

Simple Ten Multiclasses: 3.1 Revised

A foreword: Those of you familiar with s10 know that at the cost of two points you are able to access a second class, and an ability that ties the two classes together. Over the years many classes have been added, and the multiclass system is in dire need of attention. With the addition of SPAM we are now able to present you with the same ability to customize your character, but in a more reasonable and flexible format.

As Multiclassing is an advancement tool, please consult your GM for permission before taking one of these. Sometimes a skill might fall under a SPAM category but may not actually contain a SPAM tag or even a different SPAM tag (such as a passive which needs no roll, or a PHY skill which affects minions being listed as a SOC multiclass skill), this is for your benefit, and to preserve the existence of some older class combinations.

How to Multiclass: Step by Step

1. Multiclassing costs two skill points.
2. Choose what two classes you are going to access.
3. You will notice that each class has two SPAM it normally accesses for its skills, listed next to it in the core document, make a short list of what SPAM your two chosen classes can access.
4. Select a multiclass skill listed under any of the SPAM your character may access.
5. ~~Make sure you qualify:: New characters must select at least one skill from each base class chosen to qualify as a multiclass character. However, when gaining a multiclass as part of a campaign advancement tool: such as skill tiers or being given points, you need only pay the the two point cost of the skill unless your GM states otherwise.~~

SPAM or Social (**SOC**), Physical (**PHY**), Agile (**AGI**) and Mental (**MEN**) define the type of a skill. When rolling for actions or skills with a SPAM tag, the minimum of success (MIN) may change depending on your SPAM Mastery or other modifiers. Skills without a SPAM tag either do not need a roll, or simply cannot benefit from SPAM bonuses. SPAM also applies to out of combat actions which use one of these particular aspects of an adventurer's skillset. These can vary according to the GM's discretion, but some examples include MEN to memorize a book or study a phenomenon, PHY to grapple someone or move a rock, AGI to dodge or dance, SOC to bluff or impress, and so on.

Internal links:

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External Links:

To S10 core: [Link Here](#)

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To S10 3.1: Full Version (MLP): [Link Here](#)

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Social

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A Word In Your Ear (Charlatan: Cleric + Rogue)

Soc

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 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.

MERGE. Combine with one of the other "control a target" skills and keep it. #1

Army of the Fallen (Blackguard Necromancer + Paladin)

passive

You gain +1 to all your rolls this turn if one of your minions damages an enemy this turn.

KEEP. Good for many classes if you bring minions. #2

Brotherhood (Lordblade: Paladin + Rogue)

Passive

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.

KEEP. Classic. Rework a bit to make it sensible. #3

Brothers in Madness (Demagogue: Cleric + Cultist)

Once per place

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.

MERGE. With Underworld Connection #4

Borrowed Body (Beyond: Cultist + Rogue)

Soc

Take over an unaware target's body, taking their appearance and gaining limited access to their powers, if any. The possession breaks if you are attacked, and you must roll a Soc check whenever talking to avoid blowing your cover.

Regardless of how the possession ends, the target goes Helpless when released.

MERGE. Combine with AWIYE or move to Expanded

Calm Until Provoked (Druid: Cleric + Shaman)

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, and may act normally afterwards. Outside combat, you may apply this to anyone who is outright hostile to you

POTENTIAL? 1

Command (warlord: bard + paladin)

Soc

On success, takes sentient creature as a pet

KEEP. Classic. #5

Dance My Minions (Martial Artist bard + monk)

Passive

Every enemy you send helpless becomes a temporary minion.

These minions count as 2 skill tiers below yours and break free of your control on the first failure, but also suffer counterattack damage for them.

POTENTIAL? 2

Doppelganger (Illusionist mage + bard)

Soc

Spell, Recharge 3

Summons a duplicate minion of yourself or the target that can hold physical objects and deal damage if they pick up weapons, has one hit and no wounds

POTENTIAL? 3

Don't Die On Me (Pilgrim: Cleric + Tracker)

Soc

Spell, Recharge 1

Target recovers from helplessness or is healed for one wound, with +1 bonus for each wound of damage on the target and the caster

POTENTIAL? 4

Despair (deathsinger necromancer + bard)

Soc

Spell, Recharge 1

Reduces the target's Skill Tier by 1. Stacks with itself, but resets to nothing the moment you go Helpless.

Nobody is particularly scared of someone helpless.

KEEP. Good Skill Tier changer skill. #6

Earthsong (earthsinger shaman + bard)

Soc

Ask plants and earth for info, suffers penalties in urban environs

MERGE? With something for a more general info gathering skill?

Encore (Troubadour bard + knight)

Passive

You may continue to take normal actions for the first turn of your helplessness. Failures incur wound damage.

POTENTIAL? 5

Inspiring Leadership (warlord bard + paladin)

Passive

When you roll a crit, all of your allies (but not you) gain +1 to all rolls next turn. Autocrits apply.

KEEP or KILL

Underworld Connection (trickster rogue + bard)

Passive

You have knowledge of the local underworld and can call in some old favors like conveniently unlocked doors or missing guards with a bit of prep time

MERGE. With Brothers in Madness.

Glorify (Preacher Bard + Cleric)

Soc

Instant, Recharge 4

With an impromptu sermon or inspiring phrase, you boost a single ally's next action to autocrit

KEEP. Granting autocrits is useful. #7

Wardance (wardancer bard + tracker)

Passive

Deals 1 hit of damage to your target enemy when taking counterattack hits. This damage increases by 1 per Social Mastery you have.

KEEP. Damaging enemies on counters is a nice way to mix things up #8

Martyr (Templar: Cleric + Knight)

Soc

Recharge 4

Lift all helpless allies, you become helpless

POTENTIAL? 6

Meat Shield (death knight: necromancer + knight)

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.

POTENTIAL? Odd with non-Necro minions 7

Fourth Eye (Omniseer: Tracker + Mage)

Men

Spell, Recharge 3

You 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.

KEEP. Classic. #9

Innocent (Hermit: Rogue + Shaman)

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

POTENTIAL? 8

Physical

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Ascended Form (Swordsaint: Paladin + Warrior)

Soc

Spell, Recharge 3

Ascend into a higher state of being by divine right

Gain +2 Skill Tiers, +1 damage and increase crit fail range by 1. Stacks with itself, lasts until helpless. Starts on recharge.

Assimilate Armor (Ironbreaker: Smith + Warrior)

Phy

Recharge 2

Deals damage and gives +1 Hit. This can take you above your normal max Hits.

Battle Forged (Gallant: Paladin + Smith)

Passive

When you Crit, your weapon gains +1 Quality until you go Helpless or the battle ends.

KEEP. Uniquely affects Quality

Bronus (warcrier:: bard + warrior)

Phy

Instant, Recharge 2

Share your roll bonuses with an ally for one turn. Both parties gain all bonuses.

Bushido (Samurai Monk + Knight)

Passive

A critical failure in combat causes you to take four hits instead of instantly rendering you helpless.

KEEP. Popular

Empower Weapon (Ascendant: Cleric + Paladin)

Automatic Instant, Spell, Recharge 4 after it ends

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.

KEEP. Popular

Extra Arms (Mutant: Cultist + Monk)

Phy

Instant, Recharge 3

Deals standard damage. Roll twice and pick the result you prefer.

Flagellate (Templar: Cleric + Knight)

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

Grounding Strike (Berserker: Monk + Shaman)

Phy

Weapon, Recharge 3

Autocrits helpless foes. Can be used while helpless.

Healing Hammer (Ascendant: Cleric + Paladin)

Phy

Instant Spell

Can direct your other action at an ally, healing them for as much as it would have damaged a foe, or damaging them on a failure

KEEP. Interesting healing option

Healing Blood (Warrior Priest: Cleric + Warrior)

Phy

Weapon, Recharge 2

Deals standard damage. Heals one ally for as much damage as you deal with this attack.

I Can Still Stand (Crusader: Knight + Paladin)

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.

Overconfidence (Troubadour knight + bard)

Phy

Instant, recharge 3

Your next roll is a critical, success or fail.

KEEP. Classic.

Void Sacrifice (Chosen: Cultist + Knight)

Phy

Recharge 4

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

Revolving Blade (Samurai Monk + Knight)

Phy

Recharge 3

Autocrits. A critical hit by any other skill or attack refreshes this ability immediately.

Mutant Regeneration (Mutant: Cultist + Monk)

Passive

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.

Unleash Nightmare (Abyssal: Cultist + Paladin)

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

Oppress (Dark Knight: knight + rogue)

Passive

+1 to all normal attacks if you have more Hits than your target.

Overwhelm (Dark Knight: Knight + rogue)

Passive

+1 to all bonuses to rolls. If your skill tier is higher than the target, it counts as one higher still.

Heart of Iron (Warmaster Knight + Smith)

Passive; Once per combat

When you first go down to 1 wound or less, you are instantly restored to 3 wounds.

Suplex (Wrestler: Monk + Warrior)

Phy

Recharge 3

Damage will never be lower than half of target's Skill Tier

Rip And Bear (Bear: Shaman + Warrior)

Phy

Recharge 4 after streak ends

This skill is Recharge 0 and Instant so long as you can keep rolling higher than your previous roll on it.

Agile

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Ruse (trickster rogue + bard)

Agi

Once per combat

Use this skill when you roll a critical failure, on success it is instead treated as a critical success

KEEP. Classic.

Future Draught (Visionary: Alchemist + Tracker)

Passive

When you make a basic attack, you may declare the target after seeing the roll result.

Lure (Visionary: Alchemist + Tracker)

Agi

Creates an irresistible lure for whatever type of creature or person you desire.

Once placed, a creature of that kind / that person *will* turn up sooner or later if they are nearby and able to reach the lure. They will then eat the lure. Lures can be poisoned to cause Helplessness in the target for 1 turn.

Whirlwind (wardancer bard + tracker)

Agi

Weapon, Recharge 4

Keep rolling until you fail. Every success hits all nearby foes

Lucky Number Seven (annalist: bard + smith)

Passive

Rolling a 7, disregarding any and all modifiers, counts as a natural crit.

KEEP. Unique crit modifier.

Stance Dance (Martial Artist:: monk + bard)

Passive

When you switch stances, you may also roll for an extra attack.

Snake Oil (Charlatan: Cleric + Rogue)

Agi

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). Doing so adds +2 to their recharge.

KEEP. Good addition to healers.

Lifelink (Pilgrim: Cleric + Tracker)

Agi

Weapon, Recharge 3 after effect ends

Shoot a special ammo life-linked to you or someone in your party. For every wound of damage inflicted on the affected target, restore one wound or hit on the linked ally. The link lasts 3 turns.

Slip Through (Beyonder: Cultist + Rogue)

Agi

Attempt to slip through the cracks of reality, walking past loosely hinged doors, thin walls, windows and other lesser obstacles without harming them or yourself. Has no effect on barriers thicker than half a meter.

KEEP. Interesting RP value

Vanguard (Crusader knight + paladin)

Passive

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

KEEP. Good defensive skill.

Fleshy Bola (Fearmonger: Cultist + Tracker)

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.

Supreme Hunter (Ranger: tracker + knight)

Passive

Following a Critical hit you gain 1 Skill Tier until you go Helpless

One Inch Punch (God Hand: Monk + Paladin)

Agi

Recharge 3

Hits on a 2+ regardless of Tiers.

Only deals 1 damage (before bonuses) to enemies your roll would normally not have hit.

Ninja Flip (Ninja: Monk + Rogue)

Passive

Always suffer one less hit of counterattack damage.

KEEP. Popular?

Substitute (Ninja: Monk + Rogue)

Agi

Recharge 3 after effect triggers

The next time you would take counterattack damage, you instead leave a substitute in your place and disappear into hiding, making you impossible to detect and making your next roll Autocrit.

Tartarian Power (warlock mage + necromancer)

Agi

Spell, Recharge 1

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. Can target willing allies. The target can take an action to end the effect.

Hex (Witch Doctor: shaman + mage)

Passive

+1 to all successful rolls, -1 to all failed rolls

KEEP. Fun and dangerous.

Wild Hunt (Wildguard: Paladin + Shaman)

Passive

After rendering a foe helpless, your next action becomes Automatic. Rendering another foe helpless with this action does not grant a further automatic action.

Death Puppet (Death Master: Necromancer + Rogue)

Agi

On success, raise enemy killed last turn that fools its former allies

Stranglevine (Hermit: Rogue + Shaman)

Instant, Recharge 1;

Silences the target by strangling them. Deals damage and interrupts talking and spellcasting for one turn.

Surgical Strike (Commando: Rogue + Warrior)

Agi

Attack an increasingly specific point on the target, increasing crit limit as much as you wish, but crit fail limit an equal amount (ex. crits on a 8, crit fails on a 3)

Big Game Hunter (Monster Hunter: Shaman + Tracker)

Passive

+1 to all rolls against enemies of a higher Skill Tier

Mental

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Animal Totem

You connect with your spirit animal, allowing you to change your shape into one of its kin.

Cooldown 5 after effect ends, automatic, instant

For 3 turns you gain +1 to a SPAM of your choice (chosen upon gaining this skill) and access to a single point skill of the same SPAM tag (chosen upon gaining this skill)

Phoenix extract

(Pyromancer: Alchemist + Cleric)

Recharge 3 after triggering

Target needs 2 rolls to stand up, but in doing so regains 2 wounds Wears off after one helplessness + recovery.

Fatal Fear (Madman: Alchemist + Cultist)

Recharge 1

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

Arcane Amplifier (Witch: Alchemist + Mage)

Spell, Recharge 3 after effect ends

Drinks a potion that amplifies all Spells, increasing your Skill Tier and crit limit by 1 when using Spells. The effect lasts until you perform an action that isn't a spell.

World Warp (illusionist: mage + bard)

Men

Spell, Recharge 6 after effect ends

Give the target delusions: distracts the target while they interact with the fake world. The higher the roll, the more believable the illusion is, and the longer it lasts. Illusion is broken when attacking.

KEEP. Interesting RP value

Echo of Death (death singer: bard + necromancer)

Passive

+1 to to either SOC, PHY, AGI or MEN if there is a fresh corpse nearby. If there are more corpses, up to four, you may choose multiple bonuses but only +1 to each at most. Raised minions do not count as corpses for this purpose.

Necrotic Poison (Toxicologist: Alchemist + Rogue)

Spell, Recharge 3

Affected enemies lose 1 max Hit each time they stand up from Helplessness, to a minimum of 1

Virtue (Preacher cleric + bard)

Men

Recharge 2

Increase the SOC, PHY, AGI or MEN of a target by 2 for 1 turn

KEEP. SPAM buff

Wax/Wane (Farmer: Alchemist + Shaman)

You know the secrets of growing the biggest vegetables in town. Grow or shrink an incapacitated, willing, or inanimate organic target with a potion with effectiveness based on roll. Feed a town with a pocket potato or slip through the bars of a prison. Hits and wounds are not changed by this effect.

Treant Whisperer (Earthsinger bard + shaman)

Men

Allows you to bring a plant to life as your minion, plant becomes mobile. Said plant can't talk or communicate in any way.

Healing Cancer (Demagogue: Cleric + Cultist)

Spell, Recharge 2 once the healing ends

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.

Magic Boon (Thaumaturge: Cleric + Mage)

Automatic Instant, Spell, Recharge 4

Your next successful Spell also restores a single Wound or 3 Hits on yourself.

Master Caster (Thaumaturge: Cleric + Mage)

Passive

+1 to all Spell rolls in combat. Outside combat, Spells become Automatic.

Reincarnation (Lifebinder: Cleric + Necromancer)

Automatic, Once per gameplay session

Returns to life in a safe place close to where you died. Cannot be used in combat.

Protective Bubble (Spellsworn: Mage + Knight)

Men

Spell, Recharge 4 after effect ends

Conjure a magic shield that absorbs up to two failures or one critical failure

KEEP. good defensive skill.

Ethereal Weapon (Spellsworn Mage + knight)

Automatic Instant, Spell, recharge 3 after effect ends

Summon an 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. While using an Ethereal Weapon your basic attacks and Weapon skills count as MEN and ignore nonmagical damage reduction. Last until you fall helpless.

Failsafe (Dark Acolyte: Cultist + Mage)

Spell, Automatic Instant, Recharge 1

Redirect a failed spell before it goes critical. 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 Elementalist.

Demonhost (Doomherald: Cultist + Necromancer)

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.

Eldritch Environment (Otherworlder: Cultist + Shaman)

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.

Miracle Grow (Landkeeper: Shaman + Knight)

Men

You seem to have a talent for nurturing just the right plant for the job. On success, rapidly grow anything from edible fruit, to poisonous plants, to bioluminescent mushrooms, to climbable vines!

Unholy Elementalist (Warlock: Necromancer + Mage)

Passive

Can use Raise Dead on 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. Gives one pet mastery point

MERGE. With Friends on the Other Side

Polymorph (Witch Doctor: Shaman + Mage)

Men

Spell, Recharge 5 after effect ends

Turns an enemy into a harmless Trivial creature that cannot cause counterattack damage for three turns. If it goes helpless or someone crit fails against it, the effect ends instantly. Can't polymorph the same creature twice. If the target is more than 2 Skill Tiers above you, it is only reduced to your tier.

Anima (Wildguard: Paladin + Shaman)

Men

Once per combat

Your spirit animal appears as a 5/5 minion one Skill Tier higher than you until combat ends. While it remains you and it both have a +2 bonus to recover from helplessness

Spellcatcher (Spellwright: Smith + Mage)

Men

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.

Spell and Blade (Muscle Wizard: Warrior + Mage)

Passive

When you crit with a normal attack, you may instantly cast one of your Spells. When you crit with a Spell, you may instantly perform a normal attack.

Awakening Blade (Death Master: Necromancer + Rogue)

Passive

Any enemy killed by the Deathmaster returns to life as a weak minion. These minions do not count against your maximum amount of minions, but only have 3 hits and 1 wound.

KEEP. Interesting way to make minions on the fly.

Portable Cage (Monster Hunter: Shaman + Tracker)

Men

Can trap one helpless, but still living, enemy inside. An enemy inside the Portable Cage cannot escape unless they are remarkably powerful. Enemies of a higher Skill Tier 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.

Voodoo Doll (Voodoo Doctor : Necromancer + Shaman)

Men

Recharge 3 after failing

Can forego taking other actions to force an enemy to attack its allies, stop fighting your party temporarily or use one of its skills on whatever target you desire as if he was your Minion.

Friends on the Other Side (Voodoo Doctor : Necromancer + Shaman)

Passive

Can count shadows of characters as targets for commune and raise dead. Gives one pet mastery point

MERGE. With Unholy Elementalist

Spell Bleed (Soul Crafter: Smith + Necromancer)

Passive

You may cast any spell you know at multiple targets, but doing so increases the crit fail range to the number of targets +1

Necromachines (Soul Crafter: Smith + Necromancer)

Men

Spell, Recharge 3 after effect ends

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.

Deathly Volley (Dark Hunter: Necromancer + Tracker)

Men

Recharge 4

On success, all of your minions may use one of your skills this turn, or make an additional attack

KEEP. Neat minion buff.

Cursed Seal (Spiritualist: Monk + Necromancer)

Men

Recharge 2

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.

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Example Ideas

For GMs and Players who might be stumped by how to call or use mutliclasses in their games. contains templates, sample characters, titles for specialized organizations and occupations, and similar content.

One of the best and most fun ways to increase your power is to get someone powerful to work for you! You could be an inspiring leader of the church, a silver-tongued rogue, or just a wanderer with a compelling argument, and now you want that NPC over there to join you. By taking the skill Command, you can add a roll to that desire. Commanded minions have skillsets made by the GM, therefore if you want them to change or learn anything you have to hammer out the details with them, but taking Pet Mastery points in addition means that you can safely invest in the idea of leading your own army, a true living army. Of course such chaos might bring the wrath of your GM down on you, so choose carefully.

Characters who join an organization may wish to take a partner, for combat or stealth focused groups, such as assassins and spies, you may only want your partner to show up during combat: Brotherhood provides exactly such a minion, and you are able to customize their skills upon taking the multiclass ability, meaning your partner fills in exactly the area you need.

Assassin group sample names: Lordblades, Shadow League

A necromancer who dislikes killing, or lives in a society where walking around with undead bones is not acceptable, may become more creative with their choice of host for their army of souls. Friends on the Other Side allows you to take shadows as your minions, as well as talking to them: What this reveals is still reliant on the GM of course but it is a lot less messy than raiding a crypt.

For the aspiring elementalists out there, Arcane Arms, Elemental Ammo and Unholy Elementalist are all worth a look, to make use of your investment in the mastery of elements

Alternate weaponry: S10 has many weapon tags, allowing for variety and flexibility, but sometimes you just want something radically different, easier to hide, something a little enchanted. Multiclassed contain a variety of ways to spice up your old sword and board:

Armed Ally allows your faithful blade to fight alongside you, at least until it falls helpless, a surprising turn of events for everyone involved in the fight but you. Your character could be known for its haunted blade, or said to be an enchantress putting spells on even weapons.

Certain mages might roll their eyes at a mere floating sword, Conjure Weapon lets your caster materialize a weapon out of nothing, and *it can be on fire*, any elemental effect you already know actually. Casters who wish to impress, or anyone who is worried about having a reliable backup weapon could make use of this skill.

Going along with the idea of weapons that you can summon, Ethereal Weapon is certainly worth looking at, a ghost weapon which runs off your MEN and doesn't stop for anything but magical defenses might even frighten your GM.

Have you ever felt like hitting your teammates in anger for getting themselves hurt? With Healing Hammer, it will actually fix the dents in their head if you do! A great way to do support without sacrificing the ability to attack.

A single skill can have many interpretations, which can be customized and tailored for unique characters. For example, A Word in your Ear could be the mind control magic of a wizard or the commanding words of a diplomat. While your base classes determine a lot of things, with the help of the GM and the wide variety of skills, you can get as creative as you want during character creation.

Fortune favors the bold, and when all else fails, there is always Ruse. Whether your character is a charming trickster, a lucky mercenary or just a complete dick, it never hurts to postpone the inevitable critical failure that is eventually going to come your way and ruin your day. Live today, fail tomorrow.

Adventures can be dangerous to a lethal extent, be that fatal encounter from a legendary big bad guy of evil or just rolling a few critfails in a row and drowning in a puddle of water. Characters who have the skill Reincarnation need to fear not, however, as they can cheat even death itself, with some limitations at least. A lich who keeps coming back, a druid who sprouts

from a tree, or a mage who comes back from the ashes as a phoenix, this skill is useful for anyone going into a dangerous campaign!

Having minions to puppet around is fun. Having those minions hit hard and heavy on enemies is even more fun. Having said minions always crit is so much fun there is a skill named after it, and it is called Tartarian Power. Any minion-class will want to have their hands on this badboy, as it can heroically finish the enemy or comically finish your teammates, but the end result is always hilarity. As with every skill, this can come from Magic from Beyond or simply bullying your minion until they snap, the customized descriptions serving only as the popcorn for the full-time feature this skill can be.

Imagine a paladin who glows with the purest sunlight while striking down foes. Or a mighty hero, putting his very soul into a strike against evil. Perhaps a valiant defender doing his best to protect the ones he loves. Whatever the case may be, Empower Weapon is a skill which will turn the tide of a fight for any class that relies on hitting hard and true.

No one likes getting all hyped up for the epic combat of the session and getting screwed over by the very first roll. However, you might just be able to dodge that bullet, literal or figurative. It can be the nimble agility or the dumb luck of your character, but with Vanguard, the first damage you would receive in combat is always nullified, even if it is a horrible critfail! It is as if you have a guardian angel looking after you!