

Infinite Ages

Name	Attributes	Bonus	Emblem	Hit Points	Armor Rating	Initiative
Race	Constitution			Current Max		
Level	Dexterity					
Profession	Wisdom			Armor Points	Movement	Inspiration
Training	Intelligence			Current Max		
	Charisma					

Skill Table				
Level 1	Level 2	Level 3	Level 4	Level 5
CR 12	CR 14	CR 16	CR 18	CR 20
Total 5	Total 14	Total 20	Total 30	Total 54

Weapons

Name	Bonus	Damage
Damage Type	Description	

Name	Bonus	Damage
Damage Type	Description	

Name	Bonus	Damage
Damage Type	Description	

Armor

Variation

Base

Hindrance

Resistance

AR Increase

AP

Layered

Variation

Base

Hindrance

Resistance

AR Increase

AP

Attributes	Skills	Level	Bonus
	Art		
	Athlete		
	Bureau		
	Business		
	Called Shot		
	Called Strike		
	Gambling		
	Gunning		
	Hijack		
	History		
	Mechanics		
	Medical		
	Melee		
	Navigate		
	Nutrition		
	Operator		
	Perceive		
	Religion		
	Science		
	Speech		
	Stealth		
	Street		
	Technology		
	Unarmed		

Infinite Ages

Name		Eye Color		Super Power	
Vision		Hair Color			
Height		Resistance		Power Points Total	Spent
Weight					
Age					

Level 0

Level 1

Level 2

Level 3

Level 4

Level 5

Artist Success Current Level

- 1 You may choose 2 arts that you focus on. When you roll Artist for one of the chosen art styles you gain
- 2 Using one of your focuses you may perform for an audience allowing you to be used as a distraction make an art roll whatever the result equals the audience must roll wisdom checks against your total of their fail they are completely enamored with your performance and have disadvantage on perception if they beat your roll they are unaffected advantages.
- 3 Anyone who sees/hears your art must make a check against what you made, if they fail they become a fan of yours. The check equals 1d20 + your artist skill level and charisma bonus.
- 4 As an Artist you can manipulate people's feelings with advantage, they must make a wisdom roll against your roll. your check equals 1d20 + your artist skill and charisma bonus.
- 5 Your works are masterful. They gain the favor of those who know them.

Athlete Success Current Level

- 1 Your climb speed is equal to your movement speed.
- 2 Double your jump height.
- 3 Double your sprint speed.
- 4 Your athletic prowess makes people around you more confident in battle. You and your group gain +1 to initiative.
- 5 Your body is armor: increase your armor rating by 2

Bureau Success Current Level

- 1 You can falsify Identification. If someone finds it fishy they must make a wisdom check against the item equal to the roll you used to make it which is 1d20 + your bureaucracy level and wisdom bonus.
- 2 You can act as a lawyer for your party
- 3 You can find an invite to almost any government official's dinner or gala.
- 4 You have advantage when trying to deceive the police or guard.
- 5 You have a government official contact for any civilized place you visit.

Business Success Current Level

- 1 Your knowledge of business gets you 10% more value whether you are selling or buying.
- 2 You have black market contacts.
- 3 You can estimate an item's value as long as you know what it does.
- 4 You can write out professional contracts with merchants to exchange your services for goods. If you roll you can adjust the favor on your side and the merchant must make a save against your Business skill.
- 5 You and a contact you know can create a business that gains 10% interest on investment once per session.

Called Shot Success Current Level

- 1 You can add your Dexterity bonus to damage with ranged weapons.
- 2 If you're using a ranged weapon you have ½ cover.
- 3 You may obtain heavy weapons legally.
- 4 Cover fire: allows you to give enemies disadvantage on attacks.
- 5 You ignore any cover a target has.

Called Strike Success Current Level

- 1 You can add your constitution bonus to damage with unarmed or melee attacks.
- 2 After landing an unarmed or melee attack on an opponent the target gets disadvantage on attacks
- 3 Improvised weapons give you a +2 damage to your unarmed attacks.
- 4 Thrown improvised weapons have an increased range of 30 ft and deal the same damage as your unarmed attack +2.
- 5 Instead of making 1 unarmed or melee attack per action you may now make 2 so long as one of the attacks is a Called Strike.

Gambling Success Current Level

- 1 You have advantage when bluffing.
- 2 You have a gut feeling that tells you when the game is fixed.
- 3 IF you Fail an attack roll you may Flip a coin and call it in the air. If called correctly, you critically hit the target. If you're wrong your
- 4 You have advantage on reading people and what they may do next.
- 5 Once per day you can determine the danger level of a situation and decide whether you need to flee.

Gunning Success Current Level

- 1 Using the sprint action gives enemies trying to shoot you disadvantage.
- 2 You have advantage in close-range firefights.
- 3 You can make two attacks with ranged weapons for one action. If it's a heavy weapon you take a -5 to hit on your second shot.
- 4 Thanks to the amount of battle's you've been in, you have advantage on rolling for initiative.
- 5 You can use 2 shots from a ranged weapon to stun a target.

Hijack Success Current Level

- 1 You can open any basic lock and secure door.
- 2 You now have advantage when you pick pockets.
- 3 You can steal vehicles.
- 4 You have eyes for valuable targets and can spot high value merchandise.
- 5 Heist Leader: Your experience of stealing and planning provides your party with 3 advantage rolls during a heist that you assign.

	Success	Current Level
History		
1	You have a keen memory, unable to forget past events.	
2	You know about current wars and the factions that are involved in all systems.	
3	You can create items of the past to help you.	
4	You know of lost technologies and where to find them.	
5	Your experience with trends in history allows you to predict future events, which being able to discern the date it will occur.	

	Success	Current Level
Mechanic		
1	You can repair machines you have experience working on or if you have the blueprint.	
2	You can add equipment to machines without cutting so long as the equipment can be found on machines of that caliber already.	
3	You can replicate machines you've operated or worked on with efficiency meaning you can roll 1 additional time per downtime of working.	
4	You can build/create unique equipment for machines and crafts using the crafting table with advantage.	
5	You can build/create unique machines using the crafting table with advantage.	

	Success	Current Level
Medical		
1	You understand first aid and basic medication. Using a medical kit you can heal one ally for 1d4 + your intelligence stat.	
2	With your medical kit you can stop the Bleeding status.	
3	Healing with a medical kit does 1d12+ your intelligence stat.	
4	You can remove the injured status from someone using a medical kit.	
5	You can recreate medicines in your own lab for half the cost.	

	Success	Current Level
Melee		
1	Hard to Predict: You have 1/2 cover while wielding a melee weapon when being targeted within 10ft of the enemy.	
2	Able to deflect incoming shots, giving you +3 to your (AR) when attacked close. Causes one reaction while holding a melee weapon.	
3	Your melee weapon damage is increased by +3.	
4	After numerous battles you can now get a good sense of an opponent's health. Using an action you can get an accurate read on a target's hitpoints.	
5	You can attempt to finish a target. If they are below 25% of their health you may reduce their hit points to 0 with an 80% chance. Uses 2d8 + (modifier + skill level vs 1d20+con modifier).	

	Success	Current Level
Navigation		
1	Movement bonus +5.	
2	You can always find a shortcut. Cutting the time taken in travel by 1d20%: 1 being 5% and 20 being 100% or half the time.	
3	You can jump directly to planets without having to travel through the system; if this is not applicable to the era or age your game is set in, you instead can always find your way back to civilization. Note: you don't get both if you're playing in Space Age.	
4	You can perfectly plot a course through all dangerous terrain. Add your Navigation roll to the current vehicle operator.	
5	You can navigate any foreign terrain without a map.	

	Success	Current Level
Nutrition		
1	Tasty Food: people who have eaten your food gain +5 movement speed and become immune to ingested toxins for 12 hours.	
2	You can learn how to cook exotic beasts, giving you and the people that eat it special properties based on the exotic animal.	
3	You can sniff out rare ingredients that may be able to give enhancements when you cook them.	
4	Create a signature side that gives inspiration to those who eat it once per use.	
5	Your signature Dish grants a special ability to those who eat it.	

	Success	Current Level
Operator		
1	You can operate vehicles without making a skill check.	
2	Advantage on stealth with vehicles or ships.	
3	You have a solid checklist for most all vehicles and can spot potential overwear that may need to be repaired.	
4	You have advantage when attempting any challenging maneuvers in a vehicle.	
5	You and your vehicle or ship become one and you can repair it without making a skill check; note you will still need to have parts/equipment to complete the repair.	

	Success	Current Level
Perceive		
1	Once a day you can choose to have advantage on your next perception roll.	
2	The distance you can make out sounds and sights is doubled. Provides advantage.	
3	When inspecting an object or a location you gain +2 to your roll.	
4	You can read into people's intent with advantage.	
5	You can use your Intelligence bonus + Wisdom bonus when making a perception check.	

	Success	Current Level
Religion		
1	You know the basics of two religions.	
2	You can persuade people to forgive using your spirituality with advantage.	
3	You can meditate for 6 hours and clear poison or sickness from your body.	
4	You may know of religious artifacts that have been lost in the world. You may get a clue about its location once per month.	
5	You have come into contact with a deity of your choice and are able to communicate with them once per ascension month, being given you a unique challenge. These challenges often reward you with special abilities or items. If you fail to complete a challenge, you will not receive another challenge until you complete the previous one.	

Science

Success Current Level

- 1 You understand general science and have +2 when trying to understand a new thing you're studying or inspecting.
- 2 When identifying new technology, you have advantage.
- 3 You can sabotage technology that you understand.
- 4 Choose a scientific academy from the training section and add it to your training. Gain its bonuses.
- 5 You may choose a skill and apply your science skill level to any rolls within the chosen skill list: Technology, Medical, Mechanics, or nutrition.

Speech

Success Current Level

- 1 When persuading someone to help you, gain +2 to your speech roll.
- 2 You have advantage when attempting to bribe with the Speech skill.
- 3 You can communicate with people that don't speak your language without disadvantage.
- 4 If you speak or are spoken to directly for one minute or more you can assess how much intelligence, charisma, and wisdom a creature has.
- 5 If you give a speech before battle you may choose 6 allies to gain one of the following benefits: +1 armor rating, +2 to hit, +3 to damage. This benefit lasts for 8 hours and you cannot use it again until you complete a long rest.

Stealth

Success Current Level

- 1 If you're alone you gain advantage to stealth rolls.
- 2 You are considered hidden within crowds.
- 3 You have a plus +4 to detect a pickpocket or when pickpocketing.
- 4 When causing a distraction your party gains advantage on stealth rolls.
- 5 When fighting against three or more enemies you can use your reaction to choose two that have disadvantage when attacking you this round.

Street

Success Current Level

- 1 You have an eye for criminals: you can spot them and tell what gang they are involved with.
- 2 You know when you're being tailed and have advantage when looking for a tracker.
- 3 You always have an underground contact.
- 4 You can't be surprised while in cities.
- 5 You have advantage on attack rolls while in a city.

Technology

Success Current Level

- 1 Add +2 to any roll involving coding or learning how technology works.
- 2 You can disable equipment using tools as long as you have knowledge of the technology.
- 3 You can use a complex communication device to function as spies or data pads; if not in a space Rave Era setting you can take apart or rebuild devices, tools, and technology that you understand for alternative purposes. Note: You cannot gate between space and Rave Era settings.
- 4 You may create a blueprint for any technology you have access to.
- 5 You have advantage when trying to shut down or dismantle systems on vehicles or crafts.

Unarmed

Success Current Level

- 1 Your restraining capabilities are superior and allies will have two beats a physical roll against another opponent you have advantage. Increase damage from +1 constitution to 1d4+constitution.
- 2 Increase the damage you roll with unarmed strikes now deal 1d5+constitution.
- 3 You have expertise in sub mission techniques and take with advantage against those trying to resist your restraining techniques. When successful, opponents must make a constitution save against your roll or risk losing an entire turn. If you're able to deal damage with your roll you can choose to make it ranged, allow a follow up attack, or stun.
- 4 While fighting without weapons you can use Flick to make an unarmed strike.
- 5 If you are in combat and your hit points decrease to or below zero you use a second wind and regain half of your hit points once per day. If this ability is used and combat is complete you collapse unable to move for the next 8 hours.

