

Raider Agi/Phy

Haphazard Copycat

Recharge X

Use any skill your allies know. Any fail is a crit fail. Recharge equal to the recharge of the skill you use.

Improvised Equipment

Passive

Your weapon can have three Tags at once (Single, Great, Dual, Ranged, Shield), but is stuck at -1 Quality. These tags can be switched at any time outside combat as you build a new stupid improvised monster of a weapon.

Slave

Recharge 5

Turn a helpless enemy into a minion. It's stuck at 1 skill tier below you and has -1 max hits and wounds, but you get to have 2 for each Minion Slot.

Hasty Healing

Recharge 2

Restores 2 wounds but reduces the target to 1 Hit

Drug Cocktail

Recharge 2 after effect ends

Gain any number of the following benefits

- Fully restore Hits

- +1 to Soc

- +1 to Phy

- +1 to Agi

- +1 to Men

- +1 to damage and crit range

- Automatically stand up next time you go Helpless

Your crit fail range increases by 1 per benefit chosen. Effects last until you go Helpless. Repeated use causes inevitable addiction.

Home Cooked Explosives

Recharge 4

Deals standard damage +2 to three enemies, and half that (rounding down) to you. On a crit, only deals 1 damage to you.

Trophy Rack

Passive

Take the heads or other cool bits off impressive kills and put them on display.

Gives +1 Skill Tier in combat, but -1 Skill Tier outside combat due to being a cumbersome thing to haul around. Garners inevitable bad reputation in civilized areas, may provide credibility in less civilized places.

Kill Steal

Instant

If an ally leaves an enemy at 1 hit after their attack, you may attempt to finish the enemy off with this skill. Failure instead strikes said ally.

Rust and Grime

Passive

Any enemy rendered Helpless by your basic attacks or Weapon skills loses 1 Skill Tier. Does not stack with itself.

Raiding Party

Recharge 8

Summons a party of raiders to storm the area, allowing you to perform three basic attacks at every enemy as your pals gallop past, weapons flailing. Misses deal half the counter damage to you. If you go helpless, the rest goes to random allies. Tends to also cause collateral damage to everything nearby.

Might Makes Right

Passive

Being the biggest, baddest motherfucker around gives you +2 Physical or Agile, +1 Hit, +1 Wound and +1 Weapon Quality, but also increases the crit fail rate of everything you have by 1.