

# Cultist

Soc/Men

Privy to truths beyond the minds of most, Cultists oft endure the label of fanatic or madman. But let them mock. They will see. They will ALL see, in the end!

## Role

Support/Debuff

## Theme

Sanity effects, chaos

## 1 Point

### Narrative Madness

Soc

Recharge 3

Causes the target to talk endlessly but renders them unable to lie. It may take some skill to pick out the useful info from the unpunctuated torrent of words though. On a crit, the target can be easily guided to talk about things relevant to what you want to hear. Otherwise they just say what comes to mind.

### Irrational Fear

Soc

Recharge 2 after target reverts

The target sees all things as terrifyingly powerful foes, lowering its skill tier by 1, or 2 on a crit, until someone fails to hit it, proving they aren't that scary after all. Good for spooking people outside combat too.

### Evil Twin

Soc

Recharge 3 after duplicate vanishes

Creates a magical copy of the target, which knows all the target's skills and has its memories. These copies are obviously fake, with a reversed color scheme and obvious magical aura, and they are prone to being stubborn. As such, an Evil Twin is 2 Skill Tiers below the caster just out of spite, but acts as a Minion otherwise. If asked for information, it may need coaxing before it becomes helpful.

The duplicate lasts until it is killed or dismissed as an Automatic action. On a crit, the summoned Evil Twin is only 1 Tier below the caster and more helpful when spoken to.

### Gift of Change

Men

Recharge 3

The target grows a new limb, which proceeds to attack them. They suffer 1 Hit of damage each turn until they elect to sacrifice 1 Wound (or 5 hits) to cut it off, or fall Helpless.

On a crit, the mutant limb lingers until removed, even persisting through Helplessness.

### Unreal Being

Men

Recharge 2 once the being disappears

Summons an image of an impossible creature from beyond the veil of sanity. This thing cannot interact with the physical world, but you can see what it sees, speak through it and it looks very creepy. Dissipates if attacked or dismissed. Dismissing it is Instant and Automatic.

## 2 Points

### Sealed Pact

*Sell your future fortune for some good luck here and now.*

Instant Automatic, Recharge 1 after the crit fail returns to haunt you.

Gain an immediate natural crit on your other skill this turn. Your next crit is a crit fail instead.

### **Cursed Item**

Men

Recharge 5

*Curses an item with horrible misfortune. Weapons cause glancing blows and shallow cuts. Armor fits poorly and restricts movement. Rings cut off blood flow. Hats cause headaches.*

Anyone wearing or using a Cursed Item suffers from awful luck. All attacks against them Autocrit, all of their failed rolls count as Critfails.

They never win contests, forget their words at important moments, trip on their feet, and so forth. Effects last until they remove the cursed item.

The cursing process is obvious and takes time to do, so it cannot be used in active combat.

### **Sanity Loss**

Soc

Recharge 3

*Twists the world of an enemy, showing their allies as hungry beasts gathering on a fresh kill*

Affected target will lash out against allies if they try to help him out of helplessness. When the target gets up, one of its allies will fall Helpless instead (or suffer 5 Hits). On crit, the affected target also takes 1 immediate Hit as it gets up.

### **Mindfuck**

Soc

Recharge 3

*Calls forth a distracting mental oddity in the eyes of a target.*

This oddity only exists in the eyes of the caster and target, and will wholly distract the target's attention and, in combat, their weaker counterattacks by 1. It cannot, however, fight back in any way or interact with people other than the target. It disappears when the target goes Helpless.

### **3 Points**

#### **Inner Demons**

Men

Recharge 5 after reverting

*Transforms the target into a representation of their inner darkness.*

This transformation lasts up to 5 turns or until the target falls Helpless. The target can pick three from the following list, and can pick more at the cost of 1 Wound per bonus, lost upon reverting. Can be used on self.

+1 Skill Tier

+1 Hit and +1 Wound

+1 damage to all Skills and attacks

+1 to all rolls

-1 critical limit to all actions

-1 damage taken from all sources

-1 skill tier to all enemies struck (does not stack with itself)

### **Paranoia**

Soc

Recharge 3

*The target is afflicted with a gnawing paranoia*

Lowers the crit limit of all actions against the target by 1 every turn until someone crits against them. This also works on out of combat actions.

# Multiclasses

## Alchemist - Madman

### Posthumous Potion

Men

*It's not vegetarian, it's humanitarian*

Brew a potion from a dead enemy, gaining one of their skills until you successfully use it. You can only have one of these in effect at a time. Works even on enemies that displayed no active skills in combat, in which case the skill gained is decided by the GM.

### Fatal Fear

Men

Recharge 1

*Fear is the mind killer. Heart attacks are the body killer.*

Reduces the target's Skill Tier by 1. If it falls below Trivial (0) the target dies instantly.

## Bard - Frightener

### Dread prophecy

Passive

*Only the hushed of voiced dare tell of what happens when the hands of fortune reach out twice in a row.*

If you crit (success or fail) twice in a row, the fabric of reality is torn and the world around gets you ravaged by forces from beyond time and space. All enemies and the user are rendered helpless or lose 5 hits.

### Delusion of Supremacy

Soc

Recharge 4 after effect ends

*Cause an enemy to think they have felled the mightiest of foes, causing them to break down in cheering and gloating.*

When an ally falls helpless, the affected target becomes Trivial Tier for 1 turn as it gloats, oblivious to things around it.

## Cleric - Demagogue

### Brothers in Madness

Soc

Once per place

*In areas without heavy religious scrutiny (and even some of those), cults of the things beyond mortal eyes can easily crop up.*

You may roll to find some like-minded allies wherever you go, and if you succeed, gain their aid. Sometimes that means shelter from angry guards, at others a surprise assault of angry cultists when you most direly need it, or even just a special room in the basement of an otherwise stacked inn.

### Healing Cancer

Men

Spell, Recharge 2 once the healing ends

*Places a pulsating tumor on the target, healing it until the tumor inevitably bursts.*

Heals Hits every turn, healing 1 more each subsequent turn (+1 hit when cast, +2 next turn, +3 after that and so on). This healing can go beyond max hits. If it reaches double the target's max hits, the target instead falls Helpless. Lasts until the target falls helpless either way.

## **Knight - Chosen**

### **Living Armor**

passive

*Grow a shell of living armor around you. You won't feel a thing, but it also isn't a natural part of you, so healing it won't work. Just wait for it to grow back.*

You start combat with 3 additional Hits and 1 Wound, which you must lose before losing any of your actual Hits or Wounds. These cannot be healed, but grow back at the start of next combat

### **Void Sacrifice**

Phy

Recharge 4

*Abandon hope and let the power of the Void course through the battlefield*

Sacrifice 5 Hits, granting all allies +2 to their next roll.

## **Mage - Sorcerer**

### **Mutating Magic**

Passive

*Mutagenic energies are not something most spellcasters want in their magic, but the effects can be remarkable if done right.*

Spells that can benefit from Elementalism now cause the target to mutate, automatically applying Gift of Change on success. This stacks with the normal Gift if both are used on the same target.

### **Failsafe**

Spell, Instant Automatic, Recharge 1

*Redirecting a spell about to explode in your face can at least share some of the pain*

Deals 1 damage to all enemies. Can only be cast when you fail to cast another spell, be it a normal or crit fail. Benefits from Elementalism.

## **Monk - Mutant**

### **Mutant regeneration**

Passive

*Your flesh is mutated with interesting healing properties. Elaborate patterns of scars are a common result.*

When you get up from helplessness, you gain a temporary +1 hit per time you've been helpless this battle. You cannot be healed until these temporary hits have been spent, and they cannot be recovered via healing.

### **Extra Arms**

*A second set of arms is useful for everyday tasks, and extra punches*

Phy

Instant, Recharge 3  
Roll twice and pick the result you prefer

## **Necromancer - Demonologist**

### **Demonhost**

Men

Spell, Recharge 3

*Raise a nearby corpse with the spirit of a being from beyond this world bound to it.*

This Minion crits on a 8+ and crit fails on a 3-. On a Crit when summoning it, it also counts as 1 Skill Tier above the caster.

### **Zombie Apocalypse**

Passive

*Most necromancers know better than to let their zombies make more zombies. Most, but not all.*

Any enemy killed by your Undead Minions becomes a neutral Undead that may attack other enemies... or the party.

These extras can be dismissed with an Automatic action, causing them to crumble on the spot.

## **Paladin - Abyssal**

### **Draining Strike**

Soc

Weapon, recharge 2

*Bleed out the essence of your enemies to nourish your own power*

On crit, gain +1 to SPAM of your choice for the remainder of the battle

### **Unleash Nightmare**

Phy

Weapon, Recharge 3

*Unleash the nightmares residing in your foe, weakening them with fear.*

If this attack renders the target Helpless, you gain +1 to all rolls next turn

Autocrits against targets of a lower Skill Tier

## **Shaman - Otherworlder**

### **Mythic Monster**

Men

Spell, Recharge 4 after monster is gone

*Most people think monsters only exist in myths and stories. Mostly because those who know better never lived to tell the tale.*

Summons a Hero Tier monster as a Minion that lasts until it misses an attack. If the caster is already Hero Tier, the monster is instead 2 tiers above the caster.

### **Eldritch Environment**

Men

Spell, recharge 2 once effect ends

*Summons a patch of land from those dark places in your nightmares, where you are perfectly at home, but most are hopelessly lost.*

The local area now counts as natural terrain for you. All enemies suffer 1 hit and lower their Skill Tier by 1 for 3 turns as they stumble and trip in this impossible, unfamiliar terrain.

### **Smith - Mad Scientist**

#### **Insane Modification**

**Men**

Recharge 2

*Improve an ally's weapon in your own special kind of insane way.*

Increases an ally's weapon crit AND crit fail limit by 1. This can be stacked. Lasts for the duration of the battle, or until the weapon's owner dismisses the effect with an Instant Automatic action.

#### **MAD-sterwork**

Passive

*You build something that is probably a fantastic set of equipment in some nightmare dimension between dreams and reality.*

You gain 2 bonuses from the Masterwork list (see Smith), but also suffer from a permanent increase of 1 to your Crit Fail limit.

### **Tracker - Fearmonger**

#### **Fleshy Bola**

**Agi**

Ranged, Recharge 3 once effect ends

*Tie up your enemy with something most people would rather not even imagine*

On hit, the target's skill tier becomes Trivial until someone fails an attack against it.

#### **Terror Ammo**

Passive

*Spikes the target with terror and panic, making them flail around wildly*

Affected targets deal 1 Hit of damage to a random enemy when counterattacking.

Benefits all skills that can benefit from Trick Ammo.