

FEMTORPG Multiclasses

goo.gl/6Tvgb — Current as of FEMTORPG v1.4 Core Rules: goo.gl/j7WDt

This document lists and describes the various multiclasses available by mixing two of the core FEMTORPG classes. When creating a multiclass character, you gain a unique multiclass skill and have three (3) skill points to purchase skills from either of your classes. When a multiclass character gains new skill points, they can spend those skill points on skills from either of their classes.

Gaining multiclasses can be used as a means of progression or reward in longer adventures.

	Bard	Cleric	Knight	Mage	Necromancer	Paladin	Rogue	Shaman
Tracker	Wardancer	Pilgrim	Ranger	Omniseer	Dark Hunter	Inquisitor	Stalker	Soothsayer
Shaman	Earthsinger	Druid	Landkeeper	Witch Doctor	Voodoo Doctor	Wildguard	Monk	
Rogue	Trickster	Charlatan	Dark Knight	Arcane Blade	Deathmaster	Lordblade		
Paladin	Warlord	Ascendant	Crusader	Battlemage	Blackguard			
Necro	Deathsinger	Lifebinder	Death Knight	Warlock				
Mage	Illusionist	Thaumaturge	Spellsword					
Knight	Troubadour	Templar						
Cleric	Preacher							

Bard

+Cleric: Preacher

For those who may not listen to the good word, there is always a good song.

Glorify: recharge 4 after effect has been used; with an impromptu sermon or inspiring phrase, you boost a single ally's next action to autocrit

+Knight: Troubadour

Bold fighters who sing their own heroic tales as they live them.

Overconfidence: instant automatic, recharge 3; next roll is a critical success, you are unable to act for the turn afterward as you strike a pose and wait for applause

+Mage: Illusionist

Spectacular performers, channeling magic through song, dance, and pyrotechnics.

Mirror Image: recharge 2 after effect ends, spell; summons a duplicate that deals no damage, can take one hit

Improved - Doppelganger: recharge 3 after effect ends, spell; summons a duplicate minion that can hold physical objects and deal damage if they pick up weapons, takes one hit

+Necromancer: Deathsinger

Famous lamenters and mourners, repaid by the fallen in times of dire need.

Despair: once per combat or conversation; using suggestion and dark intonations, you weaken the target's

+Paladin: Warlord

Leaders by example and inspiring words, rousing allies and shouting down foes.

Command: ranged; on success, takes sentient creature as a pet

+Rogue: Trickster

Con artists who combine charm and sleight of hand before vanishing from sight.

Ruse: once per combat; use this skill when you roll a critical failure, on success it is instead treated as a critical success

+Shaman: Earthsinger

These mystics are in tune with the land and able to speak with the earth itself.

Earthsong: ask plants and earth for info, suffers penalties in urban environs

+Tracker: Wardancer

Dance and martial prowess make these adventurers exceptionally agile.

Wardance: passive; deals some damage to enemies when taking counterattack hits

resolve. The effects of rolling failures against this target are greatly reduced. Sure to leave anyone in a bad mood.

Cleric

+Knight: Templar

Frontline soldiers with powers of healing and protection.

Martyr: recharge 4; lift all helpless allies, you become helpless

+Mage: Thaumaturge

Scholars without peer, ever thirsty for knowledge of the metaphysical.

Master Caster: passive; +1 to all spellcasting

+Necromancer: Lifebinder

Masters of life and death, rumored to hold the key to immortality.

Reincarnation: Automatic, once per gameplay session; Returns to life in a safe place close to where you died. Cannot be used in combat.

+Paladin: Ascendant

The pinnacle of devotion, drawing limitless power from their unbreakable faith.

Empower Weapon: automatic instant, recharge 4 after effect ends, spell; caster or single ally gains +3 bonus to normal attacks. Each successful hit reduces the bonus by 1 until it reaches 0, ending the effect.

Improved - Empower Armour: automatic instant, recharge 4 after effect ends, spell; target's armour grants +2 hits, these hits cannot be restored unless spell is reapplied, and do not exceed +2

Knight

+Mage: Spellsword

When steel alone is not enough, some knights turn to sorcery.

Protective Bubble: recharge 4 since effect ends, spell; magic shield absorbs up to two failures or one critical failure

Improved - Antimagic Shell: passive; Protective Bubble now nullifies anti-magic effects, taking one failure away for each effect

+Necromancer: Death Knight

Some knights choose dark power. Some necromancers choose heavy equipment.

Sacrifice: automatic instant; destroy one of your minions to recover from helplessness and heals all wounds

+Paladin: Crusader

Devoted knights and defenders of their cause.

Vanguard: passive; you and all allies ignore first damage taken in combat, including critical failures. This does not negate non-damage effects.

Mage

+Rogue: Charlatan

Assassins and clergy alike, these devout servants are without inhibition.

A Word In Your Ear: recharge 3; on success, control a single target for one turn. Cannot be used to force target to hurt or kill itself, and the target is aware that it is being controlled.

+Shaman: Druid

Invokers of nature's power, driven by mysticism and mystery.

Animal Totem: automatic instant, recharge 8 after effect ends; you shapeshift into a Mystic or War animal for 3 turns (chosen when you learn this skill), gaining a bonus: Mystic +1 to known spell, can cast improved version; War +1 bonus to physical attacks, can use Power Attack. May be combined with Nature Elemental.

+Tracker: Pilgrim

Travelers of the world, spreading their doctrine to distant places.

Don't Die On Me: spell, ranged; restores target's hits to full and restores one wound, or removes all status effects. Crit restores all wounds. Roll gets +1 bonus for each wound of damage on the target

Improved - Live, Damn You: passive; Don't Die On Me also applies a +1 bonus for each wound on the caster

+Rogue: Dark Knight

Shock troops with an uncanny talent for moving silently in armor.

Weapon Flurry: passive; can use the Cleave skill with a dual weapon, or the Dual Wielding skill with a Great weapon

+Shaman: Landkeeper

Wardens of the land, said to be unkillable on their native soil.

Earthbound: passive; while in natural environs, regenerate 1 wound every 2 turns

+Tracker: Ranger

Paragons of survival, these individuals are hardy in all climes and conditions.

Supreme Survivor: passive; automatically passes all spot checks, autocrits on jump, climb and other traversing checks

+Necromancer: Warlock

At the risk of their souls, these masters of magic tread the line of madness.

Tartarian Power: spell, ranged; demonic power fuels your minion, and their rolls are all critical, hit or miss, til combat ends or you use an action to end the effect. If Tartarian Power crit fails, the target becomes hostile to its allies, using normal attacks against them until they become helpless or if they get a critical roll.

Improved - Tartarian Blessing: passive; Tartarian Power can now target willing allies with crit fail range increased to 3-. The target can use a normal action to end the effect.

+Paladin: Battlemage

Wielders of both arcane and spiritual power, serving their faith with unmatched fervor.

Conjure Weapon: instant spell, recharge 5; conjures a magic weapon of any one type for the duration of combat. Can apply any Elementalist effect you know. Crit applies Quality +1 to the weapon. Summoning a second weapon destroys the old one.

Improved - Conjure Armor: instant spell, recharge 5; conjures magic armor for you or a party member, granting +1 maximum hits until the end of the battle, +2 on a crit. Can apply any Elementalist effect you know; the effect applies when the wearer is counterattacked.

Necromancer

+Paladin: Blackguard

These brave few balance dark arts with inner spirit.

Death Blow: weapon, recharge 1; 10 kills targets, 9 renders target helpless, 2- user is helpless. Less effective against powerful foes.

+Rogue: Deathmaster

Whether by dagger or dark arts, you'll always be able to make new "friends."

Death Puppet: on success, raise enemy killed last turn that fools its former allies

Paladin

+Rogue: Lordblade

However noble or wicked, every cause needs assassins.

Brotherhood: summons a temporary assassin to fight alongside you until combat ends. This minion can be any class, has 5 points worth of skills, and has basic gear. Unaffected by Pet Mastery.

+Shaman: Wildguard

Keepers and protectors of the wild, striking down those who would defile nature.

Anima: automatic; your spirit animal appears as a minion, while it remains you have a +1 bonus to recover from helplessness and navigate rough natural terrain

Rogue

+Rogue: Arcane Blade

A knife in the back is not always enough. A magical knife usually is.

Shadow Casting: passive; successful spellcasting does not break Stealth

+Shaman: Witch Doctor

Unpredictable fusions of arcane and spiritual magic.

Hex: passive; +1 to all successful rolls, -1 to all failed rolls

+Tracker: Omniseer

In brightest day and blackest night, no target can escape their arcane sight.

Sight Beyond Sight: spell; see through walls, barriers, illusions, crit sees through lies

Improved - Fourth Eye: spell; can see beyond walls, barriers, illusions, lies and the fourth wall. Can make one roll to tap into meta information and listen in on out of character discussion about a certain argument.

+Shaman: Voodoo Doctor

Those who peer past the veil can make friends on the other side.

Friends on the Other Side: passive; can count shadows of characters as targets for Commune and Raise Dead

+Tracker: Dark Hunter

The dead do tell tales, and offer clues to these relentless hunters.

Cursed Arrow: Requires Ranged Weapon, weapon; target rises as undead minion upon death

+Tracker: Inquisitor

Hunters of the fallen and blasphemous, sparing no cost to claim their quarry.

Brand: recharge 4 after effect ends; interferes with target's spellcasting, causing chaotic and unexpected effects if they use magic during the next 3 turns. In PvP, consider any failed spells as critical failures

+Shaman: Monk

Hermits and loners, all masters of the wild ways of combat even when unarmed.

Monkey Agility: instant automatic, recharge 3; negates noncritical damage

+Tracker: Stalker

Walking in the shadow, you will know them only by the trail of dead.

Get Out Of Here: passive; Always enter combat stealthed, making your next attack autocrit.

Shaman

+Tracker: Soothsayer

At one with nature, familiar with both physical and spiritual aspects.

Spellcatcher: instant; use this skill when an ally casts a spell. On success, you store a single copy of the spell in a Spellcatcher; you can later use a normal action to cast the spell, emptying the Spellcatcher. If you use this skill again while a copy is already stored, the old copy is replaced by the new copy.