

These skill proposals are not considered current, but are kept for documentation purposes, and possible recycling.

Monk

Andy's Monk

https://docs.google.com/document/d/1pQ6eX_OFabqJ5ePXWI9LcpWcnOOUulcTwY8CLzVEpCU/edit

MSOB's Monk

Monks employ a variety of forms and techniques that realize the potential of their bodies and minds. While some may seem calm and stoic and others wild and brash, at the heart of every monk is a burning desire to master their art.

1pt

Insight: recharge 1; with a moment of silence, you pause to recollect your thoughts and observe the world around you. Adds a +1 bonus to your roll next turn, or an ally's roll this turn.

Phase Aura: your body sheds light in a small radius, about 5 meters, in a color you choose when you learn this skill. All creatures in this range cannot turn invisible or become hidden, creatures already hidden or invisible are made clear, and incorporeal beings and lingering magical effects and wards manifest a visible shape. This effect lasts a number of turns relative to Min (1 turn at 6, 2 for 7, etc).

Qi Focus: automatic instant, recharge 2; whenever you use a Qi skill, you can choose to remove all bonuses to your rolls this turn and instead grant all of your rolls this turn -1 crit range (i.e. 9+ now crits on 8+).

Qi Kinesis: Min 7+; as long as you are touching or holding an object, you manipulate it as though you have the Telekinesis skill.

Qi Step: you move this turn as though you can fly, but must end your movement on a solid surface you can stand on. If you already have a Flight skill, use of that Flight skill is now *instant*.

2pt

Mantra: recite a rhythmic chant to focus the mind and recover from damage. You cannot use an instant skill when you use this skill.

Combat: recharge X after end; regain 1 hit per turn for X number of turns (1 for Min, 2 for Min+1, etc), failure prevents usage for X number of turns (1 for Min-1, 2 for Min-2, etc).

Noncombat: once per day; Min 7, restore a number of wounds (1 for Min, 2 for Min+1, etc). When you use this skill other characters may make a Min 6 roll to gain this benefit. You may still use the Combat version of this skill.

Martial Fury: passive; when fighting unarmed, you can choose to deal wounds to helpless targets, and you count as using a *dual* weapon.

Qi Point: weapon, recharge 2; touching an enemy makes all actions and attacks treat it as helpless for this turn. Touching an ally restores one hit, or one wound if they are at full hits. You can use this skill unarmed.

Runetouch: instant, one success per day; you imbue yourself or a target with spiritual power, manifesting a distinct glowing rune on the target. The Runetouched target can then use an instant action to expend the rune, gaining a +3 bonus to the roll for their normal action. If an object is Runetouched,

one character holding the object may access the bonus for an action directly involving the object's use. If you fail to place a rune on a target, you may not choose that target again until the skill recharges. The rune disappears if it is unused for a day.

3pt

Qi Chaos: recharge 6; Monks are immune to this effect. All helpless combatants are now standing at one hit, and all standing combatants are rendered helpless.

Qi Flash: weapon, once per combat; Min 7+, deal damage to a single enemy equal to your current damage taken (both hits and wounds); on crit, this is multiplied by the number of times you've become helpless during this combat session (if you are fully healed, this skill deals no damage). When you use this skill, your allies may use their normal action this turn to assist you with a roll of Min 6+; each successful ally assist grants you Min-1.

Multiclasses

Bard: Chanter

Deep Breath

Qi Voice

Cleric: Theologian

Divine Sutra:

Qi Beacon

Knight: Pugilist

Suffering: passive; each time you suffer at least one wound of damage, your next roll has -1 crit range.

Qi Weapon: passive; when fighting unarmed, you gain an additional weapon tag, chosen when you learn this skill.

Mage: Mystic

Astrology

Qi Catalyst: once per combat; you focus your spirit to become a spellcasting catalyst til the end of combat. Crit adds a +1 bonus to all spellcasting rolls. The effect ends if you become helpless.

Necromancer: Medium

Possession: you summon a spirit of the dead to inhabit your body, gaining its skills and half its maximum hits rounded down as an augment to your maximum hits. The spirit may have its own tasks and favors to ask in return; critical failures or mistreatment of the spirit may cause you to lose control of your body.

Qi Lash: instant; you suffer one hit of damage to add a +1 bonus to a minion's roll. You may choose to suffer additional damage to affect more minions, but you must have at least one hit remaining afterward.

Paladin: Berserker

Vendetta: once per combat; success marks the target. Failed attacks against the marked target add a cumulative +1 bonus to your attacks against this target. This bonus resets whenever you successfully hit the target. The effect ends if you become helpless or the marked target dies.

Qi Reverser: recharge 2; for 2 turns, any combatant using Qi takes damage. Crit adds 1 turn duration.

Rogue: Ninja

Kawarimi: instant, recharge 4 after effect ends; quick-switches your body with a decoy. When you take noncritical damage from a failed roll, the damage is negated and you enter Stealth (even if you do not have the Stealth skill).

Qi Drain: weapon, recharge 2; this skill can be used unarmed. Reduces the target to one hit remaining. Crit

reduces target to one wound remaining, but does not affect hits.

Shaman:

Astral Sight

Qi Sense

Tracker: Yeoman

Acupuncture

Qi Spike: ranged, weapon, recharge 2; this skill can be used with any weapon type. You attack an enemy at range; you do not need line of sight to hit the target.

Smith: Calligraphist

Impermanence

Qi Symbol

Discarded/Proposed Skills

Chi Strike: weapon; attack a target's inner being. Critical deals a wound of damage. This skill can be used unarmed.

Combat Stance: passive spell; you can choose to deal wounds to a helpless target using normal attacks while unarmed.

Improved - Dragon Stance: instant spell; use this when you make a normal attack while unarmed. You gain a +1 bonus to the roll.

Improved - Manticore Stance: instant spell; use this when you make a normal attack while unarmed. You gain a crit range of 8+ for the roll.

Enlightened: passive; once per task or conversation, you can reroll a noncritical failure to perform that task or gain an advantage in the conversation. A critical success on this reroll lets you immediately make a third roll with a +1 bonus, which counts as a separate action towards success.

Finetune: one success per item type per day; you take an object and make it temporarily work better. This effect wears off after a day or if the item is destroyed. If you fail to finetune an object, you may not target it again until the skill recharges. This skill applies different effects depending on the target.

Armor: the wearer can choose to lose one maximum hit instead of becoming helpless. Their hits maximum returns to normal after combat ends.

Books, Tools: the user of this item has Min-1 for any actions directly involving its use.

Weapon: the wielder can use an instant action to gain the *great* tag on a normal attack (crits 9+, 2- critfails), or increase the crit range of a great weapon to (8+, 3-).

Qi: passive spell; your physical living body counts as a spellcasting catalyst.

Weapon Master: weapon; you make a powerful attack with your weapon. This attack gains additional benefits based on the type of weapon you use.

Great: this attack gains the *single* keyword (Min-1)

Single: this attack gains the *great* keyword (9+ crit, 2- critfail), but cannot Cleave

Unarmed: this attack gains the *dual* keyword (roll two attacks) and can cause wounds

Wisdom: passive; when you learn this skill, you gain Min -1 to a chosen professional, artisan, craft or social action such as academics, pottery, fishing, or public speech

Wf+6's Monk

https://docs.google.com/document/d/14Ycs4V6cDvvOnv9K5VvohPg5zcBV2VIWh_WP1RUE7h8/edit

Depreciated

God Hand: Recharge 5 after effect ends, Instant; Summon up the powers of the god hand. All your attacks and skills autocrit. This effect ends when you fail a roll, and in doing so you instantly fall helpless. While this skill is active, you cannot be healed by any other means than your own hits balance. The effect ends once you go helpless.

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

Smith

Refer to : <http://pastebin.com/jskUrENy> and <http://pastebin.com/XbuQ639R>

Weapon makers and trinket traders, these rhythm pounding paragons are but a few who help make the gears of war turn.

Campfire Edition

1pt	Fix: repair a broken weapon, armor, or shield Heavy Lifting: passive; carry up to twice your body weight Craft: create tools, keys, and other simple metallic thingamabobs
2pts	Recycle: melt down broken items to create a new item Strengthen: reinforce a weapon, armor, or shield Working Knowledge: create high-grade equipment
3pts	Careful Planning: passive; cannot fail when crafting

DM Edition

1 point

Sharpen: Once per combat, give one ally (or self) +1 to their weapon for the duration of the battle

Fortify: Recharge 2 after effect ends. Target takes 1 less hit from the next counterattack they suffer. 2 less on a crit.

Craft: Can repair broken objects, restore negative quality weapons to +0, fix up worn down loot to make it more valuable or get a poorly working mechanism back into shape.

2 points

Sabotage: Ensures something will go horribly, horribly wrong when it needs to. Takes one turn to rig the target. Once rigged, the Smith can, at will, call a single critical hit on it starting from the next turn. Aware, alert, complex and large targets are hard to rig.

Gadget Makes a nifty device to aid with 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 if the owner rolls a failure when using that skill, or a new gadget is built.

3 points

Masterwork: You begin the game with a Unique Weapon. It is your pride and joy, so treat it well.

Mechanical Minion

Passive

You begin the game with a homemade companion. It knows the same skills you do (save for Mechanical Minion), plus up to 3 points of additional skills, has 5 hits and 5 wounds, and cannot be healed except by the owner spending a turn to repair it. If it breaks down in combat, it can be rebuilt later with a successful repair roll.

Discarded/Proposed Skills

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Multiclasses

Bard - Storyweaver; striking a hammer and telling a story require the same thing, rhythm. those who do both are well respected for their abilities; Seamless - once per combat; every 3 turns when crafting; can reroll a failed roll like nothing happened; fail on second roll counts as crit fail

Cleric - Surgeon; field medics who learned to always have the right tools; Healing Touch - passive; cannot fail when healing/curing

Knight - Masterworker; knights who spent enough time on the field and know what works and what doesn't; Mastercraft - can craft masterwork weapons/armor

Mage - Element Bender; learned of crafters of the elements themselves, these smiths devote great time and effort into crafting the elements into tools of use; Weather Work - can craft weapons/shields/armor/trinkets bound with specific elements

Necromancer - Factory Worker; always looking ahead, these danger-bound workers see 'the future' of factory working...; Forced Labor - +1 to crafting for every undead under command

Paladin - Blessed Smith; workers of the truly divine, these holy smiths know how to fashion holy weapons and armor; Sun-baked - can craft blessed/cursed weapons/shields/armor/trinkets

Rogue - CEO; whether true or not these bank breakers know all the right things to say; Insist - Buy/sell/barter on your terms

Shaman - Builder; smiths who look to nature for inspiration; Nature Everywhere; passive; urban environments count as natural

Tracker - Navigator; map readers and makers, they have been all over the world and seen many things; Ghostly Knowledge - can craft ethereal weapons; failing can damage the smith

Dsty Edition

+Bard: [Rhythm Master – Makers of story and steel, these stalwart]

+Cleric: [Surgeon – be it sewing up a wounded ally or re-stitching armor, these finely tuned medics of the battlefield always have the right tools]

+Knight: [Juggernaut – Hardy weapon masters that favor heavy–yet-maneuverable sets of armor]

+Mage: [Element Binder – Knowledge crafters with an eye for 'specialized' equipment]

+Necromancer: [Taxidermist – Not everything that dies has the chance to decay, and these skin sewers take full advantage of that]

+Paladin: [Weapon Master – Blessed by a greater cause, these master makers excel in all works of greater-force weaponry]

+Rogue: [Precisionist – If there's a wall that needs sapped, a building that needs destroyed, or a simple set of gadgets that need to be upgraded with a 'personal touch,' the best to rely on would be a Precisionist]

+Shaman: [Creationist – Builders and movers nature itself, often seen remodeling cities and towns to add a better 'nature element' to them]

+Tracker: [Navigator – Travelers who walked all over the world, or bookworms who spent a lot of time looking over maps, whatever the case these knowledgeable crafters have the know-how to get around any situation]