

# Perks Table

Below are all the cape perks listed per tier, these also work backwards (for example, a Trimmed cape also has the Untrimmed perk etc.)

All Max capes have every untrimmed ability.

Prestiger cape (Prestige 1, Level 99 in all skills) has every untrimmed and trimmed ability.

Prestige Master cape (Prestige 10 in all skills) has every single ability.

Skill	Untrimmed	Trimmed	Mastery
<b>Attack</b>	No Warriors Guild token cost	2.5% Melee accuracy boost (in PVM)	10% Melee accuracy boost (in PVM)
<b>Strength</b>	2.5% Melee XP boost	2.5% Melee damage boost (in PVM)	10% Melee damage boost (in PVM)
<b>Defence</b>	Ring of life effect	2.5% Defence boost (in PVM)	10% Defence boost (in PVM)
<b>Hitpoints</b>	2x Hitpoints restore rate	3x Hitpoints restore rate	All food can over heal like anglerfish
<b>Ranged</b>	Ava's Accumulator effect	Lower chance your ammo is lost	10% higher chance for Bolt specials
<b>Magic</b>	Spellbook swap ability	10% chance no rune cost (cmb spells)	10% accuracy + 2% damage boost
<b>Prayer</b>	+1 prayer restore for potions	+2 prayer points restore for potions	50% slower prayer drain rate
<b>Agility</b>	20% extra Marks of Grace	Auto picks up Marks of Grace	Double Agility course tickets
<b>Cooking</b>	Never burn any food	All food heals 1 hp extra	All food heals 2 hp extra
<b>Crafting</b>	10% chance to craft 2 at once	Crafted jewelry is auto enchanted	Tan noted hides
<b>Farming</b>	10% increased harvest	20% increased harvest	Free Ultracompost and no tools req
<b>Firemaking</b>	5% chance to burn 2 at once	10% chance to burn 2 at once	Able to burn bows and bows (u)
<b>Fishing</b>	10% chance to catch 2 at once	10% higher chance for infernal effect	25% chance to catch a noted fish

<b>Fletching</b>	10% chance to fletch 2 at once	10% chance fletched bows are strung	10% chance to cut 2x bolt tips per gem
<b>Herblore</b>	10% chance to make 2 at once	Decantor makes unf pots for free	10% chance pot dose not consumed
<b>Hunter</b>	Never break jars while opening	Never fail catching implings	10% chance double impling jar loot
<b>Mining</b>	10% chance to mine 2 at once	Rocks are infinite +10% infernal effect	25% chance to mine noted ores
<b>Runecrafting</b>	5% chance double runes / ess	10% chance for double runes / ess	Unlimited elemental runes
<b>Slayer</b>	10% higher superior chance	10% chance Task pick out of 4	50% chance Task pick out of 4
<b>Smithing</b>	10% chance to smith 2 at once	Double cannonballs per bar	No more coal required for smelting
<b>Thieving</b>	20% more pickpocket success	20% chance to note thieving stall loot	Double loot from pickpockets
<b>Woodcutting</b>	10% chance to chop 2 at once	Trees are infinite +10% infernal effect	25% chance to chop a noted log

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