

Welcome to the *Origin Paths*; where you decide the origin of your Chosen. Based off of your race and attributes you have set, the origin you choose will determine a lot about where you came from, what you do for a living, and the faction you come from. This decision marks the core of your Chosen's personality.

Talent Points:

All Origin Paths grant the Chosen with *Talent Points* (TP). Upon reaching each new tier the Origin awards 6 more TP to be spent on Basic Skills, Knowledges, Forms, Skills, Feats, and/or Abilities.

Knowledge:

All Origin Paths have a list of Knowledges the Chosen can choose from. Note: you may only choose ONE from the list given. See **Segment 2-4 : Scan 212** for the full list of **Knowledges**.

Gear:

All Origin Paths provide the Chosen with gear pieces separated by type, quality, and make. Type being Item/Equipment, Quality states what quality you can have at starting out, and Make is the actual design of the gear. See **Scan 69 : Segment 2-5** for the Gear Segment.

Vocation Benefit:

All Origin Paths allow access to the Vocation Benefits; making it easier to gain/use SFA that correspond with the Vocation chosen. See Scan 50 for more information.

"Follow a path that will lead you toward your fortune, whether that be voltz or Divine providence, you are the determining factor of who you become..." ~ Holy-Voice Monz

When gaining talent, whether it be in the Basic Skills or the SFA, you receive a benefit based on where the TP is placed. TP can be spent anywhere CP is spent. The only difference is TP is a one time expenditure; once you have talent in something you will forever be talented in that thing.

Talent in Basic Skills, Knowledges, and Forms:

Once you place TP in any of the Basic Skills, Knowledges, and Forms you possess you receive the following benefits:

- ❑ **+1 to Roll:** When rolling for a specific BKF, you receive a +1 to the roll due to having talent in it. *Note: Rolls = 1d12 + Attribute Score + Rank Bonus + Talent Point.* Anytime you roll for damage on a weapon using a Form, you add the Talent Point as well.
- ❑ **Vantage:** When rolling for a specific BKF, the talent you have in it aids you when you have Advantage or Disadvantage on the roll. With Advantage you receive a +3 to the roll with Talent and +1 without, however with Disadvantage you receive a -1 to the roll with Talent and -3 without.

Talent in Skills, Feats, and/or Abilities:

Once you place TP in any of the Skills, Feats, and/or Abilities you possess you receive a specific benefit that is further explained in the SFA Talent Descriptions. When using an SFA that has Talent while having disadvantage on the roll, the SFA cancels out the disadvantage if you have Talent in both the SFA and the BKF.

Example: Ceress Rend has talent in Influence (Charm) and Barter (Skill). However, during the conversation she has with the merchant her ally says something rather rude giving her disadvantage on her Influence check. But because Ceress chose to use her Barter (Skill) on the Influence check the disadvantage is cancelled out by the double talent.

As you come to the completion of your Chosen, you will need to decide on which **Vocation Benefit** you will receive. Whether it be through the physicality of your skillset, the mental processors in your mindset, or the spirituality in your soul, you get to decide how your Chosen benefits from their past to aid in their future.

Benefits:

There are 3 Benefits that each Vocation has. From the three, as a Chosen you may only choose ONE at first level. Once you **Prestige** you will be allowed to choose another benefit from the previous vocation or a new one. *Note: prestiging will not be featured in this codex, but will be in a future Codex Entry.* The following are the three benefits that all Vocations provide to the Chosen:

- ☐ Receive Talent automatically in SFA that correspond with Vocation
- ☐ Cost of SFA that correspond with Vocation is reduced by Level + the amount of Vocation SFA
- ☐ Health/Stamina/Energy increases by Level + the amount of Vocation SFA

Vocations:

There are 12 Vocations. Each one allows the Chosen to choose from the Benefits that correspond with it:

Physical	Mental	Mystical
Assassin	Diplomat	Holy-Voice
Commander	Doctor	Mage
Enforcer	Kinetic	Rune Forger
Operative	Technician	Sage

Vocation	Category	Description
Assassin	Physical	Lurking in the shadows and taking out high value targets is the name of the game.
Commander	Physical	Keeping my comrades safe and leading them to battle is honor amongst life
Diplomat	Mental	Worlds and their inhabitants must be kept in check in case of liabilities forming
Doctor	Mental	Knowledge is better left to the professionals who can discern the different schools of thought
Enforcer	Physical	Defeat is not an option, all foes must be dealt with while having no remorse
Holy-Voice	Mystical	The pantheon of higher entities must be protected by those who keep their legends alive
Kinetic	Mental	Molecular structures are connected through an energy that lurks within all creatures, that energy can be controlled
Mage	Mystical	Ritualistic practices have been at the cornerstone of civilization, with the energy from them being able to manifest into more
Operative	Physical	Piloting through space with a few Photon Pistols, and an assignment to infiltrate the ranks of the enemy
Rune Forger	Mystical	An Order as old as the CORE, created to safeguard the energies that flow through life

Sage	Mystical	Understanding reality is the first step, knowing who writes the rules is the tricky thing
Technician	Mental	Technology is so abundant in this vast existence, might as well get ahead of the curve



Once you choose a Vocation out of the ones available to your Origin Path, you will find other areas throughout the codex where Vocations are present. Those places are used as a guidance mechanism so that in case you are unsure of the choices you may want to make, you can instead go based off of your preferred Vocation.

Most Skills, Feats, and Abilities in **Segment 2-6** are correlated to a specific Vocation as well as the Factions in **Segment 3-3**. Now it's time to choose your Origin Path!