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

Skill	Untrimmed	Trimmed	Mastery
Herblore	10% chance to make 2 at once	Decantor makes unf pots for free	10% chance pot dose not consumed
Hunter	Never break jars while opening	Never fail catching implings 100% success rate catching chinchompas	10% chance double impling jar loot 10% chance to loot 2 chinchompas when checking a box trap
Mining	10% chance to mine 2 at once	Rocks are infinite +10% infernal effect	25% chance to mine noted ores
Runecrafting	5% chance double runes / ess	10% chance for double runes / ess	Unlimited elemental runes
Slayer	10% higher superior chance	10% chance Task pick out of 4	50% chance Task pick out of 4
Smithing	10% chance to smith 2 at once	Double cannonballs per bar	No more coal required for smelting
Thieving	20% more pickpocket success	20% chance to note thieving stall loot	Double loot from pickpockets
Woodcutting	10% chance to chop 2 at once	Trees are infinite +10% infernal effect	25% chance to chop a noted log

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