

# FEMTO RPG Multiclasses

— Current as of FEMTO v2.5 Core Rules: <https://goo.gl/vsTri8>

This document lists and describes the various multiclasses available by mixing two of the core FEMTO RPG 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. While you normally only get one of the skills when making a multiclass character, the GM can also allow the player to take the second skill as well for two (2) Skill points.

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

## Alchemist

- +Bard: Poet
- +Cleric: Pyromancer
- +Knight: Guardian
- +Mage: Witch
- +Monk: Peace Walker
- +Necromancer: Embalmer
- +Paladin: Hero
- +Rogue: Toxicologist
- +Shaman: Geneticist
- +Smith: Inventor
- +Summoner: Scientist
- +Tracker: Visionary

## Bard

- +Cleric: Preacher
- +Knight: Troubadour
- +Mage: Illusionist
- +Monk: Martial Artist
- +Necromancer: Deathsinger
- +Paladin: Warlord
- +Rogue: Trickster
- +Shaman: Earthsinger
- +Smith: Annalist
- +Summoner: Entertainer
- +Tracker: Wardancer

## Cleric

- +Knight: Templar
- +Mage: Thaumaturge
- +Monk: Philosopher
- +Necromancer: Lifebinder
- +Paladin: Ascendant
- +Rogue: Charlatan
- +Shaman: Druid
- +Smith: Surgeon
- +Summoner: Seraph
- +Tracker: Pilgrim

## Knight

- +Mage: Spellsword
- +Monk: Samurai
- +Necromancer: Death Knight
- +Paladin: Crusader
- +Rogue: Dark Knight
- +Shaman: Berserker
- +Smith: Warmaster
- +Summoner: Bulwark
- +Tracker: Ranger

## Mage

- +Monk: Mystic
- +Necromancer: Warlock
- +Paladin: Battlemage
- +Rogue: Arcane Blade
- +Shaman: Witch Doctor
- +Smith: Spellwright
- +Summoner: Blue Mage
- +Tracker: Omniseer

## Monk

- +Necromancer: Spiritualist
- +Paladin: God Hand
- +Rogue: Ninja
- +Shaman: Landkeeper
- +Smith: Iron Fist
- +Summoner: Taoist
- +Tracker: Sherpa

## Necromancer

- +Paladin: Blackguard
- +Rogue: Deathmaster
- +Shaman: Voodoo Doctor
- +Smith: Soulcrafters
- +Summoner: Necrolord
- +Tracker: Dark Hunter

## Paladin

- +Rogue: Lordblade
- +Shaman: Wildguard
- +Smith: Gallant
- +Summoner: Prophet
- +Tracker: Inquisitor

## Rogue

- +Shaman: Hermit
- +Smith: Sapper
- +Summoner: Elusive
- +Tracker: Stalker

## Shaman

- +Smith: Wildshaper
- +Summoner: Chimera
- +Tracker: Monster Hunter

## Smith

- +Summoner: Constructor
- +Tracker: Pathfinder

## Summoner

- +Tracker: Blind-Eye

	Alchemist	Bard	Cleric	Knight	Mage	Monk	Necro	Paladin	Rogue	Shaman	Smith	Summoner
Tracker	<a href="#">Visionary</a>	<a href="#">Wardancer</a>	<a href="#">Pilgrim</a>	<a href="#">Ranger</a>	<a href="#">Omniseer</a>	<a href="#">Sherpa</a>	<a href="#">Dark Hunter</a>	<a href="#">Inquisitor</a>	<a href="#">Stalker</a>	<a href="#">Monster Hunter</a>	<a href="#">Pathfinder</a>	<a href="#">Blind-Eye</a>
Summoner	<a href="#">Scientist</a>	<a href="#">Entertainer</a>	<a href="#">Seraph</a>	<a href="#">Bulwark</a>	<a href="#">Blue Mage</a>	<a href="#">Taoist</a>	<a href="#">Necrolord</a>	<a href="#">Prophet</a>	<a href="#">Elusive</a>	<a href="#">Chimera</a>	<a href="#">Constructor</a>	
Smith	<a href="#">Inventor</a>	<a href="#">Annalist</a>	<a href="#">Surgeon</a>	<a href="#">Warmaster</a>	<a href="#">Spellwright</a>	<a href="#">Iron Fist</a>	<a href="#">Soulcrafter</a>	<a href="#">Gallant</a>	<a href="#">Sapper</a>	<a href="#">Wildshaper</a>		
Shaman	<a href="#">Geneticist</a>	<a href="#">Earthsinger</a>	<a href="#">Druid</a>	<a href="#">Berserker</a>	<a href="#">Witch Doctor</a>	<a href="#">Landkeeper</a>	<a href="#">Voodoo Doctor</a>	<a href="#">Wildguard</a>	<a href="#">Hermit</a>			
Rogue	<a href="#">Toxicologist</a>	<a href="#">Trickster</a>	<a href="#">Charlatan</a>	<a href="#">Dark Knight</a>	<a href="#">Arcane Blade</a>	<a href="#">Ninja</a>	<a href="#">Deathmaster</a>	<a href="#">Lordblade</a>				
Paladin	<a href="#">Hero</a>	<a href="#">Warlord</a>	<a href="#">Ascendant</a>	<a href="#">Crusader</a>	<a href="#">Battlemage</a>	<a href="#">God Hand</a>	<a href="#">Blackguard</a>					
Necro	<a href="#">Embalmer</a>	<a href="#">Deathsinger</a>	<a href="#">Lifebinder</a>	<a href="#">Death Knight</a>	<a href="#">Warlock</a>	<a href="#">Spiritualist</a>						
Monk	<a href="#">Peace Walker</a>	<a href="#">Martial Artist</a>	<a href="#">Philosopher</a>	<a href="#">Samurai</a>	<a href="#">Mystic</a>							
Mage	<a href="#">Witch</a>	<a href="#">Illusionist</a>	<a href="#">Thaumaturge</a>	<a href="#">Spellsworn</a>								
Knight	<a href="#">Guardian</a>	<a href="#">Troubadour</a>	<a href="#">Templar</a>									
Cleric	<a href="#">Pyromancer</a>	<a href="#">Preacher</a>										
Bard	<a href="#">Poet</a>											

## Alchemist

### +Bard: Poet

In the original sense, 'poetry' was synonymous with 'ironic punishment'.

**Love Poison:** recharge 1 after effect ends, spell; Infatuates the target, making it more willing to help others for three turns. In combat, they can only make supportive or helpful actions (such as healing or helping to recover from helpless), and they prioritize the caster over all others. They do not deal counterattack damage if anyone fails against them while affected. Outside of combat they will be more willing to do whatever the caster says.

**Encore:** passive; Whenever an ally rolls a critical success, your action next turn autocrits. After you use Encore's effect, it has a recharge 2 until you can use it again.

### +Cleric: Pyromancer

Among fanatical alchemists, obsession with flame evolved into a faith all its own, often blending with other existing belief systems into something far more dangerous.

**Great Combustion:** recharge 1, spell; Create an explosion at your finger (or hoof) tip. On critical failure, causes critical roll damage to both the target and you.. On crit, heals you for three hits or 1 wound in addition to dealing damage to the target.

**Flame Warden:** passive; In the presence of fires larger than a torch (e.g. A campfire, forest fire, fireplace), your spells no longer have negative effects (i.e. Heal does not hurt on crit fail, Acid Spray doesn't have lower damage or reset recharge when used on recharge, etc.,)

### +Knight: Guardian

Some craft elixirs to aid others, but a true protector will manipulate their own bodies to protect allies.

**Advantage:** passive; When you critically succeed with any

### +Paladin: Hero

The few alchemists that learn the power of their art and then choose to take vows to never use the most terrible tools in their arsenal are revered among the peasant folk.

**Vigor Brew:** instant, recharge 3 after effect ends; Drink a fortifying potion. Whenever you would next fail an action and take counterattack damage, you can instead negate the damage and take the hits lost as a penalty to your rolls turn after.

**Mirror Elixir:** recharge 3; Reverse all status effects and ailments you are currently suffering from (e.g. Damage over time now heals, increased damage taken becomes lower damage taken, etc.,)

### +Rogue: Toxicologist

When fighting with poisons, the only good fight is a short fight.

**Sudden Death Poison:** passive; Your weapon attacks and skills apply a deadly poison to the target for each success. After 3 stacks of the poison, your next skill autocrits and resets the stacks back to normal.

**Chameleon Smoke:** recharge 3 after effect ends; Cast out a cloud of morphing smoke. This smoke thins to let you and your allies see through it, but thickens around enemies. Allies inside it cannot be targeted by enemies, and enemies have -1 to all actions while they remain inside. The smoke lasts for 2 turns.

### +Shaman: Geneticist

Moving beyond basic compounds, working with living beings provides much more research potential.

**Controlled Evolution:** passive; When you cast a beneficial spell on an ally, you can replace one of their racials with another of your choice until the end of combat. A target can only be affected by Controlled Evolution once per combat

**Wax/Wane:** spell; Who says size doesn't matter? Grow or

roll in combat, you may negate counterattack damage to an ally the next turn.

**Fortify Flesh:** recharge 3 after effect ends, spell; Accelerates an ally's cell growth, restoring 1 hit per turn and lowering all damage taken by 1 for 3 turns. If the healing would raise them above max health, they gain those extra hits as temporary hits that go above the max limit but cannot be healed if lost.

### +Mage: Witch

Mixing all kinds of bubbly brews, you ever know what's in the cauldron until you face it firsthand.

**Simmer:** spell; Spray a target with a quick cloud of unmixed chemicals. This skill does half damage, but has +1 for every other skill you have on recharge.

**Potent Potion:** passive; Make a second roll whenever you successfully cast a spell. If this roll is a natural 8 or higher, a copy of this spell is cast with the same roll. A spell can only receive this bonus once per combat.

### +Monk: Peace Walker

Those travel the world to find serenity use their knowledge to calm the raging storms inside hearts.

**Fall With Grace:** recharge 3, spell; Fill an ally with inner peace. When they would next fall helpless, they don't lose a wound.

**Sleeping Brewer:** passive; You're so experienced, you could mix in your sleep! You can cast your skills while helpless, but their recharge is increased by 1. If a skill could already be used while helpless, then its recharge is unaffected.

### +Necromancer: Embalmer

In order to preserve the dead, one needs corpses to work with first.

**Experiment:** instant, recharge 4; The freshly dead are prime for cultivation. You can test your chemicals and magic on a corpse, lowering the recharge of a skill by Roll-5. The corpse is destroyed and cannot be used as a target for Commune, Raise Dead, etc.,

**Necrotic Poison:** recharge 3 after effect ends, spell; Infect yourself with a virulent plague that deals 2 hits whenever you make any successful action. When you make a weapon or untagged physical attack against a target, the plague jumps to them and you no longer suffer from it. The plague can jump an infinite number of times, but can only infect one target at a time ever. The plague lasts for 3 turns, but if it jumps to a new host it resets its duration.

## Bard

### +Cleric: Preacher

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

**Glorify:** Instant, recharge 4; With an impromptu sermon or inspiring phrase, you boost a single ally's next action to autocrit

**The Good Word:** once per audience; Spread the word you believe in in an effort to gather aid, support or in a bad situation at least try and get the aggressor to calm down. On a crit fail, you will end up in a bad light, which

shrink a target or object with a potion, with effectiveness based on the roll. Hits and wounds are not changed by this effect.

### +Smith: Inventor

Those who knew their way around chemicals as well as metals were in short supply, but always at the forefront of breakthroughs.

**Flux Accelerator:** passive; You may use skills that are on recharge. If you do so, you lose Hits equal to the remaining recharge, and then the recharge resets.

**Flamethrower:** recharge 2; Blast an enemy with flames, causing them to take 1 hit per turn for 3 turns. On crit, the enemy is immolated and can't take any actions until they are extinguished.

### +Summoner: Scientist

Too many rely on magic alone to take on the daily tasks of life. But blending it with ingenuity and whatever else is lying around can do anything that pops into one's head.

**Clone Vat:** Recharge 3, spell; Create a copy of any minion you or an ally has summoned in the past at its most basic form (i.e; Cloning an Abomination creates it without any corpse upgrades). These minions cannot be healed in any way.

**Success Through Failure:** passive; Some of the greatest discoveries were made from accidents. Whenever you fail a skill, add half the failed roll (rounded down) to your next attempt at that same skill

### +Tracker: Visionary

A strong eye works wonders, whether you're in the lab or out in the field.

**Future Draught:** passive; When you make an attack, you may declare the target after seeing the roll result.

**Flare:** recharge 2 after effect ends, weapon, ranged; Fire a creation into the sky that bursts and rains down over a target area. On success deal 1 hit to all enemies in the target area and cancel all Stealth effects. The rain lasts for 2 turns and enemies in the rain cannot Stealth.

### +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

**Hustle:** passive; Your con-artist shenanigans can really wear out your mark! When you make a Con Artist, Terrify, Smooth-Talker, Sleight of Hand, Master Thief, or any

can mean anything from some rotten vegetables flung at you to being run out of town.

### **+Knight: Troubadour**

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

**Overconfidence:** instant, recharge 3; Next roll is a critical success, but you cannot act the turn after as you await applause and adoration.

**The Show Must Go On:** passive; You may continue to take normal actions for the first turn of your helplessness. Failures incur wound damage.

### **+Mage: Illusionist**

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

**World Warp:** spell; recharge 5 after effect ends; Give the target delusions, distracting them while they interact with a fake world of your creation. The higher the roll, the more believable the illusion is, and the longer it lasts (Roll-4). If the target is attacked, the delusion ends.

**Doppelganger:** recharge 3, spell; Summon a duplicate minion with 3/1 health that can hold physical objects and deal damage if they pick up weapons.

### **+Monk: Martial Artist**

Freeform in both their thinking and fighting styles, they can produce excellent results by surprising their opponents.

**Dance My Minions:** Passive; every enemy you send helpless becomes a temporary minion. They roll every action at -2 and break free of your control on the first failure, but also suffer counterattack damage on that fail.

**Stance Dance:** passive; When you switch stances, you may also roll for an extra attack.

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

**Echo of Death:** passive; +1 to all skills and spells (but not basic attacks, spot or climbing rolls etc) if there is an corpse nearby. Raised minions do not count. Multiple corpses give no additional bonuses.

### **+Paladin: Warlord**

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

**Command:** On success, take a sentient creature as a pet

**Inspiring Leadership:** Passive, when you roll a crit or autocrit, all of your allies (but not you) gain +1 to all rolls next turn.

## **Cleric**

### **+Knight: Templar**

Frontline soldiers with powers of healing and protection.

**Flagellate:** automatic instant, recharge 3 after effect triggers; The next time you roll a non-critical failure you heal that many hits instead of losing them

**Overhealing:** automatic instant, recharge 3, spell; Your

other diplomatic roll against an NPC, they automatically take a hit of damage (but never a wound). This damage will not provoke combat – though your comments still might.

### **+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

**Treant Whisperer:** allows you to bring a plant to life as your minion, plant becomes mobile. Said plant can't talk or communicate in any way.

### **+Smith: Annalist**

Great stories are written of the greatest hits of heroes, brought to them by the greatest of arms

**Glory Days:** passive; When you naturally crit, your next success autocrits. This autocrit cannot activate Glory Days again.

**Lucky Number Seven:** passive; Rolling a 7, disregarding any and all modifiers, counts as a natural crit.

### **+Summoner: Entertainer**

Regaling the public with tales of wonder and splendor, with near perfect reenacting stories can even be brought to life.

**Recursion:** Recharge 3; The best story is one that's repeated. Mimic an ally's action last turn, on success you repeat the selected action but with Recursion's roll to decide the outcome.

**Harmonize:** Recharge 4, Requires a minion; Working in tandem with others makes for a much better show and gives a better chance for an encore. This skill can only be used by your minions. When your minion succeeds with this skill on the same turn you succeed with a skill, the recharge of your skill is cut in half, rounded down.

### **+Tracker: Wardancer**

Dance and martial prowess make these adventurers exceptionally agile.

**Wardance:** passive; When you take counterattack damage, deal 1 hit to the enemy.

**Whirlwind:** recharge 4, weapon; Turn yourself into a tornado of cuts. You hit all enemies in range and keep rolling until you fail. All roll modifiers and buffs you have only apply to the first roll, after that all rolls are basic d10's

### **+Shaman: Druid**

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

**Animal Totem:** automatic instant, recharge 5 after effect ends; You shapeshift into a Mystic or War animal for 3 turns (chosen when you learn this skill), gaining a bonus. May be combined with Nature Elemental.:

next beneficial action gives your target Roll-5 bonus hits. If these hit would go over their maximum hits, they become temporary hits over that amount that cannot be healed back once lost. If they have full Wounds, they also gain 1 temporary Wound until the end of combat.

### **+Mage: Thaumaturge**

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

**Magic Boon:** instant automatic, recharge 4, spell; Your next successful spell also restores a single wound or 3 hits on yourself.

**Master Caster:** passive; +1 to all spellcasting

### **+Monk: Philosopher**

It is easy to feel no pain, once you understand that pain is but the passing of weakness. If only your patients would share your view too...

**Healing Pain:** passive; Whenever you suffer counterattack damage, one non-helpless ally recovers a hit.

**Koan:** instant, recharge 3; You know a variety of ancient sayings that provoke thought and inspire success. You may roll to turn an ally's noncritical failure into a noncritical success. May be used while helpless.

### **+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.

**Soul Return:** spell; When cast on a living thing, upon its death, its consciousness may continue to persist as a disembodied spirit. These spirits can talk, pass through walls and have limited abilities to interact with physical objects. They may also attempt to possess a living body to regain a physical form, but this ghoulish new look may provoke witch hunts and exorcisms everywhere he goes.

### **+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.

**Healing Hammer:** automatic instant, spell; Can direct your next action this turn at an ally, healing them for as much as it would have damaged a foe, or damaging them on a failure for however much counterattack damage the fail would do (5 hits on a crit fail instead of instant helpless).

### **+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. Unless aware of your

**-Mystic;** +1 to a known spell. Gain useage of a cleric or shaman spell skill worth up to 2 points, chosen when you earn Animal Totem..

**-War;** +1 bonus to weapon attack/skills. Gain useage of a Paladin or Rogue weapon skill worth up to 2 points, chosen when you learn Animal Totem.

**Calm Until Provoked:** passive; You may never take an offensive action until hit in combat. After that you gain +2 and Autocrit to all rolls for one turn. Afterwards you have DC-1 to all offensive actions and may act normally. Outside combat, you may apply this to anyone who is outright hostile to you

### **+Smith: Surgeon**

To those with the right technology, few things are impossible to put back together no matter how mangled they are.

**Stimpack Drone:** recharge 3 after effect ends; Send a drug-filled drone to latch onto yourself or an ally. For the next three turns, the target deals 1 extra hit of damage on all their attacks, and may make a basic weapon attack as an instant action.

**Triage:** instant, recharge 2; Restores one wound. On crit, restores all wounds.

### **+Summoner: Seraph**

With a cold and distant approach, healing magic sometimes works the best on those who help themselves.

**Frozen Light:** passive; Whenever you cast a successful spell on an ally, it can instead be held to be used later at their choice (You must decide if you're holding the spell this way when casting). The spell locks as an orb of light above the targeted ally, and they can use the spell whenever they want as an Instant Automatic action at the roll you made for it originally. There can only be one frozen spell on an ally at any time.

**Hourglass:** recharge 5, spell; Flip an ally's life like turning an hourglass, swapping their hits and wounds. They must have at least 1 hit and 1 wound to be a valid target.

### **+Tracker: Pilgrim**

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

**Don't Die On Me:** recharge 1, spell; Target recovers is healed for one wound, with +1 bonus for each wound of damage on the target and the caster. Also recovers them from helplessness if they are helpless.

**Lifelink:** recharge 3 after effect ends, weapon; Shoot a special ammo at an enemy that links them to either yourself or an ally. For every wound of damage inflicted on the affected enemy, restore one wound or hit on the linked ally. The link lasts 3 turns.

abilities, the target will not realize what has happened once the duration ceases. Player characters can choose to roll a perception check to realize they have been mind controlled.

**Snake Oil:** passive; Your inoffensive skills can be used as offensive ones when targeted at enemies (Heal deals hits, Mend re-opens old wounds, Inure weakens against elements, etc).

## Knight

### +Mage: Spellsworn

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

**Ethereal Weapon:** automatic instant, recharge 3, spell; Summon a Ethereal weapon. Ethereal weapons are not wholly real, existing between this world and the next. Their ghostly forms pass through all materials as if through air. An ethereal weapon can never harm objects or undead, and deals wounds instead of hits.

**Protective Bubble:** recharge 4 after effect ends, spell; Conjure a magic shield absorbs up to two failures/attacks or one critical failure/attack.

### +Monk: Samurai

Often bound by an ancient code, these warriors tend to be hardy.

**Impale:** recharge 4, weapon; Pins an enemy to the ground with your weapon, making it an easy target for others. On success, all attacks against the target count as automatic for one turn, but you cannot use Weapon skills next turn since yours is stuck in the target. You regain your weapon afterwards.

**Revolving Blade:** recharge 3, weapon; Autocrits. A critical hit by any other skill or attack refreshes this ability immediately.

### +Necromancer: Death Knight

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

**Meat Shield:** passive; So long as you have a minion, you cannot go helpless from non-critical failures. Instead, the minion takes the damage for you. Critical failures still send you helpless.

**Sacrifice:** automatic instant; Destroy one of your minions or a dying enemy to recover from helplessness and heal all wounds.

### +Paladin: Crusader

Devoted knights and defenders of their cause.

**I Can Still Stand:** passive; Every time you successfully stand up from helplessness, add +1 to all future attempts to get up. This bonus also applies to anyone trying to help you up. Lasts until combat ends.

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

### +Rogue: Dark Knight

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

**Ambush:** passive; If you are the one to initiate combat, only you may act that round (neither allies, enemies, or

### +Shaman: Berserker

Forsaking defense, reason and occasionally clothing for sheer bloody-minded anger, a Berserker will often not even stop fighting when they are already down for the count.

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

**Lash Out:** recharge 4 after effect ends; Make an attack with a -X penalty (up to -3). Next turn, you gain a bonus equal to damage taken from using this skill. You cannot fall helpless when using this attack. If you rolled a 1 or lower with the penalty roll, you gain a bonus equal to your max hits.

### +Smith: Warmaster

Those who make their weapons, know their weapons. And knowing is half the battle. The other half is violence.

**Heart of Iron:** passive, once per combat; When you first go down to 1 wound or less, you are instantly restored to 3 wounds.

**I Made This:** passive; Immunity to disarming, weapon durability damage, armour breaking, and other harm to your weapons and equipment. You know better than to use them in ways that would do harm to them.

### +Summoner: Bulwark

Some worry about facing a knight so tough that he's like a wall on the battlefield. When that knight has friends, he makes that fear real.

**Stalwart:** passive; Your minions follow in line right with you in defense. All your minions have +3 hits, and copy all your defensive skills. They have Martial Defender and Defense Mastery if you do, they cast their own Guardian when you do, and they cast Protect when you do on a different target. You also gain Conjure Minion for free.

**Taunt:** Instant, Recharge 2; Call attention to yourself or one of your minions. On success, all attacks made against an ally this turn are instead redirected to you or the minion.

### +Tracker: Ranger

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

**Suppressing Fire:** recharge 2, weapon, ranged; Hold off an enemy, lowering all damage they deal next turn by however much this skill damages them by.

**Supreme Survivor:** passive; Automatically passes all spot checks. Autocrits on jump, climb and other traversing checks

anyone nearby can act). This turn works as normal, but fail during it do not incur counterattacks, and crit fails do not instantly render you helpless.

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

## Mage

### +Monk: Mystic

Few things are more mysterious than a mystic and their curious ways of casting.

**Arcane Arms:** passive: Gain an Elementalist effect. You can Apply Elementalist to all your skills regardless of tag.

**Inner Spirit:** passive; Your abilities lose the Spell tag. They can be cast without a catalyst, and silence effects do not affect them.

### +Necromancer: Warlock

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

**Tartarian Power:** spell; Demonic power fuels your minion, and their rolls are all critical (hit or miss) until combat ends or you take an action to end the effect. Critfail makes target berserk, hostile, or possessed and lasts until they fall helpless. Can also target allies.

**Unholy Elementalist:** recharge 2, spell; Can animate natural elemental sources such as fires or bodies of water. Minions raised this way carry elemental properties as per Elementalist, but are otherwise relative in size and power to normal raised minions.

### +Paladin: Battlemage

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

**Armed Ally:** spell; Turns a nearby weapon into a minion. Turning it back into a normal weapon is Automatic. If the minion dies in battle, it reverts into a - 1 weapon.

**Conjure Weapon:** instant, recharge 3, spell; conjures a magic weapon of any one type for the duration of combat. Can apply any Elementalist effect you know. Crit applies +1 to the weapon. Summoning a second weapon destroys the old one.

### +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

**Visibly Unarmed:** passive; You never appear armed or indeed all that threatening. If searched, no weapons will be found on you. Yet you can still use your seemingly spectral weapons to harm foes as if they were normal, fine steel

## Monk

### +Necromancer: Spiritualist

Tampering with spirits is a dangerous art, but those who get good at it can find unexpected amounts of aid at times of need.

### +Shaman: Witch Doctor

Unpredictable fusions of arcane and spiritual magic.

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

**Polymorph:** recharge 3 after effect ends, spell; Turns an enemy into a harmless creature that cannot cause counterattack damage for three turns. If it goes helpless the effect ends instantly. Can't polymorph the same creature twice. Larger creatures might react differently.

### +Smith: Spellwright

Capable of duplicating spells, or at least creating equally effective alternative solutions, a spellwright is truly a master of the unexpected.

**Spell Emulator:** passive. The smith gains access to 2 points worth of Spells, taken from any class or mix of classes. These spells can be used normally, but obey all their usual restrictions. If you have Mech Minion, it does not copy this spell, it only copies what the smith chose from Spel Emulator.

**Spellcatcher:** instant, spell; Use this skill when an ally casts a spell. On success, you store a single copy of the spell that you can use later as a normal action. The held spell stays until used after which it disappears, and you can only have one copy of a spell at a time (i.e. You can have any number of different spells, but no more than 1 of each).

### +Summoner: Blue Mage

A master of recall and mimicry, able to replicate anything that they have seen, even if just for a moment.

**Beastial Mimicry:** recharge 2, spell; Copy a passive on the target, giving yourself the same bonus for the rest of combat.

**Portal:** recharge 3 after portal ends, spell; Open up a portal to any visible location for 3 rounds before closing. The portal will push back anyone and anything near it when created. Passing through the portal is a free action. Limit of one portal per character at any time.

### +Tracker: Omniseer

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

**Elemental Ammo:** passive; You gain any two Elementalist effects. You may apply Elementalist effects to skills as though they were Trick Ammo with the same limitations.

**Sight Beyond Sight:** spell; Can see beyond walls, barriers, illusions, and see through lies.

### +Smith: Iron Fist

Like a union of raging bellows, marrying body and weapon in

**Cursed Seal:** Turns a living enemy into a walking corpse. For all intents and purposes this target now counts as Undead and a corpse. This effect ends if someone removes the seal from their body.

**Grave Strike:** recharge 4, spell; Every corpse near the target springs to life momentarily and attacks it before keeling over again. The damage increases with the amount of corpses near the target.

### +Paladin: God Hand

With impregnable defenses and impetuous style, these fighters will never grovel at anyone's feet.

**Fists of Fury:** instant automatic, recharge 1; You cannot use any weapons, but your hands can count as any single weapon type. Changing this type is an instant automatic action, and the type lasts until changed. However, you have to change types before you roll an attack, not after.

**One Inch Punch:** recharge 3; It's hard to miss from one inch away. Succeeds on DC2+

### +Rogue: Ninja

Uncanny in the art of evasion, even death doesn't appear to stop them.

**Ninja Flip:** Passive; Always suffer one less hit of counterattack damage.

**Substitute:** Recharge 3 after effect triggers; The next time you would take counterattack or direct damage, you instead leave a substitute in your place and become Stealthed (as per Stealth). The substitute has 4/1 Health, and the enemy that triggered Substitute can only focus on the substitute and also not deal counterattack damage until it is destroyed.

### +Shaman: Landkeeper

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

**Miracle Grow:** You seem to have a talent for nurturing just the right plant for the job. On success, rapidly grow anything from fruit, to poison, to bioluminescent mushrooms, to climbable vines!

**Regeneration:** passive; All healing effects grant you double the benefit.

## Necromancer

### +Paladin: Blackguard

These brave few balance dark arts with inner spirit.

**Death Blow:** recharge 1, weapon; Crit kills weak targets, 9 renders target helpless. Less effective against powerful foes.

**Hope for the Fallen:** passive; Your spells never ruin corpses. They may always be used for commune, raise dead, resurrect, corpse explosion and whatever else someone might need a corpse for. You may roll to repair corpses ruined by others.

### +Rogue: Deathmaster

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

**Awakening Blade:** passive; Any enemy killed by the Deathmaster returns to life as a weak minion. These minions do not count against your maximum amount of

ways that make them impossible to tell apart.

**Stagger:** Recharge 2; On success, in addition to damage, lowers the target's maximum Hits by one. This effect is cumulative.

**Equal Footing:** Recharge 4; On success you strike the target's weapons away, forcibly disarming them. They cannot retrieve their weapons or use new ones for 2 turns.

### +Summoner: Taoist

Taking the mantle of balance-keeper into their own hands, they'll tip the scales in order to achieve their goals.

**Flowing Movements:** instant auto, recharge 1; You flow in line with the universe around you. After you make a action, you can swap your result with a minion or a willing ally who has also rolled their actions for that turn. If the minion/ally did multiple actions, pick only one of the rolls to be swapped.

**Miasma:** spell, Recharge 3 after effect ends; Flood the battlefield with choking aether, reversing the effects of heals for all inside the area except for the caster.

### +Tracker: Sherpa

Trained in the most absurd conditions the world has to offer, nothing the land can throw will change their expression.

**Spotter Hawk:** passive; Every good marksman needs a spotter. You have a companion animal that confers a +1 bonus to all perception rolls and increases your weapon critical hit range by 1. Your companion may not make attack rolls of any kind.

**You Call This Rough?:** passive; You are never hindered by even the most absurdly adverse weather, terrain or natural phenomena. Back home this kind of thing wasn't even worth getting an umbrella...

### +Summoner: Necrolord

Their powers over realms gives a stronger pull on passed souls, leaving all of time past at their beck and call.

**Raise Ancients:** spell; Call upon the long slumbering fallen beasts or the mass of bones in the local area to summon a new terror. You summon up an ancient undead with varying health and one skill effect. You can only have 1 Ancient at a time, and it returns to the earth at the end of combat.

**-Reaper (3H/3W):** recharge 3; Strike a foe three times, rolling separately for each attack.

**-Bone Cage (5H/5W):** passive; The Ancient is immobile, but is risen up around a target area, forming a cage. Those trapped cannot make physical attacks against anything outside and vice versa. When the Ancient falls helpless, a roll can be made to pass in or out of it.

**-Mana Void (3H/3W):** The Ancient has a strong attraction of



minions, but only have 3 hits and 1 wound.

**Possessed Weapon:** You have a weapon that is inhabited by a sentient spirit of some kind. This spirit can talk with you, and also with anyone else who holds the blade. The spirit can jump into inanimate objects or even recently slain foes, but is too weak to engage in combat. It can also possess an enemy's weapon in combat if they attack you, and can then roll against their weapon attacks to cancel it, or to prevent counterattacks to the Deathmaster.

### +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. Gives one pet mastery point.

**Voodoo Doll:** recharge 3 after effect ends, spell; Link a target to yourself. All negative effects and penalties you receive are also dealt to the linked target. This effect ends when you fall helpless.

### +Smith: Soulcrafter

The art of forging souls into metal is feared for a reason. Things made through such means often take on an eerily lifelike form.

**Necromachines:** recharge 3 after effect ends, spell; Asserts control over the tiny organisms inside a body to ensure temporary countermeasures against mortality. An affected target will remain standing after death, and can be targeted as normal. It is not undead, but if it was hostile, the Necromancer now controls it while it lasts. If it is an ally, it can still be saved with healing. Anyone affected with Necromachines lives for 1d10 turns after death, rolled at the moment of death. Only one target can be affected by Necromachines at the same time.

**Spell Bleed:** instant auto, recharge 1; Your next spell cast can hit multiple targets as with Cleave but without the increased crit fail range.

## 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.

**Assassinate:** Recharge 4; On success, blends into a nearby crowd or suitable hiding spot. Once hidden, can take an Instant action to instantly kill one target. On a failure, your cover is blown. On a critical blending roll, the assassination autocrits. A critical assassination roll does the job so neatly nobody even realizes the target died.

### +Shaman: Wildguard

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

**Anima:** once per combat; Your spirit animal appears as a minion until combat ends. The minion cannot attack by itself, instead it can roll a 1d3 to empower your skills by the result, on recharge 2. Out of combat, you have a +1

magic, it can roll to redirect any spell cast by anyone in combat to itself.

**Call of the Grave:** recharge 3, spell; Call upon a foe that has fallen in the current session of combat that you are in, giving a skill of theirs to yourself or an ally for the remainder of combat.

### +Tracker: Dark Hunter

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

**Parasitic Arrow:** passive; Your attacks are infected, leaving a parasite on the target. This parasite can make a single basic attack, after which it dies immediately. The parasite lasts until it attacks or the target dies, and there can be any number active on a target at any time. The parasite does not count as a minion. You can only give a target one parasite per turn.

**Deathly Volley:** recharge 4; On success, all of your minions may use one of your skills this turn regardless of its current recharge, or make an additional attack.

### +Summoner: Prophet

Some warriors devote their cause to a powerful being on the mortal plane or a higher power, carrying out their will and spread their word across the land.

**Crusade:** Automatic, Recharge 2 after effect ends; Direct your minions in name of your cause. For two turns, you cannot take any actions as you lead, but all your minions can make two standard actions per turn.

**Smite:** Recharge 3, spell; Open a gate to your chosen deity, summoning their power to raze your foes. Hits all enemies in a target area and marks them to be struck down. All of your attacks on an enemy hit with Smite next turn will autocrit on success.

### +Tracker: Inquisitor

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

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

bonus to navigate rough natural terrain.

**Wild Hunt:** passive; After rendering a foe helpless, the Wildguard's next action becomes Automatic. Rendering another foe helpless with this automatic action does not activate Wild Hunt again.

### +Smith: Gallant

Heroes of the front line, and if need be, the entire front line all by themselves. Truly no title for a goofus.

**Hold the Line:** instant, recharge 2; All party members take 1 less counterattack damage this turn.

**Autonomous Weapon:** You have a spare weapon mounted on you in one way or another that can act on its own to a degree. Whenever you are attacked by an enemy, this weapon retaliates with a basic attack. Fails by this weapon do not cause counterattack damage to you, but critfails disable it for two turns. This weapon still retaliates if you are helpless. This weapon can have any tag.

## Rogue

### +Shaman: Hermit

Though not much to look at at first glance, an inoffensive exterior can hide great power.

**Innocent:** passive; Appear unimportant, uninteresting and generally like a forgettable bystander. Unless you are caught doing something illegal, you will at most be escorted outside, but more likely you'll just be ignored by guards and the like

**Stranglevine:** instant, recharge 1; Silences the target by strangling them. Deals damage and interrupts talking and spellcasting for one turn.

### +Smith: Sapper

There are few things that can between a well prepared tamperer and their goal, as their foes will often find their luck turning against them at the worst possible moment.

**Cloaking Device:** You carry one curious device that renders one thing invisible. You cannot make another, but then, you probably won't lose the one you have either. Anything the device is placed on and activated, disappears from sight as if it had Stealth. This can affect living beings as well as objects. Cloaked things can only be found by touching them, or otherwise knowing where they are (for instance, by remembering where you left them, or by smelling them).

**Sabotage:** Recharge 3; Ensures something will go horribly, horribly wrong when it needs to. Takes one turn to rig the target or object. Once rigged, the Smith can automatically call the sabotage once the rigged target/object acts, subtracting the Sabotage roll from their roll. Aware, alert, complex and large targets are hard to rig. Doesn't break stealth on success. No more than one "untriggered" sabotage may be on a target at once.

## Shaman

### +Smith: Wildshaper

Before there was steel, there was wood. And as some will tell

**Antimagic:** passive; Gains +1 against any enemy that hits the Inquisitor with a magical attack. This is raised to +2 if a spell renders the Inquisitor helpless.

### +Summoner: Elusive

A rogue is already difficult to find, hidden away in the shadows. With training they can hide in plain sight, dancing around as its enemy's attacks always miss their target.

**Double Team:** passive; Your magic tunes well to yourself, making all minions you summon an exact replica of you (in image only). Whenever an attack would target you or one of your minions specifically, the attacker must also roll a 1dX, with X equaling you plus the number of minions you have. A roll of 1 on this roll hits the player, any other roll randomly hits one of the non-targeted options.

**Blink Strike:** weapon, ranged; Disperse a weapon into magical energy, shooting it off at an enemy or target location, stabbing and sticking into it. If used from Stealth or on an enemy that doesn't know you're there, they can't retaliate after getting hit. The thrown weapon counts as a minion for Ethereal Jaunt.

### +Tracker: Stalker

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

**Camouflage:** passive; Always enter combat stealthed, making your next attack autocrit.

**Unseen Foe:** instant automatic, recharge 1; Prepare yourself to sprint at a target outside their vision. Your other action this turn will not break Stealth, but cannot benefit from Stealth's autocrit. If you are not stealthed, then your other attack this turn has DC-2.

### +Tracker: Monster Hunter

An unparalleled master of nature and all things in it, hunters love

you, there isn't much of a difference between them.

**Living Steel:** passive; Lowers critfail range by 2 for all skills and attacks to a minimum of 1.

**Machina Naturae:** passive; Manmade and natural born are one in the same to you. Your shaman skills can affect or apply to machine and manmade objects and environments, and your smith skills can affect or apply to natural objects and environments.

### +Summoner: Chimera

Extending their practise to not only be one with the land but its inhabitants as well, the energies of those summoned are bonded with their caller, creating a terrifying force to behold.

**Merge:** passive; Instead of summoning other beings, you call the magic into your own body. All your skills that would summon a minion instead apply all the skills, effects, and half the hits/wounds the minion would have had, rounded up, to you. Merged minions still count to the limit of minions you can have total, and you can only be affected by one 'minion' at a time, if you are already merged, any further summoned minions are summoned as normal. You also gain the Conjure Minion skill for free with this skill.

**Otherworld Connection:** passive; Your connection to other planes always leaves you with a path to nature. All your shaman skills can be used in any environment and anywhere regardless of any restrictions or nullifications.

## Smith

### +Summoner: Constructor

Living beings are just another material for building fantastic, or terrifying, creations with all available to them.

**Gattai!**: spell; Fuse the matter of two minions to form a strong beast under your control, combining their health and access to the skills/abilities of both. You can only have one combined minion at a time. If a permanent minion was used as one of the components (Brotherhood, Abomination, etc), that minion is returned to normal after the combination dies or is dismissed/split by the Constructor. This skill gives you the Conjure Minion skill for free.

**Betraying Arms:** spell, Recharge 3 after effect ends; Pour magic into an enemy's equipment, turning it against them until they roll to regain control of it. If you animate their weapon, it deals 1 hit every turn plus any other effects it has until they regain control. If you animate their armor, they can't make any physical actions or dodge until they regain control.

## Summoner

### +Tracker: Blind-Eye

A true master of the bow can hit a foe no matter what, even if they can't see them.

**Eye of the Beast:** recharge 1, weapon, ranged; Forgo your own vision look through the eyes of your minions or allies. Any foe that they can target, you can fire a bolt through the magic between realms to hit them, regardless of your own location.

nothing more than playing the most dangerous game.

**Big Game Hunter:** passive; +1 to all rolls against big, scary or otherwise particularly remarkable foes. Once said foe is near death, you may roll to finish it off instantly, even if it isn't helpless

**Portable Cage:** Can trap one helpless, but still living, enemy inside. An enemy inside the Portable Cage cannot escape unless they are remarkably powerful. Stronger enemies may need to be wounded before they can be captured. The cage can be opened any time as an Automatic action, releasing whatever was inside at a desired location. Only one thing can be inside the cage at a time. Things inside the cage cannot be targeted by skills or attacks. You can only have one captured enemy at a time.

### +Tracker: Pathfinder

Even when it seems impossible, new ways can be opened. If there is a wall they will tear it down. If there is no path, they will make one with their own hands.

**Preptime:** You build a trap of sorts that mimics one of your skills. You may place as many traps as you have skills, but only one per skill. Traps trigger on the first enemy to attack you or pass near it. You can decide which trap it is that triggers, or trigger multiple or all at once. The trap triggering does not affect the recharge of your skill that it uses.

**Remote Charge:** ranged; Fires a sticky explosive onto any surface or target, which can be detonated as an Instant action. The explosion hits anything nearby, friend or foe, and can damage structures, clear light rubble or even knock down doors. Limit of 3 charges out at any time.

**Boomerang:** weapon, ranged; Shoot or throw your weapon at an enemy. If you fail, you can increase the recharge of this skill by 1 for each +1 you add to the failed roll to make it a minimum success as an instant action. The attack will hit next turn as it rebounds back to strike from behind. You cannot boost a crit fail, and you this skill cannot crit if boosted, even with an autocrit effect.