

**Ascendancy LRP
Appendix C.
Heritage Talents**

Appendix C – Heritage Talents

Darkling Nature	Linked to the element of Void or Aether	Supernatural
Fae Nature	Part of the ancient race of the Faeries	Supernatural
Gnomic Nature	Linked to the element of earth	Supernatural
Naturekin Nature	Linked to the flora around them.	Supernatural
Regenerate	Rapidly recover from injuries	Supernatural
Salamander Nature	Linked to the element of Fire.	Supernatural
Sylph Nature	Linked to the element of Air.	Supernatural
Undine Nature	Linked to the element of Water.	Supernatural

Darkling Nature:

The character is deeply attuned to the element of Void, giving them abilities beyond the average man, but also flaws and vulnerabilities to match.

You only can be controlled by Command Spells if they are directly cast as Command Elemental. When casting spells, you are considered to have Spirit Speech: Void Spirits.

Level	Ability	HAP Cost
1	You are able to perceive and communicate with minor Void Spirits.	1
	You are able to create a fist sized ball of elemental Void.	1
	You are not affected by level 1 elemental Void effects.	None
	You are allergic to elemental Spirit and Lead, you are afraid of them and will go out of your way to avoid them.	None
2	You are able to bargain with minor Void Spirits.	2
	You are able to throw a Void Bolt, this does 1 point of damage to the target, ignoring armour.	2
	You are not affected by level 2 elemental Void effects.	None
	You are extremely allergic to elemental Spirit and Lead, if your skin comes in contact with them you will be in extreme pain and the effected area will swell up. This will need to be cleansed.	None
3	You are able to perceive and communicate with major Void Spirits.	3
	You are able to cast a Void Blast, this knocks the target back 20ft.	3
	You are not affected by level 3 elemental Void effects.	None
	You are extremely allergic to elemental Spirit and Lead, if you are damaged by these substances you will take one extra point of damage and be in extreme pain.	None
4	You are able to command minor Void Spirits and bargain with major Void Spirits.	4
	You are able to throw a Void Strike, this causes a point of Critical damage to the target, ignoring armour. This can also damage items and structures.	4
	You are not affected by level 4 elemental Void effects.	None
	You are extremely allergic to elemental Spirit and Lead, if you are damaged by these substances you will take damage as above, but you will also fall unconscious, regardless of how much damage you have taken. You will require medical attention before regaining consciousness.	None
5	You are able to perceive and communicate with greater Void Spirits.	5
	You are able to turn any armour you are wearing into Etheric Armour. This doubles the protection value of the armour. It is instantaneous and lasts for 2 minutes. All magic cast at the wearer is absorbed by the armour. This is all magic, including from friendly sources.	5
	You are now immune to elemental Void effects.	None
	You are extremely allergic to elemental Spirit and Lead, any damage you take from these substances causes an immediate critical wound.	None

Fae Nature:

The character is one of the race of Fae that dwell on, or come from Faerie. The character is able to alter the reality and emotions of those around them. They can create illusions and shared hallucinations.

You do not need to spend additional HAP on the upkeep of Glamour (illusion) effects, however the initial HAP spent on the effect will not regenerate until after the effect is dropped. If you lose consciousness or drop to zero HAP any effects in play will fade.

Level	Ability	HAP Cost
1	You may conceal a single give-away part of your Fae Heritage (e.g. pointed ears, or unusually coloured skin), everything else must be concealed with clothing or make-up. You may also enhance or add a Fae Heritage feature. Certain people may still be able to see through the Glamour. This effect must be fully phys-repped.	1
	By wearing non-descript clothing and acting in a way that does not draw attention to yourself you may 'blend' into the background, becoming less likely to be attacked or noticed.	1
	You are allergic to either salt, sulphur or Cold iron, you are afraid of them and will go out of your way to avoid them.	None
2	During times of heightened emotion you may project your feelings onto others, this is uncontrolled and may to a greater or lesser degree, depending on their own emotional state (for example someone who is very angry is unlikely to start feeling happy as a result of this effect). This affects anyone within ten feet. Those who read Auras may be particularly affected, characters with Mind Blank may not be affected at all.	2
	By singing or storytelling you are able to actively affect the emotional state of one target, this is more focused than the above effect.	2
	You are extremely allergic to either salt, sulphur or Cold iron, if your skin comes in contact with them you will be in extreme pain and the effected area will swell up. This will need to be cleansed.	None
3	You may hide all but one of your Fae Heritage features. You may also choose to exaggerate or add Fae Heritage features, though these remain illusionary. These must be fully phys-repped. You may also use the level one ability of this Talent on up to three willing targets. This may not be used to hide the remaining Fae Heritage feature of someone else using Glamour	3
	If you work in conjunction with other Fae with this Talent, you may take a location, such as a glade, and create an atmosphere to settle or unsettle the nerves, using illusionary lights, sounds (such as music), smells etc. These must be phys-repped.	
	You are extremely allergic to either salt, sulphur or Cold iron, if you are damaged by these substances you will take one extra point of damage and be in extreme pain.	None

4	<p>This is similar to level two, but is much more powerful and controlled. You may project almost any emotion of your choosing onto a single person and you may dictate the severity of the emotion felt. Those who read Auras may be particularly affected, while characters with Mind Blank may not be affected at all.</p> <p>By singing or storytelling you are able to actively affect the emotional state of multiple targets, up to five within a ten foot area.</p> <p>You are extremely allergic to either salt, sulphur or Cold iron, if you are damaged by these substances you will take damage as above, but you will also fall unconscious, regardless of how much damage you have taken. You will require medical attention before regaining consciousness.</p>	4 4 None
5	<p>You can alter your physical appearance to make yourself look like a member of another humanoid race. This does not grant you any of the abilities available to that race but as far as any physical detection techniques (e.g. smell, touch, etc.) are concerned you will be a full member of your chosen race. This cannot hide the character's aura. This effect must be fully phys-repped.</p> <p>You may also use level 3 of this Talent on up to three willing targets.</p> <p>Working in conjunction with other Fae you may weave an odd performance of wild dance and atonal music which will create an elaborate illusion designed to entrap all those who step within its boundaries. The illusion may take any form you wish, but it must be a form that is enticing to the people or creatures you are trying to target. The illusion will last for five minutes after you stop dancing and you cannot use this on the same creature again that day. Characters with Mind Blank may be able to, at least partially, shrug off the effects of the illusion.</p> <p>You are extremely allergic to either salt, sulphur or Cold iron, any damage you take from these substances causes an immediate critical wound.</p>	5 5 None

Gnomic Nature:

The character is deeply attuned to the element of Earth, giving them abilities beyond the average man, but also flaws and vulnerabilities to match.

You only can be controlled by Command Spells if they are directly cast as Command Elemental. When casting spells, you are considered to have Spirit Speech: Earth Spirits.

Level	Ability	HAP Cost
1	You are able to perceive and communicate with minor Earth Spirits.	1
	You are able to create a fist sized ball of elemental Earth.	1
	You are not affected by level 1 elemental Earth effects.	None
	You are allergic to elemental Water and Copper, you are afraid of them and will go out of your way to avoid them.	None
2	You are able to bargain with minor Earth Spirits.	2
	You are able to throw a Earth Bolt, this does 1 point of damage to the target, ignoring armour.	2
	You are not affected by level 2 elemental Earth effects.	None
	You are extremely allergic to elemental Water and Copper, if your skin comes in contact with them you will be in extreme pain and the effected area will swell up. This will need to be cleansed.	None
3	You are able to perceive and communicate with major Earth Spirits.	3
	You are able to cast a Earth Blast, this knocks the target back 20ft.	3
	You are not affected by level 3 elemental Earth effects.	None
	You are extremely allergic to elemental Water and Copper, if you are damaged by these substances you will take one extra point of damage and be in extreme pain.	None
4	You are able to command minor Earth Spirits and bargain with major Earth Spirits.	4
	You are able to throw a Earth Strike, this causes a point of Critical damage to the target, ignoring armour. This can also damage items and structures.	4
	You are not affected by level 4 elemental Earth effects.	None
	You are extremely allergic to elemental Water and Copper, if you are damaged by these substances you will take damage as above, but you will also fall unconscious, regardless of how much damage you have taken. You will require medical attention before regaining consciousness.	None
5	You are able to perceive and communicate with greater Earth Spirits.	5
	You are able to turn any armour you are wearing into Earthen Armour. This doubles the protection value of the armour. It is instantaneous and lasts for 2 minutes. The armour becomes as tough as stone, as a result all damage is reduced by 1 point per hit and the armour is immune to Shatter type spells, although the character can not move faster than a walk while the ability is active.	5
	You are now immune to elemental Earth effects.	None
	You are extremely allergic to elemental Water and Copper, any damage you take from these substances causes an immediate critical wound.	None

Naturekin Nature:

The character is able to communicate with the plants around him on a very basic level. As his skills improve he is able to communicate on a more meaningful level. Be aware that any information gained will be from the plants' point of view. He can convince them to help him, or in extreme cases compel them to obey him.

Level	Ability	HAP Cost
1	You are able to read the basic nature of a plant i.e. harmful or helpful to humans.	1
	You can cause a target to be held in place for 1 minute by roots, their feet sinking into the ground etc. Stronger creatures may not be affected by this (Potency 1 can get out in 30 seconds, Potency 2+ can break free in 10 seconds). Creatures can still attack while entwined.	1
	You are allergic to salt, you are afraid of it and will go out of your way to avoid it.	None
2	By focusing on a group of plants in a given area you can gain a rough understanding of what has happened in that area within the lifespan of the plants you are talking to.	2
	You know what to do to affect the health of plants, either encouraging them to more fecund growth, or killing them off.	2
	You are extremely allergic to salt, if your skin comes in contact with it you will be in extreme pain and the effected area will swell up. This will need to be cleansed.	None
3	You are able to create an area 10ft in diameter that will entangle anything within it. Targets are held in place for up to 3 minutes with roots, vines, mud etc holding them in place. Targets can still move, fight and can cut themselves free if they have blades or fire. A feat of strength can also pull someone free.	3
	By remaining still and immersing yourself in plant life (sitting in long grass and meditating, or slowly running your hands through the leaves of a tree) you are able to boost the speed at which you regain HAP. You gain one HAP per 15 minutes spent in this state. If you are distracted or disturbed during this period, you must complete another 15 minutes immersion, you cannot pick up where you left off.	3
	You are extremely allergic to salt, if you are damaged by this substance you will take one extra point of damage and be in extreme pain.	None
4	You are able to recognise the relevant parts of a plant and what their uses are in terms of specific harmful or helpful uses e.g the leaves of a certain plant is good for helping bones knit together. You can encourage plants to develop certain parts of itself over other parts, at Ref discretion.	Variable
	You are able to supply energy to a plant in order to heal it of wounds or diseases, or remove any stains of unnatural corruption. This is at Ref discretion.	Variable
	You are extremely allergic to salt, if you are damaged by this substance you will take damage as above, but you will also fall unconscious, regardless of how much damage you have taken. You will require medical attention before regaining consciousness.	None
5	You are able to 'ride' the plants in an area experiencing what they experience. You are also able to feel back through what they have experienced in their lifetimes, filtering the sensations into a more meaningful set of information for a human to understand.	Variable
	You may speed up the growth, or life cycle, of a plant. This can range from the seeds of a plant reaching maturity more rapidly then it should, or even a tree growing to maturity over the course of a day. This is at Ref discretion.	Variable
	You are extremely allergic to salt, any damage you take from this substance causes an immediate critical wound.	None

Regenerate:

The character is able to regenerate damage, reducing the need for medical attention.

Damage taken from fire or explosions may not be regenerated, and must be healed normally! If a broken bone is not set you will not be able to regenerate the damage.

Level	Ability	HAP Cost
1	Any treated, non critical wound (ie above 0) will regenerate in 15 minutes rather than 30.	1/wound
2	Any non treated, non critical wound (ie above 0) will regenerate in 15 minutes.	2/wound
3	Any treated critical wound (0 hits) will regenerate in 15 minutes.	3/wound
4	Can reduce a lethal wound to a normal point of damage.	4
5	Can activate advanced regeneration for a short period of time. For 2 minutes all damage taken is reduced by 1, and you also regenerate 1 hit point (total, not per location) every 30 seconds. However after the two minutes you are exhausted and cannot use any skill or talent that requires HAP for 5 minutes.	5

Salamander Nature:

The character is deeply attuned to the element of Fire, giving them abilities beyond the average man, but also flaws and vulnerabilities to match.

You only can be controlled by Command Spells if they are directly cast as Command Elemental. When casting spells, you are considered to have Spirit Speech: Fire Spirits.

Level	Ability	HAP Cost
1	You are able to perceive and communicate with minor Fire Spirits.	1
	You are able to create a fist sized ball of elemental Fire.	1
	You are not affected by level 1 elemental Fire effects.	None
	You are allergic to elemental Earth and Lodestone, you are afraid of them and will go out of your way to avoid them.	None
2	You are able to bargain with minor Fire Spirits.	2
	You are able to throw a Fire Bolt, this does 1 point of damage to the target, ignoring armour.	2
	You are not affected by level 2 elemental Fire effects.	None
	You are extremely allergic to elemental Earth and Lodestone, if your skin comes in contact with them you will be in extreme pain and the effected area will swell up. This will need to be cleansed.	None
3	You are able to perceive and communicate with major Fire Spirits.	3
	You are able to cast a Fire Blast, this knocks the target back 20ft.	3
	You are not affected by level 3 elemental Fire effects.	None
	You are extremely allergic to elemental Earth and Lodestone, if you are damaged by these substances you will take one extra point of damage and be in extreme pain.	None
4	You are able to command minor Fire Spirits and bargain with major Fire Spirits.	4
	You are able to throw a Fire Strike, this causes a point of Critical damage to the target, ignoring armour. This can also damage items and structures.	4
	You are not affected by level 4 elemental Fire effects.	None
	You are extremely allergic to elemental Earth and Lodestone, if you are damaged by these substances you will take damage as above, but you will also fall unconscious, regardless of how much damage you have taken. You will require medical attention before regaining consciousness.	None
5	You are able to perceive and communicate with greater Fire Spirits.	5
	You are able to turn any armour you are wearing into Firey Armour. This doubles the protection value of the armour. It is instantaneous and lasts for 2 minutes. As well as protecting the wearer from any fire damage, any close combat hit (or physical contact) on the wearer will cause 1 point of fire damage on the attacker.	5
	You are now immune to elemental Fire effects.	None
	You are extremely allergic to elemental Earth and Lodestone, any damage you take from these substances causes an immediate critical wound.	None

Sylph Nature:

The character is deeply attuned to the element of Air, giving them abilities beyond the average man, but also flaws and vulnerabilities to match.

You only can be controlled by Command Spells if they are directly cast as Command Elemental. When casting spells, you are considered to have Spirit Speech: Air Spirits.

Level	Ability	HAP Cost
1	You are able to perceive and communicate with minor Air Spirits.	1
	You are able to create a fist sized ball of elemental Air.	1
	You are not affected by level 1 elemental Air effects.	None
	You are allergic to elemental Fire and Gold, you are afraid of them and will go out of your way to avoid them.	None
2	You are able to bargain with minor Air Spirits.	2
	You are able to throw a Air Bolt, this does 1 point of damage to the target, ignoring armour.	2
	You are not affected by level 2 elemental Air effects.	None
	You are extremely allergic to elemental Fire and Gold, if your skin comes in contact with them you will be in extreme pain and the effected area will swell up. This will need to be cleansed.	None
3	You are able to perceive and communicate with major Air Spirits.	3
	You are able to cast a Air Blast, this knocks the target back 20ft.	3
	You are not affected by level 3 elemental Air effects.	None
	You are extremely allergic to elemental Fire and Gold, if you are damaged by these substances you will take one extra point of damage and be in extreme pain.	None
4	You are able to command minor Air Spirits and bargain with major Air Spirits.	4
	You are able to throw a Air Strike, this causes a point of Critical damage to the target, ignoring armour. This can also damage items and structures.	4
	You are not affected by level 4 elemental Air effects.	None
	You are extremely allergic to elemental Fire and Gold, if you are damaged by these substances you will take damage as above, but you will also fall unconscious, regardless of how much damage you have taken. You will require medical attention before regaining consciousness.	None
5	You are able to perceive and communicate with greater Air Spirits.	5
	You are able to turn any armour you are wearing into Air Armour. This doubles the protection value of the armour. It is instantaneous and lasts for 2 minutes. No physical small missile or thrown weapons will affect the wearer. Cannon shot and Ballista's will still effect the wearer.	5
	You are now immune to elemental Air effects.	None
	You are extremely allergic to elemental Fire and Gold, any damage you take from these substances causes an immediate critical wound.	None

Undine Nature:

The character is deeply attuned to the element of Water, giving them abilities beyond the average man, but also flaws and vulnerabilities to match.

You only can be controlled by Command Spells if they are directly cast as Command Elemental. When casting spells, you are considered to have Spirit Speech: Water Spirits.

Level	Ability	HAP Cost
1	You are able to perceive and communicate with minor Water Spirits.	1
	You are able to create a fist sized ball of elemental Water.	1
	You are not affected by level 1 elemental Water effects.	None
	You are allergic to elemental Air and Crystal, you are afraid of them and will go out of your way to avoid them.	None
2	You are able to bargain with minor Water Spirits.	2
	You are able to throw a Water Bolt, this does 1 point of damage to the target, ignoring armour.	2
	You are not affected by level 2 elemental Water effects.	None
	You are extremely allergic to elemental Air and Crystal, if your skin comes in contact with them you will be in extreme pain and the effected area will swell up. This will need to be cleansed.	None
3	You are able to perceive and communicate with major Water Spirits.	3
	You are able to cast a Water Blast, this knocks the target back 20ft.	3
	You are not affected by level 3 elemental Water effects.	None
	You are extremely allergic to elemental Air and Crystal, if you are damaged by these substances you will take one extra point of damage and be in extreme pain.	None
4	You are able to command minor Water Spirits and bargain with major Water Spirits.	4
	You are able to throw a Water Strike, this causes a point of Critical damage to the target, ignoring armour. This can also damage items and structures.	4
	You are not affected by level 4 elemental Water effects.	None
	You are extremely allergic to elemental Air and Crystal, if you are damaged by these substances you will take damage as above, but you will also fall unconscious, regardless of how much damage you have taken. You will require medical attention before regaining consciousness.	None
5	You are able to perceive and communicate with greater Water Spirits.	5
	You are able to turn any armour you are wearing into Watery Armour. This doubles the protection value of the armour. It is instantaneous and lasts for 2 minutes. All blows are slowed when they hit the armour, as a result all hits do only a single point of damage. In addition the armour 'heals' one point of armour once it falls below its normal armour value. So a 4 point set of chainmail will have 8 points with the spell active. If it falls below 4 it will regain 1 point every 30 seconds to a maximum of 4.	5
	You are now immune to elemental Water effects.	None
	You are extremely allergic to elemental Air and Crystal, any damage you take from these substances causes an immediate critical wound.	None