastery in the proper equipment category to effectively use your equipments. Your equipment mastery comes from your primary class.

Armor Mastery

Currently, there are four armor categories, Spell Garbs (protective gear for spellcasting classes), light armor, medium armor and heavy armor which increases your Maximum hit points (HP). According to rumours, there are incredible armors of other categories from beyond the cloud.

You need to have mastery in your armor category to receive any of their benefits, such as physical fortitude damage reduction from your Spell Garb and additional maximum hit points.

Certain Discipline and Classes allows you to use the Unarmored Toughness option. This option provides you with higher starting defense (7 + Mastery) and you can use the unarmored toughness HP column. To benefit from this option, you must not wear any categories of armor, but you can still wear any attire.

Weapon Range Category

Weapons are divided by their range category and weight category. The range category is perhaps the most important division between weapons because it drastically affects the role the wielder can fulfil in combat situations.

- **Melee Weapon** - Melee weapons are designed to pressure your opponents and keep them in the frontline. As the category suggests, they have short range and can be used only to hit targets in the same zone as the wielder. However, melee weapons with the "thrown" tag can be used to make medium range attacks.

The greatest benefit of using melee weapons is that you can reflectively use it to punish enemies that try to move away from you. Whenever a target occupying the same zone as you tries to move to another zone voluntarily, you can make an Opportunity Strike at it with your free action. This means that you can make a Major Attack at it without expending any actions even when it is not your turn. You cannot make an opportunity attack at targets you can't see, targets that are pushed away or teleporting targets.

- **Mid Ranged Weapon** - Middle Ranged weapons allows you to attack targets within its range. However, you cannot make opportunity strikes with it.
- **Long Ranged Weapon** - Long Ranged weapons allows you to attack distant targets within its range. This class of powerful weapons require a lot of concentration to use. If there are any hostile targets or enemies in the same zone as you, your attack with this weapon is made with setback.

Weapon Mastery

Your weapon masteries are mainly divided by your weapon's weight classification instead of their range. Heavier weapons generally deal more damage. This means that even if you can only wield weapons of a certain weight class, you still have the option of wielding weapons of various ranges. For example, if you have mastery in medium weapons, you can wield and add your mastery bonus to your combat rolls with melee medium weapons such as longsword to long ranged medium weapons, such as rifle.

The equipment list is separated by the weapon's range. Check the weapon's weight class column to know if you have mastery in them.

A weapon mastery not categorized by weight is the Spell Catalyst mastery. Spell Catalysts are spellcating tools used mainly by spellcasters.

Improvised Weapons

When you use a weapon not designed for its intended purpose, such as using a dagger as a hammer to deal blunt damage, you make your combat roll without mastery and deal only 1 damage.

Unarmed Combat

All cloudbreakers are trained in unarmed combat and all PCs can make melee Unarmed Combat rolls with mastery. Your unarmed combat damage is 1 HP Blunt Unarmed damage. You can also make Opportunity Strikes with unarmed combat.

Attire

Attires are outfits that provide special benefits, usually in the form of additional points to the wearer's skill bonuses. The Maid/Butler uniform for example, adds +1 bonus to the wearer's Appeal skill bonus. You can only wear one attire at a time, over or under your armor.

Just like items and equipments, there are also special attires that provides more benefits.

Item & Equipment Tags

In the price list section you will see short descriptive tags next to the items and equipments. These tags are short-hands for the special functions and restrictions associated with these weapons.

Attachable - These weapons shoot arrows and bolts, and their tips can be replaced by various attachments.

Can't be Disarmed - As the tag name suggests, the wearer or wielder of this equipment cannot be disarmed from this object by maneuvers or spells. But it is possible for the wearer to remove it slowly with a minor action.

Curvable - Ranged weapons that can curve ignore setback penalty when attacking targets in zones that provide cover.

Consumable - Items with this tag are used up and removed from your possession after it's used.

Defensive Armament - Armaments such as spear, shield and yoroi armors provide this specific category of defensive bonus. You can only benefit from the defense bonus of one defensive armament at a time.

Dual-wield - When both of the weapons you wield have the dual-wield tag, after you make a Major Attack with your first weapon, you can expend a minor action to make a single follow-up attack with your second weapon. Follow up attacks don't deal excess damage.

Double/Triple Spellglyph Creation - If you are wielding this weapon when creating spellglyphs using your minor action, the spellglyph tokens you gain are doubled or tripled as the tag indicates. You need to have mastery in this weapon to benefit from this.

Eidolon Vessel - These are objects you can use as eidolon vessels. Specially purchased or acquired eidolon vessels often provide more utility than a random metallic object you may use as eidolon vessel.

Two-handed - Two handed weapons requires the use of both hands to wield.

Machinarm A. (Ammo) - Type A machinarms are cinder powered weaponry that shoots projectiles, commonly known as guns. The cinderblast trigger is auto-locked to prevent explosion while this device is enchanted by spells. So this weapon can't be used to attack while enchanted.

Machinarm B. (Boosted) - Boosted Machinarms are normal weapons that has been modified to deal additional boosted machinarm damage. Its primary damage method is Weapon Damage. Each time you hit a target and deal Weapon Damage with this weapon, you can use your minor action to press the cinderblast trigger once to deal a second instance of damage without needing to make a combat roll (since no dice is rolled it can't deal critical hit). This second instance of damage deals 50% or 100% of the weapon's base damage (rounded down) depending on the quality. The cinderblast trigger is auto-locked to prevent explosion while this device is enchanted by spells.

Martial Manual - These manuals come with a set of soil and artifacts from the training ground where you acquired your Martial Manuals. These manuals allow you to use new spirit bursts which benefits classes that uses martial arts.

Medication - When items with this tag are used on a target, that target gains the "medicated" condition and can't benefit from any recovery items. This condition ends after the target finishes taking a Full Rest.

Polearm - These weapons incorporate long shafts into their build. If you have mastery in the polearm you are wielding, you can also make a trip maneuver attack with mastery.

Pump Action - You can only attack with this weapon if it's in its chambered state. You can put this weapon in its chambered state by expending a minor action to pump its forestock. Each time you attack with this weapon, it is released from its chambered state. By using your Major Action to make a Major Attack with this weapon, you can use your minor actions to make as many follow-up attacks with this weapon as long as you have enough minor actions to chamber the weapon each time before making follow-up attacks with additional minor actions. Pump (minor action) - Shoot (Major action) - Pump (minor action) - Shoot (minor action) etc.

Soularms and Spiritarms - When you attack a target without any HP with this weapon, such as apparition type enemies, you damage its MP instead.

Spell Catalyst - Spell catalysts can be used to physically attack enemy targets, but they are not classified as melee weapons since they're not designed for melee combat. Thus, they can't be used to make opportunity strikes. However, they fulfil other spellcasting purposes.

Spell Garb - This is a type of armor mostly used by spellcasters. Even though they do not provide bonus maximum hit points, they provide powerful effects such as resistance to elemental damage or reduction of physical fortitude effect damage.

Strapable - These weapons can be strapped to your body parts and be used to attack without needing to be wielded in your hands.

Thrown - You can make middle-ranged attacks with these weapons according to their range distance. Thrown weapons you carry can be thrown without needing to be wielded first. Most thrown weapons are also melee weapons. If your thrown weapon has the dual-wield tag, you can make a dual wield follow-up attack with your thrown weapons as long your still carry them.

Titanarms - These Xtra Heavy weapons can only be wielded and swung by characters with mastery in them.

With Ammo / Set - This tag next to the price of equipments means that the equipment comes with ammunition or comes in a set. In Cloudbreaker Alliance, the amount of non-special ammunition you use is not tracked. When you buy weapons that come in a set or require ammunition, you are also provided with the tools to create more ammunition. You are assumed to be able to collect all your thrown weapons for reuse and always have enough weapons in a set for combat. You can also dual-wield weapons in a set without needing to buy a separate set.

ITEMS AND EQUIPMENT PRICE LIST

This is a price list of standard items and equipment subsidized by the Cloudbreaker Alliance supply department. **You can sell these standard items and equipment back to the supply department at half the listed price.** Special items and equipment are not subsidized and can't be sold to the supply department.

Some equipments can only be sold to you when you fulfilled the Grade Requirement. Some machinarms for example, can only be sold to you when you have reached Silver Grade (Level 5 - 8) and above.

MELEE WEAPONS

NAME	WT	DAMAGE	BONUS	TAG 1	TAG 2	TAG 3	RANGE	CRED	SLOT	GRADE
Combat Cane	L	3 HP Blunt Wpn	WPN Combat +1	Dual-wield			0	10	0.5	Copper
Short Sword	L	5 HP Sharp Wpn		Dual-wield			0	15	0.5	Copper
Mace	L	5 HP Blunt Wpn		Dual-wield			0	15	0.5	Copper
Daggers	L	3 HP Sharp Wpn	WPN Combat +1	Dual-wield	Thrown		0-1	40 (set)	1	Copper
Handaxes	L	5 HP Sharp Wpn		Dual-wield	Thrown		0-1	40 (set)	1	Copper
Rapier	M	4 HP Sharp Wpn	WPN Combat +1				0	30	0.5	Copper
Javelins	M	6 HP Sharp Wpn		Polearm	Thrown		0-2	40 (set)	1	Copper
Spear	M	6 HP Sharp Wpn	Def +1	Two-handed	Polearm	Defensive Arm	0	20	1	Copper
Battlestaff	M	6 HP Blunt Wpn	Def +1	Two-handed	Polearm	Defensive Arm	0	20	1	Copper
Longsword	M	6 HP Sharp Wpn					0	25	0.5	Copper
Battleaxe	M	6 HP Sharp Wpn					0	25	0.5	Copper
Warhammer	M	6 HP Blunt Wpn					0	25	0.5	Copper
Greatsword	H	8 HP Sharp Wpn		Two-handed			0	40	1	Copper
Greataxe	H	8 HP Sharp Wpn		Two-handed			0	40	1	Copper
Greathammer	H	8 HP Blunt Wpn		Two-handed			0	40	1	Copper
Halberd	H	8 HP Sharp Wpn		Two-handed	Polearm		0	40	1	Copper
Titanblade	XH	14HP Sharp Wpn		Two-handed	Titanarms		0	120	1	Silver
Giant Maul	XH	14HP Blunt Wpn		Two-handed	Titanarms		0	120	1	Silver

SHIELD

NAME	WT	DAMAGE	BONUS	TAG 1	TAG 2	TAG 3	RANGE	CRED	SLOT	GRADE
Shield	M	1 HP Blunt Wpn	Def +1	Defensive Arm			0	15	0.5	Copper
Combat Shield	H	6 HP Blunt Wpn	Def +1	Defensive Arm	Two-handed		0	20	1	Copper
Collosal Shield	XH	10 HP Blunt Wpn	Def +1	Defensive Arm	Two-handed		0	120	1	Silver

MACHINARM MELEE WEAPONS

NAME	WT	DAMAGE	BONUS	TAG 1	TAG 2	TAG 3	RANGE	CRED	SLOT	GRADE
Boosted Knuckle	M	4 HP Blunt Wpn	50% base dmg	Machinarm B.	Dual-wield		0	260	0.5	Silver
M. Longsword	M	6 HP Sharp Wpn	50% base dmg	Machinarm B.			0	275	0.5	Silver
M. Battleaxe	M	6 HP Sharp Wpn	50% base dmg	Machinarm B.			0	275	0.5	Silver
M. Warhammer	M	6 HP Blunt Wpn	50% base dmg	Machinarm B.			0	275	0.5	Silver
M. Greatsword	H	8 HP Sharp Wpn	50% base dmg	Machinarm B.	Two-handed		0	290	1	Silver
M. Greataxe	H	8 HP Sharp Wpn	50% base dmg	Machinarm B.	Two-handed		0	290	1	Silver
M. Greathammer	H	8 HP Blunt Wpn	50% base dmg	Machinarm B.	Two-handed		0	290	1	Silver
M. Halberd	H	8 HP Sharp Wpn	50% base dmg	Machinarm B.	Two-handed	Polearm	0	290	1	Silver

MID-RANGE WEAPONS

NAME	WT	DAMAGE	BONUS	TAG 1	TAG 2	TAG 3	RANGE	CRED	SLOT	GRADE
Shortbow	M	6 HP Sharp Wpn		Two-handed	Attachable	Curvable	0-3	20(ammo)	1	Copper
Folded Crossbow	L	5 HP Sharp Wpn		Attachable	Strapable		0-3	30(ammo)	1	Copper

MACHINARM MID-RANGE WEAPONS

NAME	WT	DAMAGE	BONUS	TAG 1	TAG 2	TAG 3	RANGE	CRED	SLOT	GRADE
Revolver	L	6 HP Sharp Wpn		Machinarm A.	Dual-wield		0-3	130(ammo)	1	Silver
Magnum	L	8 HP Sharp Wpn		Machinarm A.			0-3	210(ammo)	1	Silver
Shotgun	M	8 HP Sharp Wpn		Machinarm A.	Pump Action	Two-handed	0-3	600(ammo)	1	Silver

LONG-RANGE WEAPONS

NAME	WT	DAMAGE	BONUS	TAG 1	TAG 2	TAG 3	RANGE	CRED	SLOT	GRADE
Longbow	M	8 HP Sharp Wpn		Two-handed	Attachable	Curvable	0-5	40(ammo)	1	Copper
Ballista	M	9 HP Sharp Wpn		Two-handed	Attachable		0-5	40(ammo)	1	Copper

MACHINARM LONG-RANGE WEAPONS

NAME	WT	DAMAGE	BONUS	TAG 1	TAG 2	TAG 3	RANGE	CRED	SLOT	GRADE
Rifle	M	10 HP Sharp Wpn		Machinarm A.	Two-handed		0-10	300(ammo)	1	Silver

SPIRITARMS

NAME	WT	DAMAGE	BONUS	TAG 1	TAG 2	TAG 3	RANGE	CRED	SLOT	GRADE
Mace	L	6 HP Blunt Wpn		Spiritarm	Dual-wield		0	215	0.5	Silver
Longsword	M	8 HP Sharp Wpn		Spiritarm			0	225	0.5	Silver
Greathammer	H	10 HP Blunt Wpn		Spiritarm	Two-handed		0	240	1	Silver
Titanblade	XH	16HP Sharp Wpn		Spiritarm	Two-handed	Titanarms	0	320	1	Silver
Ballista	M	11HP Sharp Wpn		Spiritarm	Two-handed	Attachable	0-5	240(ammo)	1	Silver
and more...										

Any mundane weapon that's not a machinarm can be crafted as a spiritarm. The price of a spiritarm is the original weapon's cost plus 200 Cred. Weapons that originally deal 5 damage or less now deal 1 additional damage as spiritarm. Weapons that originally deal 6 damage or more now deal 2 additional damage as spiritarm. Spiritarms have the spiritarm tag.

ARROW & BOLT ATTACHMENTS

NAME	EFFECT	CRED	SLOT	GRADE
Arrowhead Pouch	Occupies one item slot and can store arrowhead sets	5	1	Silver
Cinderspark Head	Deal Fire Weapon damage & set fire to flammable objects	100 (set)	0.5 or 0 in pouch	Silver
Cinderblast Head	Explodes upon contact. After hitting, deal a 2nd instance of 50% Fire wpn dmg	200 (set)	0.5 or 0 in pouch	Silver
Hammer Head	Damage type becomes blunt	5 (set)	0.5 or 0 in pouch	Silver
Rope attachment	Enemy hit by this attachment can't move towards a direction that's away from you	10 (set)	0.5 or 0 in pouch	Silver
Bomb Head	Explodes upon contact. Choose a zone in the bow's range and make a Physical Weapon Effect roll against all the targets occupying the zone. The bomb's damage is the result of the roll + 8, reduced by each target's physical fortitude, the damage is HP Fire Weapon damage.	400 (set)	0.5 or 0 in pouch	Silver

ARMORS

NAME	WT	HP BONUS	DEF BONUS	TAG 1	CRED	SLOT	GRADE
Padded Silk	Light	7			25	1	Copper
Reinforced Padded Silk	Light	9			110	1	Copper
Mithril Fiber	Light	11			200	1	Silver
Reinforced Mithril Fiber	Light	13			355	1	Silver
Arcanaweave	Light	15			550	1	Gold
Reinforced Arcanaweave	Light	18			1,200	1	Gold
Thick Hide Armor	Medium	13			35	1	Copper
Reinforced Hide Armor	Medium	17			140	1	Copper
Carapace Armor	Medium	21			280	1	Silver
Reinforced Carapace Armor	Medium	25			500	1	Silver
Cindergrav Armor	Medium	29			775	1	Gold
Reinforced Cindergrav Armor	Medium	33			1,650	1	Gold
Platemail	Heavy	20			50	1	Copper
Yoroi	Heavy	20	Def +1	Defensive Arm	150	1	Copper
Reinforced Platemail	Heavy	26			170	1	Copper
Orichalcum Plate	Heavy	33			360	1	Silver
Orichalcum Yoroi	Heavy	33	Def +1	Defensive Arm	600	1	Silver
Reinforced Orichalcum Plate	Heavy	39			640	1	Silver
Spiritsteel Plate	Heavy	46			1,000	1	Gold
Spiritsteel Yoroi	Heavy	46	Def +1	Defensive Arm	1,800	1	Gold
Reinforced Spiritsteel Plate	Heavy	53			2,100	1	Gold

SPELL GARBS

NAME	WT	EFFECT	CRED	SLOT	GRADE
Elemental Cape	Spell Garb	Reduces all physical effect damage received by half.	500	1	Silver
Arcane Cape (Choose 1 Arcane Element)	Spell Garb	Gain resistance on corresponding element type (halves HP & MP damage) (Fire, Water, Wood, Wind, Earth, Metal, Lightning, Toxic or Ice element)	500 (each)	1	Silver
Cosmic Cape (Choose 1 Cosmic Element)	Spell Garb	Gain resistance on corresponding element type (halves HP & MP damage) (Order, Chaos or Astral element)	500 (each)	1	Silver
Weaponguard Cape	Spell Garb	Gain resistance to Weapon damage method (halves HP & MP damage dealt by weapons)	2,000	1	Gold

TOOLKITS & GEAR

NAME	BASIC (+3)	ADVANCED (+4)	EXPERT (+5)	SLOT
Camping Gear	50 Cred	200 Cred	500 Cred	1
Climbing Kit	50 Cred	200 Cred	500 Cred	1
Navigator's Kit	50 Cred	200 Cred	500 Cred	1
Arcanist Kit	50 Cred	200 Cred	500 Cred	1
Thaumaturgist Kit	50 Cred	200 Cred	500 Cred	1
Chemist Kit	50 Cred	200 Cred	500 Cred	1
Mechanics Kit	50 Cred	200 Cred	500 Cred	1
Impersonation Kit	50 Cred	200 Cred	500 Cred	1
Infiltration Kit	50 Cred	200 Cred	500 Cred	1
Toolkit restock	10 Cred	40 Cred	100 Cred	1
Replace the missing pieces of your Toolkit.				

CONSUMABLES

NAME	EFFECT	TAG 1	TAG 2	CRED	SLOT
Recovery Pouch	Hold 6 recovery powders	Container		5	1
Healing Powder	Recovers 2d6 + 8 HP	Consumable	Medication	10	0.5 or 0 in pouch
Fine Healing Powder	Recovers 2d6 + 16 HP	Consumable	Medication	80	0.5 or 0 in pouch
Refined Healing Powder	Recovers 2d6 + 24 HP	Consumable	Medication	160	0.5 or 0 in pouch
Refresh Dust	Recovers 2d6 + 8 MP	Consumable	Medication	30	0.5 or 0 in pouch
Fine Refresh Dust	Recovers 2d6 + 16 MP	Consumable	Medication	240	0.5 or 0 in pouch
Refined Refresh Dust	Recovers 2d6 + 24 MP	Consumable	Medication	480	0.5 or 0 in pouch
Sacred Incense	Aids Revival	Consumable		100	1
Vehicle Spare Parts	Repair vehicle	Consumable		500	1

SPELL CATALYST

NAME	WT	DAMAGE	BONUS	TAG 1	TAG 2	RANGE	CRED	SLOT	GRADE
Wand	Spell Catalyst	1 HP Blunt Wpn	Doubles Spellglyph Creation	Spell Catalyst		0	90	0.5	Copper
Staff	Spell Catalyst	4 HP Blunt Wpn	Doubles Spellglyph Creation	Spell Catalyst	Two-handed	0	80	0.5	Copper
Totem	Spell Catalyst	1 HP Blunt Wpn	Doubles Spellglyph Creation	Spell Catalyst		0	90	0.5	Copper

CLASS INSTRUMENTS

NAME	EFFECT	TAG 1	TAG 2	CRED	SLOT	GRADE
Talisman Packets	Increase eidolon summon range only by 10m (1 zone)	Eidolon Vessel		10 (set)	1	Copper
Talisman Slips	Increase eidolon summon & operation range by 10m (1 zone)	Eidolon Vessel		1,500	1	Copper
Eidolon Band		Eidolon Vessel	Can't be disarmed	5	0	Copper
Marionette	Puppeteer tool			20	1	Silver

ATTIRES

Wearing the right clothes makes your job easier. The psychological and practical benefits of your attires provides you with bonuses to your skill rolls. Special attires such as the Legendary Muscle Maid outfit may even provide you with unique features.

The listed attires can only be bought in shops located in their original region.

ATTIRES

NAME	ORIGIN	SLOT	CRED	BONUS
Trash Punk	Ulruk	1	100	Intimidation + 1
Glam Punk	Ulruk	1	300	Intimidation + 1 Artistry + 1
Travelling Drover	Ulruk	1	100	Endurance + 1
Travelling Sheriff	Ulruk	1	300	Endurance + 1 Detect + 1
Exoframe	Ulruk	1	100	Brute + 1
Spiked Exoframe	Ulruk	1	300	Brute + 1 Intimidation + 1
Investigator	Sanctum	1	100	Detect + 1
Detective	Sanctum	1	300	Detect + 1 Psychology + 1
Maid	Sanctum	1	100	Appeal + 1
Head Maid	Sanctum	1	300	Appeal + 1 Detect + 1
Sportswear	Illum	1	100	Sports + 1
Breathable Sportswear	Illum	1	300	Sports + 1 Endurance + 1
Garish Businesswear	Illum	1	100	Deception + 1
Executive Businesswear	Illum	1	300	Deception + 1 Psychology + 1
Thinker's Toga	Illum	1	100	Reason + 1
Philosopher's Toga	Illum	1	300	Reason + 1 Sports + 1
Scholar's Outfit	Feyland	1	100	Information + 1
Professor's Outfit	Feyland	1	300	Information + 1 Reason + 1
Theatre Hand's Outfit	Feyland	1	100	Artistry + 1
Theatrical Dreamcoat	Feyland	1	300	Artistry + 1 Thievery + 1

Attire Modification

Attires can be modified to provide an additional point of skill bonus. You can find tailors who provide such service in any settlement where there are shops. But you can only rely on luck to find the right tailor who could make the right modification. When the party enters a village or any larger settlement, they may ask the Game Master to roll a six sided die to discover the modifier the tailor working on that day can add to your attire.

Certain settlements have permanent tailors that can provide a certain skill modification at all time or even provide special modifications.

You can only have one modification on your attire. If your attire is remodified, then the latest modification overwrites the previous. The modification's appearance is influenced by the local clothing style.

If you're in a hurry, you can spend 200 CRED, on top of the modification fee, to use the portal delivery service send your attire to your chosen tailor to receive any type of modification you desire.

Attire Modification List

DICE	MODIFIER	CRED	MODIFICATION OPTIONS
1	Strength Tailor (Always in Ulruk)	100	Brute +1
		100	Endurance +1
		100	Intimidation +1
2	Agility Tailor (Always in Illum)	100	Sports +1
		100	Thievery +1
		100	Deceive +1
3	Awareness Tailor (Always in Feyland)	100	Detect +1
		100	Information +1
		100	Reason +1
4	Empathy Tailor (Always in Sanctum)	100	Psychology +1
		100	Artistry +1
		100	Appeal +1
5	Toolkit Tailor	100	Any Toolkit +1
6	All Tailors	100	Any Skill or Toolkit +1

RIDES

Cloudbreakers may bring their rides along their journey to travel faster and to carry more inventory. Through their adventures, they may come across various animal mounts and vehicles, but the Cloudbreaker Guild only sell the latter because living mounts are too difficult to maintain.

Ride Mastery

Your riding ability is represented by your Sports skill. That is the skill you roll when you need to perform riding related task rolls. Alternatively, you can use your Navigation Kit and let the Drive Assist system do the work for you.

Maintenance

To recover a vehicles' HP, you need to own a mechanics kit or navigator's kit. You can spend your resolve to spend the extra effort to repair its HP during breaks like how you recover yourself and full rest completely recovers it.

Wrecked & Repair

When a vehicle reaches 0 HP, it is wrecked. Wrecked vehicles need to be repaired by Vehicle Spare Part units. Each unit cost 500 Cred and certain vehicles may need more than one unit to repair from its wrecked stage.

CRUISER HOGS (Price: 2,500 CRED)

Construct (Vehicle)
Size: Medium, Speech: No

TURN SPEED: - MOV: 20m/60m (2zn / 3zn) Land
 HP: 35 MP: - Spare Part to Fix: 1
 DEF: 8 P.Fort: 8 M. Fort: -

MASTERY B.	STR	AGI	AWA	EMP
-	5	0	0	0

Masteries: -

Capacity: 2 (1 Rider & 1 Passenger)
 Trunk: 2 item slots

ACTIONS

ATTACKS & EFFECTS

Ram (Major Action): Melee attack, range: 0, (uses your Heavy Weapon attack mastery), 8 HP Blunt Weapon damage.

FEATURE

Cinder Engine: This vehicle cannot move or be used to attack while it's enchanted by spells.

Combat

When you're riding into combat, you form one unit with multiple targets, the ride, yourself and your passangers. You can use the ride's movement instead of your own. However, the ride still uses its own HP, Defense and Fortitudes.

If your vehicle is reduced to 0 HP and wrecked, you and your passangers take 2d6 fall damage and fall prone.

The Commander Discipline's Battle Rider features enhances your ability to do combat on your rides.

You have mastery attacking with your ride if you have mastery in heavy weapons.

Ride Living Creatures

To ride living creatures as mounts, the rider needs to be one size category smaller than the mount and use a minor action to ride it.

The rider can use a minor action to command the mount to use its minor action on the rider's turn and the same goes for Major Actions. For example, to order the mount to move, both the rider and mount needs to use their minor actions.

Well trained mounts will automatically end its turn without expending any of its actions to make them available to its rider. If it wants to move on its own while being ridden, it expends double the minor action.

(Tip: The mount can convert its Major Action into minor action to let the rider move twice.)

RIDING HORSE (Not for sale!)

Copper Grade Animal, Role: -
Size: Large, Speech: No, Danger Rating: 50

TURN SPEED: 6 MOV: 20m/40m (2zone/4zone) Land
 HP: 24 MP: 12 Morale T: 1 (Normal)
 DEF: 8 P.Fort: 6 M. Fort: 3

MASTERY B.	STR	AGI	AWA	EMP
+2	1	3	1	0

Masteries: -

Analyze: Information 8, Chemistry Kit 8
 Falter: HP 50% and below
 (Behaviour Change: Neighs and reels)
 Neutralize: Spook: Intimidate 16 (8 falter), Chemist Kit 8 (4 falter)
 Capacity: 2 (1 Rider & 1 Passenger)
 Trunk: 2 item slots

ACTIONS	Major 1	minor 1
ATTACKS & EFFECTS		
Kick (Major Action): Melee attack, range: 0, +2 attack, 6 HP Blunt Unarmed Combat damage.		

SPECIAL ITEMS

Special items and equipments are not subsidized by the Cloudbreaker Alliance supply department. So the prices can vary wildly and some can only be acquired through passing a special test which you need to pay to attempt.

There are three grades of special items, Rare, Very Rare and Legendary. Rare and Very Rare Special Items exists in limited amount and can be acquired at any time as long as you fulfil the condition to acquire them. All you need to do to acquire them is to pay and pass the special test required acquire them.

Legendary Special Items are unique items and only one would ever exist in the world. It is up to the Game Master (GM) to grant these items to the players. Alternatively, the GM may allow the characters to pay an ongoing search costs to progressive increase their chance of finding the item.

Destiny's End Points

Acquiring Special Items is a momentous event in a character's life and a fulfilment of your destiny. Thus, acquiring them may also increase your Destiny's End Point (DEP), which reduces your chance to be revived from death. When you have accumulated a total of 12 DEP points, your character will retire and become an NPC. The DEP cost is listed on the cost of each special item and equipment. You can get your DEP refunded by relinquishing or narratively losing the object. See Chapter 9 for more details on DEP (MAGIC & SPELLCASTING).

RARE SPECIAL ITEMS

True Spiritarm

Very rare Spiritarms

Slot: Variable Destiny's End: 1

Level Recommendation: Level 8

This is a spiritarm crafted according to the dangerous ancient spiritcrafting tradition. The wielder needs to undertake a spirit-letting ritual to infuse a half-forged weapon with their own spirit. If they failed to withstand the ritual, they will die. Fortunately, the spirit donor can give up on the ritual at any time and retry it when they're more confident. The ritual fees are not refundable.

True Spiritarm Ritual (800 Cred for any weapon type)

A seasoned spiritcrafter will hold a spiritcraft hammer and a soulstake nail before you and ask you three questions:

- Do you understand why you are here?
- Are you willing to pay the ultimate price for power?
- Will you be the weapon to strike down evil?

Each time you answer "yes" to the question, one of your three souls will be nailed in stasis and you will take 2d6 + 10 Resolve damage. After surviving three nails, your weapon can be forged successfully and you gain 1 Destiny's End Point.

If you die or if you answer no to any of the questions, the ritual fails and you will have to redo the whole process from the beginning.

Any mundane weapon that's not a machinarm can be crafted as a True Spiritarm. They retain their original properties, but now have the additional "Spiritarm" tag. You can craft a wepon set (daggers) or a pair of weapons with the dual-wield tag (short swords) with this ritual.

True spiritarms have the following features:

- **Improved Combat Roll** - Add +1 to combat roll bonuses made with this weapon if it's held by the spirit donor.
- **Spirit Reservoir** - The spirit donor can use a minor action to gain a Spirit Token. This feature is usable once and it can be reused after a full rest.
- **Growing Power** - True Spiritarms held by their spirit donor grows in power according to the donor's level. When wielded by other characters they're just normal weapons with the spiritarm property.

Growing Power

ORIGINAL DMG	DONOR LVL 1-4	LVL 5-8	LVL 9+
3 (e.g. Combat Cane)	4	5	6
4 (e.g. Rapier)	5	6	7
5 (e.g. Short Sword)	6	7	8
6 (e.g. Longsword)	8	9	10
7	9	10	12
8 (e.g. Greatsword)	10	12	14
9 (e.g. Ballista)	11	13	15
10	12	14	16
11	13	15	17
12	14	17	20
13	15	18	21
14 (e.g. Titanblade)	16	19	22

ORTHODOX MARTIAL MANUALS

Orthodox Martial Manuals can be earned by completing martial Trials in various Martial Arts academies in Illum. They contain notes and instructions tailored to your style and allows you to remember how to execute the spirit bursts and features contained in it. You have to retake the relevant trial for each martial manual you want to acquire.

Sun Dragon Manual

Rare Martial Manuals

Slot: 0.5 **Destiny's End:** 0

Earn By: Completing Martial Arts Trial A (200 CRED)

This martial arts manual contains the instruction that allows you to perform the Sun Dragon Blast Spirit Burst. This spirit burst deals damage in proportion to the amount of Spirit token you spend.

Spirit Burst: Sun Dragon Blast

(Requirement: Mastery in Martial Arts Combat Rolls)

By spending 3 spirit tokens, you can use your major action to unleash an energy blast against all your selected targets in a zone within 30m (3 zones) radius of you. Effect size: 5m sphere (1 zone). Choose a zone and make a Martial Arts effect roll against the physical fortitude of all the targets occupying the zone. The blast damage is the result of the roll + 8, reduced by each target's physical fortitude, the damage type is Order Martial Arts HP damage. For every additional minor action you expend on this attack and every additional spirit token you spend above the initial 3, add 4 additional damage to each target.

MARTIAL ARTS TRIALS

Martial Arts Trial A (200 CRED)

Objective: Destroy 3 tornado bamboo stalks

Level Recommendation: Level 5

There are three randomly swaying stalks of tornado bamboos in a zone. Each of them has 1 HP, 11 defense and 11 physical fortitude. You need to break all the bamboo stalks with martial arts damage by the end of 2 rounds. You start the trial occupying the same zone as the bamboos and you can only attempt this test alone.

Destroying the bamboos by any methods besides martial arts disqualifies you.

Pegasus Rampage Manual

Rare Martial Manuals

Slot: 0.5 **Destiny's End:** 0

Earn By: Completing Martial Arts Trial A (200 CRED)

This martial arts manual contains the instruction that allows you to perform the Pegasus Rampage Spirit Burst. This spirit burst allows you to make additional martial arts combo.

Spirit Burst: Pegasus Rampage

(Requirement: Mastery in Martial Arts Combat Rolls)

By spending 2 Spirit Tokens, you can use your free action to make a follow-up unarmed combat attack. Alternatively, you can spend 5 spirit tokens, to make three follow-up unarmed combat attacks

Raging Heart Manual

Rare Martial Manuals

Slot: 0.5 **Destiny's End:** 1

Earn By: Completing Martial Arts Trial B (400 CRED)

This martial arts manual contains the instruction that allows you to perform the Raging Heart Spirit Burst or enhance your Clear Mind Spirit Burst by spending an additional Spirit Token.

Spirit Burst: Raging Heart

(Requirement: Mastery in Martial Arts Combat Rolls)

On your turn, you can spend 2 spirit tokens as free action to gain +1 to your martial arts combat rolls, defence, physical fortitude and mental fortitude. This effect lasts for 5 minutes (25 rounds).

Alternatively, if you have the Spirit Burst: Clear Mind feature and you activate it, you can spend an additional spirit token to also activate Raging Heart. The two bursts stack, effectively doubling the bonuses. This effect lasts for 5 minutes (25 rounds).

Martial Arts Trial B (400 CRED)

Objective: Destroy 3 tornado bamboo stalks

Level Recommendation: Level 8

There are three randomly swaying stalks of hurricane bamboo positioned in three separate zones that are lined up adjacently. Each of them has 1 HP, 13 defense and 13 physical fortitude. You need to break all the bamboo stalks with martial arts damage by the end of 2 rounds. You start the trial occupying the middle zone and you can only attempt this test alone.

Destroying the bamboos by any methods besides martial arts disqualifies you.

LIMITED EDITION MACHINARMS

These Machinarms almost always fall into the hand of speculators and gamblers. These cutthroat scalpers would not part easily with their prize, and customarily charge a stack of Cred for the privilege of dueling them. You won't be walking away with your prize as long as they're still standing.

MACHINARM DUEL

Machinarm Duel A (400 CRED)

Objective: Reduce enemy HP to 0

Level Recommendation: Level 8

You face off against a Gambler NPC (see chapter 12) in combat. The NPC has only 25HP, since armor is not allowed in this duel.

This duel has special rules:

- **Machinarm Only** - You can only bring 1 machinarm weapon to this duel and you must attack with it.
- **No Armor** - You can't wear any armor.
- **2 Zones apart** - You start 2 zones away from your opponent, with an empty zone between you.
- **Wager Turn** - Instead of acting according to your turn speed, you call odd or even before rolling a six sided dice. If you called the result correctly, you get one turn to attack, otherwise, your opponent gets to attack. Repeat the roll until one person is left standing or one side forfeits.

If your HP is reduced to 0 in this duel, you die. You can forfeit this duel at any time.

Machinarm Duel B (600 CRED)

Objective: Reduce enemy HP to 0

Level Recommendation: Level 12

See Duel A, but this time, the Gambler NPC possesses a hidden pouch of healing powder.

Hydraulic Scoped Sniper Rifle

Very Rare Machinarm A

Slot: 1 **Destiny's End:** 1

Earn By: Completing Duel A (400 CRED)

This is a machinarm rifle that's modified to accommodate an array of telescopic scopes. It has the properties of a normal machinarm rifle and deals the same amount of damage. However, it is enhanced with the following features:

- **Extended Range** - The range of this weapon is 0 - 100 zones (0 - 1,000m).
- **Aim Assist (minor action)** - Each minor action you use to aim increases the next attack roll you make with this weapon by +1. This bonus can be stacked up to 5 times and lasts for 1 minute (5 rounds) since

the last aim action you make or until you attacked with this weapon.

- **Scope** - Use the scope of this machinarm to observe distant objects. You have edge on your detect rolls by sight if you use the scopes of this weapon.

Uncapped Folding Magnum

Very Rare Machinarm A

Slot: 0.5

Destiny's End: 1

Earn By: Completing Duel A (400 CRED)

This is an uncapped machinarm magnum that can be assembled into your hand with the tug of a cord and disassembled by releasing it. It has all the properties of a regular magnum with the exception that it deals 12HP damage instead of 8.

It also has the following additional features:

- **Uncapped Machinarm** - This weapon will explode if it's enchanted by spell while it's in its assembled state, dealing 12HP Fire Weapon damage to the wielder. It costs 100 Cred to fix in any store that sells machinarm.
- **Self Assemble/Disassemble (Instant)** - Using your minor action, you can pull its assembly cord to assemble itself into your hand. Using your free action, you can release the cord to let the weapon instantly disassemble itself and return to your inventory, preventing it from being enchanted by spells or coming into contact with it.
- **Compact Strap** - This weapon can be worn & concealed under your sleeve.

Uncapped High Calibre Rifle

Very Rare Machinarm A

Slot: 1

Destiny's End: 1

Earn By: Completing Duel B (400 CRED)

This is a machinarm rifle with a side compartment that houses an uncapped cinderblast activator. You need to load the activator with a minor action each time to shoot with it. It has the properties of a regular rifle with the exception that it deals 20HP damage instead.

It also has the following additional features:

- **Uncapped Machinarm** - This weapon will explode if it's enchanted by spell while it's in its loaded state, dealing 20HP Fire Weapon damage to the wielder. It costs 100 Cred to fix in any store that sells machinarm.
- **Load/Unload** - You need to load this weapon each time before shooting. It automatically enters the unloaded state after firing or you can use your minor action to unload.
- **Gold Permit Required** - Only level 9 cloudbreakers are allowed to carry this.

Overcranked Melee Machinarm

Very Rare Machinarm B

Slot: Variable **Destiny's End:** 1

Earn By: Completing Duel B (600 CRED)

This melee machinarm is fitted with a more potent experimental cinderblast blast reactor and modification module. Activating it at full power requires Gold Grade Cloudbreaker permit.

This machinarm has the same properties as any melee machinarm models from the market, with the addition of the following features:

- **Gold Permit Required** - If the wielder is at level 9 or above, the bonus damage of this weapon becomes 100% of the weapon's base damage. Otherwise, the bonus damage is 50%.
- **Modification Module Slot** - This machinarm can be fitted with a modification module. The module can be replaced with another module using minor action.

Jump Modification Module

Very Rare Machinarm B Module

Slot: 0.5 **Destiny's End:** 0

Purchase For: 300 each

This melee machinarm modification module allows you to move with your free action when you use your minor action to deal the bonus damage on a target. Your max movement range limit still applies and you're still susceptible to opportuony strikes.

Scuffle Modification Module

Very Rare Machinarm B Module

Slot: 0.5 **Destiny's End:** 0

Purchase For: 600 each

When you use your minor action to deal the bonus damage on a target, this modification module allows you to make a scuffle maneuver on the same target (Bullrush, Grapple, Push, Trip & Disarm) with your free action.

Inertia Multiplier Modification Module

Very Rare Machinarm B Module

Slot: 0.5 **Destiny's End:** 0

Purchase For: 800 each

Using your minor action, you can activate this module to increase the machinarm's current base weapon damage according to its weight category, Heavy +10, Medium +8 & Light +6. This effect lasts until the start of your next turn or when this machinarm is enchanted by spells. The cinderblast trigger is locked and can't be activated until this effect ends.

SPELL CHARGED CATALYSTS

These Catalysts are imbued by powerful High Spells through every step of their production. It takes patience, luck and potentially a lot of cred to create them. Those who are interested in it getting them better plan ahead and start the imbuing their catalysts early.

Spell Charged Catalyst R4

Rare Spell Catalyst

Slot: 0.5 / 1 **Destiny's End:** 0

Earn By: Catalyst Empowerment A (100 CRED)

This catalyst is imbued by a Rank 4 High Spell. Cosmic High Spells can only be imbued into totems and staff, while Arcane High Spells can only be imbued into wands and staff. This catalyst has the following features:

- **Improved Combat Roll** - Add +1 to combat roll bonuses made with this catalyst.
- **Triple Spellglyph Creation** - When you use a minor action to create a spellglyph token, you create three tokens instead.
- **Rank 4 High Spell** - Choose a Rank 4 High Spell to imbue into this catalyst. This High Spell can be cast without needing to fulfil its situational condition.

CATALYST EMPOWERMENT

Catalyst Empowerment A (100 CRED)

Objective: Gain a total of 20 Empowerment Point

Level Recommendation: Level 2 - 6

Choose a spell catalyst type and empower it with a Rank 4 High Spell. It gains 2d6 Empowerment point. Cosmic High Spells can only be imbued into totems and staff, while Arcane High Spells can only be imbued into wands and staff.

This process can be repeated between missions or once per in-game month. Once you gain a total of 20 Empowerment points, the catalyst is completed.

You cannot change the catalyst or spell type of the Spell Charged catalyst you're empowering, but you can empower multiple catalysts at a time.

Catalyst Growing A (200 CRED)

Objective: Gain a total of 20 Growth Point

Level Recommendation: Level 2 - 6

Choose a spell catalyst to grow in an arcane garden's nursery. It gains 2d6 Growth point.

This process can be repeated between missions or once per in-game month. Once you gain a total of 20 Growth points, the catalyst is completed.

You cannot change the catalyst type you're growing, but you can grow multiple catalysts at a time.

Spell Ring

Rare Spell Catalyst

Slot: 0

Destiny's End: 0

Earn By: Catalyst Growing A (200 CRED)

This catalyst can be worn on a character's finger and be used to multiply the number of spellglyph gained:

- **Double Spellglyph Creation** - When you use a minor action to create a spellglyph token, you create two tokens instead.
- **Can't be disarmed** - The wearer or wielder of this ring cannot be disarmed from this ring by maneuvers or spells. But it is possible for the wearer to remove it slowly with a minor action

LEGENDARY SPECIAL ITEMS

Rindill' Hope

Legendary Soularm (longsword)

Slot: 0.5

Destiny's End: 2

An ancient longsword soularm housing the soul of Rindill, the star elven fiance of Harlaw. This soularm will only form a bond with its chosen wielder. PCs can choose to gain 2 destiny's end points to be chosen.

- **Growing Power** - Rindill's hope is a longsword that deals 6HP Order Weapon damage. When wielded by its chosen wielder who's at level 1 - 4, this weapon grants +1 Weapon Combat Roll bonus and deals 8HP Order Weapon damage. When the chosen wielder is at level 5 - 8 it deals 9HP damage and at level 9 and above, it deals 10HP damage.
- **Grant Astral Sight** - While wielding this weapon, the chosen wielder can use their minor action to gain astral sight for 1 minute (5 rounds).
- **Ghost Bane** - When used to attack a target without HP, it deals double damage to its MP instead.
- **Character Quirk** - Rindill has the Observant character quirk at Rank 3. Chosen characters can use its quirks as if it's their own.

Legendary Muscle Maid Outfit

Legendary Attire

Slot: 1

Destiny's End: 1

A maid outfit once worn by the original muscle maid, Ash Burncamp. This orcish tracker gained eternal fame in Sactum for infiltrating the dreaded Red Horn pirates and brought them down almost single-handedly.

- **Bonuses** - Brute +2, Detect +1
- **Lovely Muscles** - You can use your Brute skill bonus when making an appeal roll.
- **Imposing Presence** - Using your free action, you can make all creatures within 10m (1 zone) to notice your presence.

Pulse Screwdriver

Legendary Toolkit

Slot: 1

Destiny's End: 1

A curious baton shaped device that can manipulate mechanical objects from a distance using sonic pulses. It comes with a charging set powered by sunlight.

- **Sonic Pulse** - This device is the equivalent of an Expert Mechanics Kit with +5 Quality. But you can use it on any object & target up to 30m (3 zones) away.
- **Sonic Hacking** - This device can also be used to unlock doors and hack infosystem terminals from 30m (3 zones) away (+5), and benefits from your Infiltration Kit mastery. But it can't help you conceal yourself.

(More special items to come)