

Medium10

An RPG that isn't as simple as Simple10

V0.3.1

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Character Basics

Level: Your experience level

HP: Your health

Weight: How much you can carry

Class: Your class which determines your skills

Skills: Your skills

Perk: Your special power

Equipment: Your weapons, Armor, Catalysts, Shields, and other items that increase Weight

Level 1 Character

Level 1

HP: 20

Weight: 3

Class:

Skills:

Perk:

Weapon:

Armor:

Equipment:

5 Skill Points

Attacking and Defending

Attacking

Enemies attack and defend separately from the players, and are rolled for by the GM

Using a Normal Weapon, the following applies. Other weapons modify the chart in ways mentioned in their rules.

1: Miss, go Off Balance

2: Miss

3: 1 HP Damage

4: 2 HP

5: 3

6: 4

7: 5

8: 6

9: 7

10: 10

11+: 11+ HP Damage

Any character can use a single weapon of any size for free, and if you are disarmed, your fists count as Unarmed

Unarmed: Hits on 3+, -2 damage

Normal: Hits on 3+

Weapons have a Size, which affects how they work.

Small: +1 to hit -1 to damage

Normal: no change

Large: +1 to damage -1 to hit

Great: +2 to damage -1 to hit +1 Weight

You can only have one Weapon at a time unless you have the Dual Wielding skill

Dual Wielding

1 SP

Passive

You can use two weapons at the same time and attack with both. However, both rolls suffer a -1 penalty

Defending

All classes have access to the following skills

Dodge - 1 SP

Minor, Agile, Opposed

Roll to Dodge. This same rolls counts against all incoming attacks on following enemy turn. Any attacks that roll lower than your dodge are ignored entirely.

Block - 1 SP

Minor

Reduces all incoming damage on the following enemy turn by your roll -3

If an enemy lands a Critical Hit on you when you Block, you go Off Balance.

Requires a Shield (1 Weight)

Great Block - 2 SP

Minor, Physical

Reduces all incoming damage on the following enemy turn by your roll -1

If an enemy lands a Critical Hit on you when you Great Block, you go Off Balance.

Requires a Greatshield (2 Weight)

Any character can also wear Armor to reduce damage

Unarmored: No bonus, No weight

Light: -1 HP damage from attacks, 1 Weight

Medium: -2 HP damage, 2 Weight

Heavy: -3 HP damage, 4 Weight

Super Heavy: -4 HP damage, 6 Weight

Low Quality armor offers the same protection but has +1 weight

High Quality armor instead has -1 weight

CRITICAL FAIL

If you ever roll a 1 for an attack, skill or other action, you crit fail.

If this happens in combat, roll on the table below

1) You disarm yourself / your catalyst fizzles

2-4) You suffer -2 to your S/P/A/M (depending on the skill you failed with)

5-7) You hit yourself with the skill

8-9) You hit an unintended target with the spell (ally if aimed at enemy / enemy if aimed at ally)

10) Something embarrassing but ultimately harmless happens

If this happens outside combat, it's up to the GM to decide the effects of your spectacular blunder.

DISARMED

If you were disarmed by a skill, you need to roll equal or above to that attack roll to regain your weapon

If you dropped it otherwise, you need to roll a 4+ to pick it back up

If there are plenty of weapons around (or things to improvise with), picking up a random weapon is 2+, picking up your specific one is 4+

Outside combat, you can automatically find any dropped weapons, provided they weren't broken or explicitly hidden.

S/P/A/M aka Social / Physical / Agile / Mental

Unless tagged as **Social**, **Physical**, **Agile** or **Mental**, all actions are Basic

Social, Physical, Agile and Mental skills can gain bonuses or penalties from various circumstances. When these bonuses or penalties apply, they are applied to **all** skills of that type

Social actions are primarily noncombat actions of guile and manipulation

Physical actions are feats of notable strength or endurance

Agile actions are particularly swift or acrobatic

Mental actions are spells and acts that require great intellect or focus

Other New Rules

Levels

Gained as the game progresses. Each time you earn a Level you gain 5 HP and 2 SP

At Level 1 you have 20 HP and 5 SP

HP

Health. When it reaches 0 you are unable to take further actions. When it goes below -10, you die. You start with 20 HP, gain 5 HP every Level, and can spend 1 SP to buy 5 HP any number of times

Weight

You start with 3 Weight, and can spend 1 SP to buy 1 more Weight any number of times.

Exceeding weight limits carries penalties, and staying light has some positive effects. All weight limits are rounded down when calculating bonuses.

under 50% weight

+1 to all Physical/Mental/Agile rolls

51 to 100%

Nothing

over 100%

-1 to all P/A/M rolls for each point

over 200%

-1 to all rolls for each point

List of Common Items by weight

1 Weight

- Light armor
- Basic Weapon
- Catalyst
- Shield
- Half-full Bag

2 Weight

- Medium Armor
- Greatshield
- Full Bag

4 Weight

- Heavy Armor

6 Weight

- Superheavy Armor

Bags

Bags are your means of carrying stuff around. All characters start with a single Small Bag, and larger Bags can be bought from most places.

Each Bag has a certain amount of Space for items. If you have multiple Bags, only the largest one counts. Trying to carry a lot of bags at once is just silly. A bag in itself weighs nothing.

When a Bag is 50% full, it has 1 Weight. When it is entirely full, it has 2 Weight. You cannot overload a bag.

- Small Bag: 10 Space
- Medium Bag: 20 Space
- Big bag: 30 Space
- etc

Different items take up different amounts of Space. The exact space an item takes is up to the GM, but as a rule of thumb an apple or a fist-sized object takes up 1 Space, a normal bottle or similar 2 Space, a book 3, a longsword 10 and so forth.

Weapons

Weapon Quality determines the traits of a weapon as well as its value and rarity

Poor: cheap, no traits, more prone to breaking, can be made with nearly any materials

Standard: default. No traits. Requires decent materials

Quality: 1 Trait, the best that can be done by most smiths

Fine: 2 traits, requires good materials without any improvisation or cut corners

Masterwork: 3 traits, access to most traits, very expensive, requires high quality materials not available in most places

Epic: 4 traits, access to all traits, requires extremely special materials.

Weapon Size

Small: -1 MIN to hit, +1 damage

Normal: +0

Large: +1 to damage -1 to hit

Great: +2 to damage -1 to hit +1 Weight

Quality Traits

Light: -1 Weight

Heavy: +1 Weight, +1 Damage

Armorbane: Basic attacks ignore half of the enemy's armor

Unblockable: +1 Weight, basic attacks ignore damage reduction from Block

Master Traits

Seeker: MIN to hit for normal attacks cannot be increased by the enemy

Armorbane II: Basic attacks ignore all Armor

Signature Move: Bound 1 SP skill

Epic Traits

Signature Move II: Bound 2 SP skill

Devastating: Basic attacks ignore all damage reduction

Sentient: The weapon has a mind of its own. It can be chatty, insightful, helpful or just a bother.

Minions

Minions are controlled the same way as characters, but unless the GM allows it, minions CAN'T level up.

All skills that give access to a Minion also provide 1 Minion Slot

To control more Minions, you must get more Minion Slots via other skills, usually Minion Mastery

Classless Skills

All of them cost 1 SP each and can be taken at any level

- Block
- Great Block
- Dodge
- Dual Wielding

The following can be taken multiple times, even several times per level

- Vitality/+5 HP
- Strong Back/+1 Weight
- Minion Mastery/+1 Minion Slot

Skills & Classes

A skill costs a set amount of Skill Points (SP)

You gain 2 SP each Level

You can only pick one Class at the start, but can pick a second Class at Level 6 and a third Class at level 11. Doing so costs 2 SP, but gives you full access to that additional class' skills for future skill purchases.

Tags

Every skill has Tags to explain how it works

Passive: The skill is always in effect, no roll needed

Minor - can do any number of these skills

Normal - can do one of these skills + any amount of minors

Major - can do one of these skills, but no minors

Automatic: The skill always works, no roll is needed

Opposed: Both the user and the target roll. Highest roll wins.

Social/Physical/Agile/Mental: This skill benefits from any bonuses you have to SPAM

Weapon: This skill requires a Weapon and any bonuses on your weapon apply to the roll

Spell: This skill requires a Catalyst and any bonuses on your Catalyst apply to the roll

Recharge X: The skill cannot be used for X turns

Prerequisite: This skill cannot be picked unless you know the required Prerequisite skill

Ranged: This skill can hit Far targets

Range

Targets can be either Near you (within a few running steps at most) or Far away (on the other side of a room, in the air...)

Only RANGED attacks/weapons/skills/spells can hit targets that are Far. Conversely, targets that are Far can only attack you with Ranged abilities.

Any Weapon can be turned into a Ranged version with the same rules for 1 SP. This does not modify the weapon's weight, abilities or other modifiers it may have.

If your weapon is Ranged, all your Weapon tagged skills also count as Ranged.

Perks

Two Perks are chosen at character creation and persists forever. They costs nothing, but outside very special cases, you can only have those two and cannot change them.

- Start with 30 HP
- Start with 4 Weight
- Start with 6 SP
- Gain 3 bonus HP per level
- Gain 1 bonus Weight per 2 levels
- Gain 1 bonus SP per 3 levels
- All armor weighs 1 less Weight for you
- Roll for feats of strength you should not be capable of, such as lifting or carrying very large objects, knocking down reinforced doors, or holding open the jaws of a huge beast.
- The default minimum to hit you is 4+. Dodge can still modify this both ways.
- Roll to reach otherwise out of reach places, Far enemies or get Far from nearby enemies via flight or incredible agility
- You have a Catalyst that weighs nothing and cannot be lost or disarmed. You also roll 2d10 for Spells and pick either.
- Every time you land a Critical hit, you gain +1 to your next roll. This improved roll cannot trigger the same effect again
- All your weapons are so big they deal +1 damage in addition to any other effect

Traits

Traits are gained through experiences that shape a character. After a particularly impressive feat, life-changing experience or other important event, the GM can award a Trait to a character. These are made by the GM and can be unique to each character in their description and effect. Traits can be beneficial, harmful, both or purely RP/fluff things with no impact on actual rules.

Example perks that a GM could apply include

- Crippling injury: the character needs to make a roll to see if they can take an action with whatever part of them was injured.
- Impressive scars: the character gains +1 to any attempts to impress, interrogate or intimidate others, and gains lots of attention if the scars are shown off.

- Suspicious: the character will from now on be more likely to suspect and be wary around the kind of people he had a bad experience with in the past
- Traumatized: all enemies gain +1 to attempts to intimidate the character, and things that caused said trauma inflict Fear as well, forcing the character to make an Opposed roll against them to interact normally.
- Fat: overeating and a lack of adventuring has given the character impressive girth. Agile actions increase their MIN by 1, and old clothes fit poorly.
- Crystal Clear: You have a difficult time lying for a physical reason: lack of poker face, your skin giving away your emotions, or just honor. -1 to bluff related rolls

Status Effects

Poison

A Poisoned target takes 2 HP damage for 1d10 turns.

If the poison is particularly powerful or comes in a large dose, the damage or duration can be increased accordingly

Stunned

The target cannot use any Skills or Attack next turn.

Injured

Target loses 1 Max HP until properly treated. It is practically impossible to apply such treatment in combat, so injuries only heal outside combat without special skills.

Off Balance

All rolls against the target gain +1 until the target rolls a 4+ on a Major action to recover. If an already Off Balance target goes Off Balance again, it instead becomes Helpless.

Helpless

The victim cannot take any actions except attempt to get back on their feet. This requires a 6+ roll, and goes down by 1 for every turn spent helpless (i.e. you can get back up on a 2+ after 4 missed turns)

Restraining

Most anyone knows the basics of how to tie someone up. However, it takes dedication to learn how to tie decent knots.

To tie someone up, roll 1d10 to see how good a job you do. If the target ever rolls an escape roll higher than your initial roll, they break free.

This can only be done on incapacitated or cooperative targets. It's hard to tie someone up when they're actively fighting you.

Hiding

To hide, roll an opposed check with whoever you're hiding from.

The other party suffers -1 to their roll if they are not actively looking for you, and you suffer -1 to your roll if you try to move. Further penalties are imposed if you attempt to hide in an area with little to no viable hiding places.

Visibility

Sometimes visibility is poor, resulting in penalties to Spotting and bonuses to Hiding. It is also hard to fight in poor visibility, raising the base minimum to hit something depending on the level of impairment. For example in a moonless night without any light sources, you hit on a 6+.

Enemy Tiers

Enemies come in several tiers, each hitting harder than the last. Higher level parties can face higher tier enemies

Weak

Rolls 1d10, deals half normal damage rounding up

Rookie

Rolls 2d10, picks lower

Normal

Rolls 1d10, deals normal damage

Elite

Rolls 2d10, picks higher

Strong

Rolls 2d10, adds up results

Mighty

Rolls 3d10, adds up results

Monstrous

Rolls 4d10, adds up results

Etc.

CLASSES

Bard

Level 1

1 SP

Inspire

Social

Recharge 3

Adds +1 to all allied rolls next turn

Can also be used to put on shows for attention, reputation and favors outside combat

Bluff

Social

Opposed

If you beat the target's roll, your lie was at least somewhat believed. The higher the difference, the more convincing you were.

If the target matches or beats your roll, they saw through your lie.

Cheap Shot

Physical, Weapon

Recharge 2

Hits on a 6+

Renders target Off Balance if it hits

Renders user Off Balance if it misses

2SP

Encore

Minor Automatic

Recharge 2

Use a roll from your last turn on a skill this turn

Level 2

1 SP

Greater Inspire

Prerequisite: Inspire

Social

Recharge 3

Can instead add +2 to all allied P/A/M actions next turn

Haggle

Social

Opposed

If you match or beat the other party's roll, you can manipulate the price of your purchase by (difference of rolls +1 x10 %)

If you lose the roll, the price either stays the same, or even goes up.

2SP

Smooth Talker

Social

Opposed

Can talk a non-hostile thing into not getting in the way, not make a fuss and generally not be an issue.

Level 3

1 SP

Expert Liar

Prerequisite: Bluff

Social/Physical/Agile/Mental

Opposed

Become highly adept at telling lies, able to pass off even notable ones as truth. Targets without explicit knowledge to the contrary cannot gain bonuses to their roll.

You can use whatever is your highest S/P/A/M bonus for Bluffing

Bluff can now also be used to forge documents and items.

Investigation

Social

Obtain information on a specific topic from available sources. Roll to further your investigation until the needed total amount is reached. Each roll can, at the GM's discretion, cause events to happen. Otherwise they simply represent time spent on finding info.

The total needed depends on the topic at hand.

2SP

Command

Social

Opposed

Allows you to take a neutral or friendly NPC as a Minion. Consenting minions can skip their opposed roll. Not all NPCs can be commanded, and some might gain bonuses to their resisting roll.

Level 4

1 SP

Theme Song

Major

Recharge 4 after ending

Add +1 to all rolls for ONE allied target. This skill has no recharge so long as you do not attempt any other actions

Disguise

Opposed

Roll to make a Disguise. This original Disguise roll is used as the value all targets roll against.

If any target beats your Disguise roll, your cover is blown.

2SP

Mulligan

Minor

Recharge 2

Re-roll one action from earlier this turn

Level 5

3 SP

Chaos

Recharge 5

Next enemy turn, any ally that gets damaged can instantly attack out of normal turn sequence.

Level 6

1 SP

Master Liar

Prerequisite: Expert Liar

Add up all your S/P/A/M bonuses for Bluff rolls and Social Opposed rolls.

2SP

Acrobatics

Agile

Roll to perform a particular feat of acrobatics. The minimum value to beat depends on the particular feat you are attempting.

Level 7

1 SP

Intimidate

Social/Physical

Scare someone into cooperating by rolling higher or equal than their resistance value (picked by the GM)

Target gains penalties or bonuses depending on their ability to fight back, or general stubbornness.

2SP

Silver Tongue

Passive

Gain +1 to all Social skill rolls

Level 8

1 SP

Cheaper Than Free

Prerequisite: Cheap Shot

Cheap Shot hits on a 3+

2SP

Heroic Leadership

Prerequisite: Command

Passive

Whenever you roll a 10 or lose at least 10 HP, all your Minions gain +1 to all their rolls for one turn.

Level 9

1 SP

Social Mastery

Prerequisite: Socially awesome

Gain a further +1 to Social rolls, for a total of +2

2SP

Restore Balance

Recharge 4

Removes all Off Balance, Helpless and Stunned effects from the entire party

No ally can be rendered Off Balance, Helpless or Stunned next turn

Level 10

3 SP

Heroic Burst

Social

Major

Recharge 5

All rolls from your allies next turn count as Critical

Cleric

Level 1

1 SP

Heal

Mental, Ranged

Recharge 1

Restores 1d10 HP

Restore

Mental

Recharge 4

Removes all penalties to rolls from the target

Repairs any notable injuries that may have been causing said penalties

Compassion

Passive

-1 to all enemy attack rolls towards you when faced with enemies capable of feeling remorse or compassion

2 SP

Wrath

Spell, Ranged

Recharge 3

Damages the target for as much HP as they had dealt damage in the previous 2 turns

Level 2

1 SP

Greater Heal

Prerequisite: Heal

Mental, Ranged

Recharge 1

Restores 1d10+10 HP

Bluff

Social

Opposed

If you beat the target's roll, your lie was at least somewhat believed. The higher the difference, the more convincing you were.

If the target matches or beats your roll, they saw through your lie.

2 SP

Spell Parry

Mental

Opposed

Minor

If a spell cast at you rolls lower than your Spell Parry roll, it instead targets the enemy that cast it.

Level 3

1 SP

Divine Reversal

Spell, Ranged

Recharge 3

Target ally ignores the next damage they would suffer, and are instead healed for that amount

Investigation

Social

Obtain information on a specific topic from available sources. Roll to further your investigation until the needed total amount is reached. Each roll can, at the GM's discretion, cause events to happen. Otherwise they simply represent time spent on finding info.

The total needed depends on the topic at hand.

2 SP

Penance

Mental

Opposed

Recharge 3

Force the target to reveal their true intentions or admit to lies

In combat, Stuns the target for one turn

Level 4

1 SP

Supreme Heal

Prerequisite: Greater Heal

Mental, Ranged

Recharge 1

Doubles the target's current health, or restores 20HP, whichever is greater

Intimidate

Social/Physical

Scare someone into cooperating by rolling higher or equal than their resistance value (picked by the GM)

Target gains penalties or bonuses depending on their ability to fight back, or general stubbornness.

2 SP

Healing Presence

Passive

All allies are healed for 2 HP per turn if they are Near you

Level 5

3 SP

Prayer of Healing

Mental, Spell, Ranged

Recharge 4

Restores a target to full health

You can target additional allies by sacrificing 5HP per secondary target

Cannot target self

Level 6

1 SP

Regenerate

Mental

Ranged

Recharge 2 after effect ends

Target is healed for 10 HP every turn for 3 turns

2SP

Spellbreak

Prerequisite: Spell Parry

Opposed, Spell

Recharge 2

If your Spellbreak roll is higher than the target's casting roll, their spell fails, all magical effects on them are removed and all their magical items are rendered inert for 1d10 turns. The target is also Stunned for one turn.

If the target has magical effects on them but did not cast them themselves, roll against the original caster's casting value, or 6+, whichever is lower.

Level 7

1 SP

Self Sacrifice

Passive

When using any skill that restores HP to an ally or minion, you may choose to increase the amount of healing done by any amount, at the cost of that many of your own HP

2SP

Social Butterfly

Passive

Roll an extra d10 for all Social skill rolls, and pick either result

Level 8

1 SP

Helpful Words

Social

Minor

Recharge 3

Give yourself and one ally +2 to all Social rolls for 1 turn, but the target **MUST** use a Social skill that turn.

2SP

Divine Retribution

Spell, Ranged

Recharge 3 after effect ends

All enemies that attack the target suffer 1d10 damage for each attack they make

Effect lasts 3 turns

Level 9

1 SP

A Word In Your Ear

Prerequisite: Helpful Words

Social, Opposed

Recharge 4

Force a target to blurt out whatever you wish them to say

2SP

Light Our Darkest Hour

Spell, Ranged

Major

Recharge 5

Restores a target to full health if they are below 10 HP. Also works on targets with 0 or less HP.

Level 10

3 SP

Divine Shield

Spell, Ranged

Recharge 6 after effect ends

The target is healed for 25 HP per turn and cannot suffer more than 10 damage per turn for 4 turns. Any enemies who attack the target during this time are Stunned for one turn.

Knight

Level 1

1 SP

Defensive Training

Passive

Gain a permanent +10 HP

Protect

Minor

Recharge 3 after effect ends

Take all damage for another target for 2 turns. This damage can be reduced via armor, Block or other means.

Slam

Physical

Recharge 1

The damage of this attack is always at least equal to your weight, unless your attack roll was higher

A Critical Hit sends the target Off Balance

2 SP

Suppress

Physical, opposed

Recharge 1 after letting go

If your Suppress roll is higher than the target's, you pin that target down, inflicting Helpless on them.

You may keep making additional Suppress rolls on consequent turns. If you do so, the roll required for the target to get up is equal to your Suppress roll rather than the normal roll to stand up.

Level 2

1 SP

Power Suppress

Prerequisite: Suppress

Physical, Opposed

Recharge 1 after letting go

Your highest roll when Suppressing now counts if you roll something lower on subsequent opposed roll in the same Suppress.

Intimidate

Social/Physical

Scare someone into cooperating by rolling higher or equal than their resistance value (picked by the GM)

Target gains penalties or bonuses depending on their ability to fight back, or general stubbornness.

2 SP

Breakdown

Recharge 2

Disarms the target until it can roll higher than your Breakdown roll.

If the target is already Disarmed, this removes their Shield.

If the target has no Shield, this removes their Catalyst

If the target has no Catalyst, this removes their Armor

Anything removed by Breakdown can be picked back up by rolling higher than the Breakdown roll, but only one at a time.

Level 3

1 SP

Mass Protect

Prerequisite: Protect

Physical, Minor

Recharge 3

Take all damage for any number of allies for 2 turns. This damage can be reduced as normal.

Confident Protection

Passive

If you have more than half your maximum health remaining, all damage received is reduced by 1

2SP

Defensive Training II

Passive

Gain a permanent +20 HP

Level 4

1 SP

Unbreakable

Physical

Recharge 5

On the following enemy turn, your HP cannot be reduced below your Unbreakable roll.

Immovable

Passive

You recover from Off Balance on a 2+

2 SP

Shield Mastery

Prerequisite: Block/Great Block

Passive

When you successfully Block all the damage from an enemy attack, the enemy takes the difference in damage.

Your Shield/Greatshield also becomes 1 Weight lighter.

Level 5

3 SP

Defensive training III

Passive

Gain a permanent +30 HP

Level 6

1 SP

Comfortable Armor

Passive

All Armor weighs 1 Weight less for you

2 SP

Dauntless

Passive

+2 to all rolls to recover from Helpless and Off Balance

Level 7

1 SP

Brothers in Strength

Minor

Recharge 3

Give yourself and one ally +2 to all Physical rolls for 1 turn, but you both MUST use a Physical skill that turn.

2SP

Physical Advantage

Passive

Roll an extra d10 for all Physical skill rolls, and pick either result

Level 8

1 SP

Shield Wall

Prerequisite: Block/Great Block

Passive

Any enemy that gets their attack Blocked by you is knocked Off Balance

2SP

Master of Armor

Prerequisite: Comfortable Armor

Passive

Armor weight nothing for you

Level 9

1 SP

Acrobatics

Physical

Roll to perform a particular feat of acrobatics. The minimum value to beat depends on the particular feat you are attempting.

2SP

Perfect Block

Prerequisite: Block/Great Block

Passive

All your Block and Great Block rolls count as 10

Level 10

3 SP

Invincible

Passive

You cannot lose more than 50% of your max HP per turn.

Mage

Level 1

1 SP

Magic Bolt

Mental, Spell

Recharge 1

Fires two bolts of equal strength that can hit two targets or the same one twice.

Arcane Shield

Mental, Spell

Recharge 3 once the shield breaks
Absorbs 1d10 HP damage before breaking

Blink

Mental

Recharge 1

Teleports yourself to any point you can see without aid, provided there is enough space to appear there.

2 SP

Elementalist

Passive

Allows you to enhance any Spell you know with either Fire or Ice

Fire causes enemies hit with the spell to suffer 1HP damage per turn for 1d10 turns

Ice causes enemies hit with the spell to suffer -1 to Physical and Agile actions for 2 turns

Outside combat, Fire can light fires and melt things, Ice can freeze things or put out fires

Level 2

1 SP

Magic Burst

Mental, Spell

Fires 10 bolts each dealing 1 damage split between as many targets as you wish.

Damage can be reduced but not negated.

Scrying

Mental, Spell, Ranged

Obtain information on a specific topic from available sources. Roll to further your investigation until the needed total amount is reached. Each roll can, at the GM's discretion, cause events to happen. Otherwise they simply represent time spent on finding info.

The total needed depends on the topic at hand.

2 SP

Arcane Aegis

Prerequisite: Arcane Shield

Mental, Spell

Recharge 3 once the shield breaks

Absorbs 1d10+10 HP damage before breaking

Upon breaking, it deals 1d10 damage to all Near enemies

Level 3

1 SP

Teleport

Prerequisite: Blink

Mental, Spell

Recharge 1

Teleports yourself, a willing ally, an inanimate object or an unwitting enemy to any point you can see, provided there is space.

Haggle

Social

Opposed

If you match or beat the other party's roll, you can manipulate the price of your purchase by (difference of rolls +1 x10 %)

If you lose the roll, the price either stays the same, or even goes up.

2 SP

Spell Resonance

Mental, Automatic, Spell

Recharge 4

You may cast a spell you know Automatically, provided you have successfully cast it earlier in this combat. Normal spell recharge still applies.

Level 4

1 SP

Mirror Image

Mental, Spell

Creates a temporary magical Minion that is an exact copy of you.

This minion has 5 HP, knows all your skills, and lasts until killed or dismissed by the caster

Mind Trick

Mental, Spell

Opposed

If you beat the target's roll, your lie was at least somewhat believed. The higher the difference, the more convincing you were.

If the target matches or beats your roll, they saw through your lie.

2 SP

Magic Geysir

Mental, Spell

Major

Deals damage to all Near targets

Deals same damage again next turn

Level 5

3 SP

Unleash Magic

Passive

All your Spells deal +1 damage

You may cast an additional Normal or Major Spell per turn, but doing so costs you 3 HP each time you do it

Level 6

1 SP

Magical Disguise

Mental, Spell, Opposed

Roll to make a Magical Disguise. This original Magical Disguise roll is used as the value all targets roll against.

If any target beats your Disguise roll, your cover is blown and the illusion disappears.

2SP

Hat Magic

Mental, Spell

Pull an object you either see or know of out of your hat. This removes it from its original position with a visible magic poof.

Level 7

1 SP

Phase Shift

Mental, Spell, Ranged

Recharge 3 after effect ends

Sends the target out of phase with reality, making them immune to all physical damage, unable to deal physical damage, and take +1 damage from all magical sources for 2 turns

2SP

Sharp Mind

Passive

Gain +1 to all Mental skill rolls

Level 8

1 SP

Conjure

Prerequisite: Hat Magic

Mental, Spell

Major

Recharge 10

Conjures an object out of thin air. This object is clearly a magical construct rather than a real thing, but otherwise identical to the original. You can only conjure objects you know of, and they will only function correctly if you know how they function.

2SP

Phase Break

Prerequisite: Phase Shift

Phase Shift lasts until you choose to end it, or the target rolls above your original Phase Shift roll as a Major action.

When the target is released, it becomes Off Balance.

Level 9

1 SP

Mental Supremacy

Prerequisite: Sharp Mind

Gain a further +1 to Mental rolls, for a total of +2

2SP

Empower

Mental, Spell

Recharge 2 after effect ends

Charges the weapon of an ally with magical energy, giving them +1 damage to normal attacks and Weapon skills, as well as making those actions count as Spells for 5 turns.

Level 10

3 SP

Charged Blast

Mental, Spell, Ranged

Major

Recharge 5 after triggering

You can spend turns charging up the spell. For each turns spent, the spell deals an additional 1d10 damage. When you choose to release, this damage is dealt to all enemies. If you roll a 1 while charging or suffer over 50 HP of damage, the spell triggers instantly.

Necromancer

Level 1

1 SP

Raise Zombie

Mental, Spell

Recharge 2

Awakens the freshly dead as an Undead Minion.

This Zombie has 2d10 HP and is Unarmed
This Zombie lasts 1d10 turns before it breaks down
Requires a nearby corpse
Does not require a Minion Slot

Raise Skeleton

Mental, Spell
Recharge 1
Awakens the long dead as an Undead Minion
This minion lasts until it is destroyed
This Skeleton has 1d10+10 HP and either a Basic + Shield, Single, Great or Dual
Weapon, chosen upon casting
Requires 1 Minion Slot

Life Rip

Spell
Recharge 3
Deals 1d10 damage to the target, and then heals the same amount split between your
Undead Minions as you please.

2 SP

Awaken Dead

Mental, Spell
Major
Recharge 1
Raises a freshly dead foe to serve as an Undead Minion.
Requires a nearby corpse
This minion retains all or at least most of it's old equipment, skills and stats.
Requires 1 Minion Slot

Level 2

1 SP

Undead Horde

Passive
+2 Minion Slots

Intimidate

Social/Physical
Scare someone into cooperating by rolling higher or equal than their resistance value
(picked by the GM)
Target gains penalties or bonuses depending on their ability to fight back, or general
stubbornness.

2 SP

Commune

Mental, Spell

Major

Speak to the dead to ask for their aid

If cast on a hostile Undead, this becomes an Opposed spell. If you succeed, you take command of that Undead, provided you have a free Minion Slot or discard enough Minions to accommodate it. Particularly strong Undead may gain bonuses to their resisting roll.

Level 3

1 SP

Soul Rip

Prerequisite: Life Rip

Mental, Spell

If you roll a 10 or kill the target with Life Rip, you will instead heal your Minions for the target's Max HP instead of the damage dealt.

Cursed Seal

Mental, Spell, Opposed

Recharge 3 after effect ends.

The target, be it Undead or not, becomes an Undead Minion under your control until it suffers a Critical Hit or rolls a Critical Miss. You can only have one at a time.

2 SP

Undead Army

Prerequisite: Undead Horde

Passive

+3 Minion Slots

Level 4

1 SP

Ghost Form

Spell

Recharge 3 after effect ends

Become incorporeal, able to pass through thin walls and physical weapons.

While in this form, you are immune to all non-magical attacks, but take double damage from all Spells, including miscasts and physical attacks with magical weapons.

You also cannot pick up items or touch things while in Ghost Form.

You can return to your normal self at any time Automatically.

Explosive Decomposition

Spell

Major

Recharge 3

Causes one of your minions to explode violently. Deals 1d10 damage + a further 1d10 for every 10 HP the Minion had.

2 SP

Blood Magic

Minor Automatic

You may choose to sacrifice HP to give bonuses to your Mental rolls

For every 5 HP sacrificed, you gain +1 to your next Mental roll

Level 5

3 SP

Abomination

Spell

Gives you an Abomination as a Minion

The Abomination is a persistent minion that begins with 50 HP, Light Armor and a Basic Weapon

You may choose to fuse additional corpses to the Abomination, each giving it either
+5 HP

An additional layer of Armor

A new weapon type

An additional attack it can make in combat

However, each time your corpse count doubles, the Abomination takes up 1 more Minion Slot.

If your Abomination dies or is lost, you can summon it back with a simple spell, at the cost of one corpse that was added to it (you choose the effect lost)

Level 6

1 SP

Corpse Explosion

Prerequisite: Explosive Decomposition

Passive

Explosive Decomposition can be used on corpses as well as Minions. Corpses deal 2d10 damage if exploded. Exploded corpses no longer count as corpses for spell purposes.

2SP

Circle of Unlife

Passive

As your Minions die, they leave behind fresh corpses ready for use by other spells

Level 7

1 SP

Spell Conduit

Minor

Recharge 3

Give yourself and one ally +2 to all Mental rolls for 1 turn, but you both MUST use a Mental skill that turn.

2SP

Mental Gymnastics

Passive

Roll an extra d10 for all Mental skill rolls, and pick either result

Level 8

1 SP

Soul Poison

Mental, Spell

Recharge 5

Causes the target to lose 1 HP every turn until it dies. This damage cannot be reduced via any means.

2SP

Half Life

Mental, Spell

Major

Recharge 4

Reduces the target's HP to half their current amount

Level 9

1 SP

Consume

Mental, Spell

Minor

Destroys one of your Minions to restore its maximum HP to you or an ally

2SP

Transfix

Mental, Spell, Opposed

Recharge 2 after effect ends

Target is left Stunned and Off Balance until it can roll above your initial Transfix roll

Level 10

3 SP

Reincarnation

Spell

Major

Recharge 24 hours after effect is triggered

If the target dies, they return to life in a safe location within 24 hours of death.

Paladin

Level 1

1 SP

Upper Hand

Passive

+1 damage to all normal attack rolls 6 or above

-1 damage to all attack rolls below 6

Toe to Toe

Minor

Recharge 2

Cannot reduce incoming damage by any means

All attacks ignore all enemy defenses

Lasts 2 turns

Warcry

Recharge 3

All allies deal +1 Damage for 1 turn

OR

All enemies deal -1 damage for 1 turn

2 SP

Destroy

Physical, Weapon

Recharge 2

Reduces enemy armor by 1 level (weight and protection)

Destroys shield if Blocked

Can be used to destroy many kinds of objects like doors or chains outside combat

Level 2

1 SP

Revenge

Physical, Weapon

Recharge 3

Deals at least as much damage as you suffered last turn, unless your attack roll is higher

Intimidate

Social/Physical

Scare someone into cooperating by rolling higher or equal than their resistance value (picked by the GM)

Target gains penalties or bonuses depending on their ability to fight back, or general stubbornness.

2 SP

Crippling Blow

Physical, Weapon

Recharge 3

Reduces the next damage the target deals by half, rounding down

Level 3

1 SP

Revengeance

Prerequisite: Revenge

Physical, Weapon

Recharge 4

Deals as much damage as that target has ever dealt to you, in this or any past encounter. This also works if you honestly cannot distinguish the target from the original, even if he is an evil twin / clone / illusion / particularly good impersonator

Haggle

Social

Opposed

If you match or beat the other party's roll, you can manipulate the price of your purchase by (difference of rolls +1 x10 %)

If you lose the roll, the price either stays the same, or even goes up.

2 SP

Rampage

Minor

Recharge 4

Deal 2x damage, take 2x damage for 2 turns

Level 4

1 SP

Master of Arms

Passive

Weapons no longer weigh anything for you

Shields, Armor and other Equipment retain their normal weight

Might Makes Right

Prerequisite: Haggle and/or Intimidate

Passive

Makes Haggle and Intimidate into Weapon skills

2 SP

Double Edge

Physical, Weapon

Recharge 1

Sacrifice any number of HP and add half of that to your roll for this attack

Level 5

3 SP

Rage

Recharge 3 after effect ends

You go Off Balance, but all your rolls count as Criticals for 2 turns

Level 6

1 SP

Investigation

Social

Obtain information on a specific topic from available sources. Roll to further your investigation until the needed total amount is reached. Each roll can, at the GM's discretion, cause events to happen. Otherwise they simply represent time spent on finding info.

The total needed depends on the topic at hand.

2SP

Overwhelm

Passive

All critical hits from your normal attacks send the enemy Off Balance

Level 7

1 SP

Quake

Physical, Weapon

Recharge 3

All enemies Near you are rendered Off Balance

2SP

Muscle Memory

Passive

Gain +1 to all Physical skill rolls

Level 8

1 SP

Perfect Edge

Prerequisite: Double Edge

Double Edge now adds the full amount of HP sacrificed to your roll, rather than half.

2SP

Escalating Combo

Physical, Weapon

Recharge 3 after combo ends

If this attack deals more damage than you did last turn, it has no Recharge.

If you use Escalating Combo again and it still deals more damage than the first, it becomes Minor.

These effects last until you use another skill or fail to exceed your previous damage.

Level 9

1 SP

Physical Powerhouse

Prerequisite: Muscle Memory

Gain a further +1 to Physical rolls, for a total of +2

2SP

Psyche Up

Physical

Major

Recharge 2

+3 to normal attack rolls for 2 turns

Level 10

3 SP

Heroic Strike

Physical, Weapon

Major

Recharge 5

Deals normal damage in addition to as much damage as you are missing HP

Rogue

Level 1

1 SP

Stealth

Agile, Opposed

Recharge 2

Become hidden. You may use whatever your highest roll for Stealth was against all nearby targets until you are discovered or you take an action that reveals you.

Sleight of Hand

Agile

Recharge 1

Perform a minor trick with your hands. Whatever it is about hiding cards up your sleeve or picking keys of unsuspecting guards, nobody will realize what you are doing, as long as you do it right. Particularly sharp-eyed targets can force an Opposed roll.

Backstab

Agile, Weapon

Recharge 1

You may roll 2d10 for this attack if the target is not alerted to your presence

2 SP

Escape Artist

Agile

Recharge 3

Escape all restraints and other immobilizing or hindering effects. Discover weaknesses in locks and prison bars. Locate hidden escape routes.

Level 2

1 SP

Disguise

Opposed

Roll to make a Disguise. This original Disguise roll is used as the value all targets roll against.

If any target beats your Disguise roll, your cover is blown.

Acrobatics

Agile

Roll to perform a particular feat of acrobatics. The minimum value to beat depends on the particular feat you are attempting.

2 SP

Cripple

Agile, Weapon

Recharge 3

Injure an enemy, dealing 1 HP damage that cannot be healed in addition to your normal damage. These injured enemies also take a -2 penalty to all attempts at running or jumping should you force them to attempt such feats.

Level 3

1 SP

Hide in Plain Sight

Prerequisite: Stealth

You can hide even in places with nowhere to hide. If you do this while nobody is looking, you can hide on a 3+ and not be revealed until you choose to take an action that reveals you, barring extraordinary means of detection.

Perfect Disguise

Prerequisite: Disguise

Your Disguise can now make you look like a specific person, rather than just as anyone but you.

2 SP

Blind

Recharge 3

For their next turn, the target can only hit on a 7+

Level 4

1 SP

Poisoned Strike

Agile, Weapon

Recharge 3

On success, the target becomes Poisoned, losing 1 HP every turn for 1d10 turns.

Further Poisoned Strikes stack, and each rolls the duration separately

Investigation

Social

Obtain information on a specific topic from available sources. Roll to further your investigation until the needed total amount is reached. Each roll can, at the GM's discretion, cause events to happen. Otherwise they simply represent time spent on finding info.

The total needed depends on the topic at hand.

2 SP

Sneaky Bluff

Social/Agile

Opposed

If you beat the target's roll, your lie was at least somewhat believed. The higher the difference, the more convincing you were.

If the target matches or beats your roll, they saw through your lie.

You can use either your Agile or Social bonus for this

Level 5

3 SP

Dance of Blades

Agile, Weapon

Recharge 6

Spring into a flurry of attacks, striking several times in a row. Keep rolling normal attacks, each success increasing the minimum to hit by 1 (3+, 4+, 5+...) for each miss, you lose 1 HP for each point you rolled under the minimum. The skill ends when you've either lost 20 HP or choose to end the dance yourself.

Level 6

1 SP

Intimidate

Social/Physical

Scare someone into cooperating by rolling higher or equal than their resistance value (picked by the GM)

Target gains penalties or bonuses depending on their ability to fight back, or general stubbornness.

2SP

Master Thief

Passive

Thanks to years of training, picking locks, cracking safes, locating hidden loot, finding traps and smuggling items is a lot easier for you than an untrained novice. You also gain a +2 bonus to any opposed roll vs others detecting your actions.

Level 7

1 SP

Absurd Acrobatics

Prerequisite: Acrobatics

Your skills at Acrobatics become incredible, allowing you to walk on lily pads, balance on thin reeds, leap great heights and grasp tiny ledges with ease.

2SP

Flowing Flexibility

Passive

Gain +1 to all Agile skill rolls

Level 8

1 SP

Back Rip

Prerequisite: Backstab

Backstab can now use 2d10 even if the target is alerted

2SP

Mercy Kill

Agile, Weapon

Always counts as a Critical against targets that are Off Balance or Stunned. Deals double damage against targets that are Helpless.

Level 9

1 SP

Agile as Water

Prerequisite: Flowing Flexibility

Gain a further +1 to Agile rolls, for a total of +2

2SP

Escape Master

Prerequisite: Escape Artist

Passive

Escape Artist now also removes Stun, Off Balance and Helpless.

You can fit through seemingly impossible openings when using it.

Level 10

3 SP

Slippery Target

Agile

Minor, Automatic

The MIN to hit you equal to your Agile bonus, to a maximum of 6, but if you are hit, you go Off Balance. This lasts until you choose to cancel the effect.

Shaman

Level 1

1 SP

Natural Remedy

Mental, Spell

Recharge 2

Heals the target for half the HP they are missing

Earthen Strike

Physical

Recharge 1

Adds your level/2 rounding up in bonus damage to your attack

Hits on a 4+. Disarms you on a miss.

Return to Earth

Mental, Spell

Recharge 2

Returns things to their natural state, destroys or heavily damages undead, summoned creatures, unnatural constructs and beings not of this world.

Stronger creatures may merely be weakened.

2 SP

Swarm

Recharge 3 after swarm dissipates

Target hits on a 6+ and takes 1 HP damage per turn that cannot be reduced by any means for 3 turns

Level 2

1 SP

Earthen Grasp

Physical, Spell, Ranged

Binds down a target, ensuring it cannot Dodge or escape for 3 turns

Investigation

Social

Obtain information on a specific topic from available sources. Roll to further your investigation until the needed total amount is reached. Each roll can, at the GM's discretion, cause events to happen. Otherwise they simply represent time spent on finding info.

If you also have Beast Ally, you can count animals as available sources

The total needed depends on the topic at hand.

2 SP

Beast Ally

Social, Spell

Summons a Minion animal to your side. This animal is a Normal tier creature with any type of weapon you wish and 40 HP

You also gain the ability to understand and talk to animals

Level 3

1 SP

Earthen Grip

Prerequisite: Earthen Grasp

Physical, Spell, Ranged

Binds up an enemy, inflicting Helpless

Acrobatics

Agile

Roll to perform a particular feat of acrobatics. The minimum value to beat depends on the particular feat you are attempting.

2 SP

Beast Master

Prerequisite: Beast Ally

Social, Spell

Summons a Minion animal to your side. This animal is a Strong tier creature with any weapon type, Medium Armor and 60 HP

Animals are very likely to heed your commands and respect you in general

Level 4

1 SP

Climate Control

Mental, Spell

Alters the climate in your local area for a short time

Can be used to summon or banish rain, wind, clouds etc.

Intimidate

Social/Physical

Scare someone into cooperating by rolling higher or equal than their resistance value (picked by the GM)

Target gains penalties or bonuses depending on their ability to fight back, or general stubbornness.

If you have Beast Ally, you can use your Beast for intimidating instead of yourself. This will be more effective in most cases.

2 SP

Tornado

Mental, Spell

Recharge 4

Lifts the target Far into the air for one turn, drops them for damage on the next

Deals +1 damage for every point of Weight the target is carrying

Level 5

3 SP

Nature's Avatar

Spell

Recharge 7

You shift into a living incarnation of the natural cycle of life and death, passively dealing your level in damage to all enemies and healing the same amount to all allies for 3 turns

Level 6

1 SP

Beast Champion

Prerequisite: Beast Master

Passive

Any Beast you defeat in combat but do not kill can be summoned via Beast Master.

Each new Minion you store this way costs an additional Minion Slot however.

2SP

Beast Aspect

Major, Spell

Recharge 3

Take the shape of a creature that represents one of the four major aspects - Physical, Agile, Mental or Social. While in this form, you gain +2 to those rolls, but -2 to the other three. This effect lasts until you dismiss it

Level 7

1 SP

Living Armor

Spell

Recharge 5 after armor breaks

Grow a living suit of armor, increasing your Armor level by 1 for no additional weight.

This lasts until it has blocked 10 Damage, after which it breaks and heals you for 10 HP

2SP

Shapeshift

Major, Spell

Recharge 10

Change your Perks to be any other two. This change lasts until you use Shapeshift again.

Level 8

1 SP

Earthen Crush

Prerequisite: Earthen Strike

Earthen Strike now adds your level x2 to its damage

2SP

Blooming Heal

Mental, Spell

Recharge 2 once effect ends

Places a healing bloom on an ally, which heals them for 1d10. On the following turn, roll again. If this roll is higher or equal, they are healed again for that amount. If it is lower, they are damaged for that amount.

The effect ends then the target loses more health than has been healed or the bloom rolls a 1 or 10.

Level 9

1 SP

Piercing Fang

Agile

Recharge 1

Damage cannot be reduced, but if your attack would have dealt no damage due to damage reduction, you also take as much damage as the enemy had damage reduction.

2SP

Bestial Evasion

Agile

Minor

Recharge 1

Increases the MIN to hit you to whatever your roll is. Any enemy that attacks you and misses loses as many HP as it rolled under the MIN.

Level 10

3 SP

Guardian Spirit

Recharge 7 after spirit fades

Summons a great spirit that acts as a Mighty tier creature Minion with 100 HP.

Its attacks knock enemies Off Balance.

It can also attack allies, healing instead of damaging them and removing Off Balance, Poison, Helpless or Stunned effects.

The Spirit lasts 4 turns or until is dismissed or killed.

Smith

Level 1

1 SP

Forge

Create an object, provided you have suitable materials. Can be used to duplicate keys and other simple objects, make new Weapons of any type up to Standard quality, or repair broken items.

If you lack proper materials, facilities or time, the resulting item will only last for a single use or a short time. You can intentionally make shoddy single use items if you so desire.

Reinforce Armor

Recharge 3

Reinforces the armor of an ally (or yourself) to protect for 1 additional point of damage.

This effect lasts until damage is taken, and cannot be stacked.

Sharpen Weapon

Recharge 2 after effect ends

Gives one ally (or self) +1 to all basic attacks and Weapon skill rolls until the attack fails to deal damage

2 SP

Curse of Iron

Recharge 3

Heat an enemy's armor around them, turning defense into weakness.

Deals at least as much damage as the enemy's armor protects them. This damage cannot be reduced by any means.

Level 2

1 SP

Metal Empathy

Recharge 2

If the target attacks you on their next turn, they instead Disarm themselves

Haggle

Social

Opposed

If you match or beat the other party's roll, you can manipulate the price of your purchase by (difference of rolls +1 x10 %)

If you lose the roll, the price either stays the same, or even goes up.

2 SP

Temporary Solution

Recharge 4

Creates a Weapon, Catalyst or Shield of any type

This item lasts for the duration of a single combat, has no weight and does not require proficiency to use.

Level 3

1 SP

Engineering Eye

Determine the value of an object or the working of a device, mechanism or other construct. With sufficient study, it is possible to bypass locks or operate devices without further need for assistance or valid keys.

Bluff

Social

Opposed

If you beat the target's roll, your lie was at least somewhat believed. The higher the difference, the more convincing you were.

If the target matches or beats your roll, they saw through your lie.

2 SP

Melt Armor

Recharge 3

If your roll would have been sufficient to deal damage past the target's armor, said armor is destroyed, and the amount of damage it protected for is dealt to nearby enemies.

Level 4

1 SP

Gadget

Builds a nifty gadget to aid in a specific task

Once successfully built, the gadget provides +1 to a specific action for the owner. A gadget can be given to allies. The gadget breaks after 1d10 uses, or when a new Gadget is built.

Forgemaster

Prerequisite: Forge

Passive

You can create up to Quality weapons with Forge

2 SP

Reforge Armor

Prerequisite: Reinforce Armor

Passive

All allies and you count as having 1 level better armor than normal.

Level 5

3 SP

Masterwork

Passive

You gain an Epic quality weapon

Level 6

1 SP

Autonomous Arms

Recharge 3 after effect ends

Turns one of your Weapons into a Minion. This Minion has 20 HP, Medium Armor and is armed with itself. Disarming it renders it Helpless.

The minion lasts until killed or dismissed, but if it is killed it deals -1 damage until repaired.

2SP

Armor Lock

Recharge 2 after effect ends

Renders the target Helpless for one turn per point damage reduction their armor provides

Level 7

1 SP

Concussion Grenade

Ranged

Recharge 3

Tosses a grenade that explodes next turn, rendering all targets near it Off Balance

On a Crit, it also Stuns them for one turn

On a Crit Fail it Stuns the user

2SP

Improve Armor

Prerequisite: Reforge Armor

Passive

All armor the party has counts as High Quality.

You can also use Major actions to spend time changing other armors to either Poor, Normal or High Quality.

Level 8

1 SP

Powered Armor

Recharge 5 after effect ends

Turns a set of armor into a temporary Minion. This Minion has 50 HP and whatever armor it was made out of. It has no skills but can use any weapon and gains Block/Great Block if given a (great)Shield.

The Minion lasts until dismissed or killed, but if it is killed, the armor counts as Poor Quality until repaired.

You require a Minion Slot if you use armor other than the one you usually wear.

2SP

Remote Charge

Recharge 3 after detonating

Affixes an explosive to a surface or target. This explosive can be triggered at any time for 2d10 damage. If it was attached to a target directly, the target is Stunned. Triggering the charge is a Minor Ranged action

Can be used to destroy walls and other objects

Level 9

1 SP

Clockwork Critter

Major

Recharge 5 after Critter is lost

Build a small artificial critter that can fly around and scout out information for you. It is a Minion that can fly and fit into small spaces with ease. It has 5 HP and knows one Skill either you or an ally knows, up to 2 SP in value. It can relay information it sees and hears, but only to you, since its printout is too complex/terribly written for others to read.

2SP

Powered Armor Piloting

Prerequisite: Powered Armor

Passive

Your Powered Armor minions can now be worn as normal armor. Doing so grants the wearer immunity to Off Balance, Stunned and Helpless until they have suffered 50 HP of damage.

Level 10

3 SP

Master Smith

Prerequisite: Forgemaster

Provided you have the materials, you can now create any item of any quality with Forge

Tracker

Level 1

1 SP

Marksman Shot

Agile, Ranged, Weapon

Recharge 3

Deals an additional 3 points of Damage. Can only hit Far targets.

Vantage Point

Agile

Recharge 1

Your agility and keen eye means you always know where the best seat in the house is. On success, you become Far from all enemies.

Snare Trap

Recharge 3

Spend 1 turn setting up a trap. The next enemy to attack you becomes Off Balance and their attack fails.

2 SP

Trick Arrow

Ranged, Weapon

Recharge 2

Hits two targets. Deals only half normal damage but Stuns for one turn.

Level 2

1 SP

Threefold Arrow

Weapon, Ranged

Recharge 3

Roll three times for three arrows. These arrows can hit any amount of targets up to three, and they all deal damage based the second highest roll.

Investigation

Social

Obtain information on a specific topic from available sources. Roll to further your investigation until the needed total amount is reached. Each roll can, at the GM's discretion, cause events to happen. Otherwise they simply represent time spent on finding info.

The total needed depends on the topic at hand.

2 SP

Nerves of Steel

Passive

Reduces all Recharges by 1, to a minimum of 1

Level 3

1 SP

Improved Threefold Arrow

Prerequisite: Threefold Arrow

Weapon, Ranged

Recharge 3

Roll three times for three arrows. These arrows can hit any amount of targets up to three, and they all deal damage based the highest roll instead.

Acrobatics

Physical (Agile)

Roll to perform a particular feat of acrobatics. The minimum value to beat depends on the particular feat you are attempting.

2 SP

Repeating Fire

Ranged, Agile, Weapon

Recharge 1 after reset

For each Repeating Fire you hit an enemy with, you gain +1 damage to the next one, but the minimum to hit also increases by 1. This resets when you miss, deal 8 or more damage in one hit, or use another skill.

Level 4

1 SP

Track

Ranged

Major

Recharge 3

Tag a target. Once hit, you can find the target almost wherever it goes. Once you do, you gain +1 to your first action against it.

Trap Overkill

Prerequisite: Snare Trap

Passive

Your Snare Trap now renders targets Helpless rather than Off Balance

2 SP

Hundredfold Arrow

Prerequisite: Threefold Arrow

Ranged

Recharge 5

Hits all enemies within range, even if they are behind cover or not directly in your view.
Deals 1 less damage than normal

Level 5

3 SP

Marked for Death

Agile, Ranged

Recharge 4

Marks a target. All successful rolls against it next turn deal double damage

Level 6

1 SP

Armor Piercing Arrow

Passive

Your normal attacks ignore 2 points of enemy Armor if the enemy is Far

2 SP

Steel Nerves

Passive

Your MIN to hit a target can never be lowered due to a difficult situation, such as riding, being underwater or falling off a cliff.

Also reduces all Recharges by 1, to a minimum of 1.

Level 7

1 SP

Master Tracking

Prerequisite: Track

Track now provides the +1 bonus to all rounds of combat, rather than just the first.

You can also track the tagged target more accurately.

2SP

Agile Moves

Passive

Roll an extra d10 for all Agile skill rolls, and pick either result

Level 8

1 SP

Pathmaker

Ranged

Crates a viable path across dangerous and difficult terrain such as swamps or chasms.

The MIN roll required depends on the terrain in question

2SP

Dynamic Duo

Minor

Recharge 3

Give yourself and one ally +2 to all Agile rolls for 1 turn, but you both MUST use a Agile skill that turn.

Level 9

1 SP

Eagle Eye

Passive

See flawlessly across massive distances, spot minute details from afar and see perfectly even in next to no light.

2SP

Big Game Hunter

Passive

Gain +1 per enemy tier above Elite to all normal attack rolls against targets bigger than you.

Level 10

3 SP

Colossus Climb

Agile

Recharge 4 after effect ends

Climbs onto a target that is bigger than you, attacking directly from there.

While Colossus Climb is active, you are considered Off Balance, but all your attacks against the climbed target hit automatically and deal +1 damage.