



Boons

Boons are small bonuses PCs can have to specific actions. PC's begin with 3 boons at first level and acquire a new boon every odd level (1,3,5,7,9 etc). Boons can be increased by taking them again to a maximum bonus of +3. This option replaces paths. Some example boons:

Agile +1 bonus to avoid falling
 Animal Lover +1 to train animals
 Armor Smithy +1 to repair armor
 Detect Intent +1 to intuit hostile intention
 Dodge -1 to damage if unarmored
 Easily Rested -1 hour of needed sleep
 Fast Footed +1 to Armor (if unarmored)
 Fortitude +1 Health
 Heavy Drinker +1 against intoxication
 Hide in Shadow +1 to hide
 Keen Hearing +1 to hear and identify noise
 Light Sleeper +1 to wake up from noise

Lock Picking +1 to open locks
 Memory +1 to remember details
 Moving Silently +1 to move quietly
 Orator +1 to persuade a crowd
 Quick Healer +1 health after eating a meal
 Rock Climber +1 to climb cliff faces

Scoundrel +1 to interpersonal deception
 Singer +1 to perform songs
 Sure Shot +1 to hit with ranged weapon
 Swimmer +1 to swim
 Tough Gut +1 against ingested poison
 Tracker +1 to follow a trail left by a creature

Tree Hugger +1 bonus to climb trees
 War Mage +1 to spell damage
 Watchmen +1 to detect intrusion
 Weapon Smithy +1 to repair weapons
 Woodsman +1 to fell trees
 Wood Carver +1 to carve wood into objects
 Dwarves start with Heavy Drinker
 Elves start with Agile
 Fairies start with Detect Intent
 Gnomes start with Memory
 Humans get +1 boons to start

Powers

Powers are extraordinary things a PC can do. To use a power the player rolls 2d. On a 2-6 the power fails and something bad happens, on a 7-9 the power works but at some cost to the PC and on a 10+ the power works. Powers are pretty easy to make up. If you have trouble you can find great examples in *Dungeon World* and *Class Warfare*. This is the *Powered by the Apocalypse* system but it works very well in *Maze Rats* also.

Here are some examples:

Spell Slinger: You can try and cast your spell a second time without costing a spell slot.
 2-6 You take 1d damage and can't cast spells for the rest of the day
 7-9 You take 2 damage but the spell works. It cannot be cast again
 10+ You cast the spell but lose the ability to cast it again

Mind Reader: You can touch another creature and know it's thoughts.
 2-6 You are confused for 1d rounds and cannot act
 7-9 You know their thoughts but believe they are yours
 10+ You read the creature's thoughts

Befriended: You can convince a creature that you are it's friend after a small conversation.
 2-6 The creature becomes angry and hostile
 7-9 The creature wants a valuable gift from you
 10+ The creature is now your friend

PCs gain a power at 1st level and every odd level after that. The usual leveling in *Maze Rats* happens on each even level thus maximum level is now 14.