

Warrior
Phy/Agi

1pt

Ultimate Weapon

Passive

Enhances your weapon, depending on type. In addition to normal benefits:

Single Weapons grant +1 Skill Tier to Weapon skills and attacks

Great Weapons deal +1 damage

Dual Weapons deal 1 damage even on a miss

Shields give +1 Wound

Ranged Weapons don't require line of sight

Singular Precision

Phy

Instant, Weapon, Recharge 1

Requires Single Weapon

Deals standard damage

Great Crush

Phy

Weapon, Recharge 1

Requires Great Weapon

Deals standard damage and lowers the target's Skill Tier as well as the crit limit of actions against it by 1 for 1 turn.

Dual Duel Dash

Agi

Weapon, Recharge 1

Requires Dual Weapons

Roll 2d10. Deal and take full damage from the higher, half (rounding up) from the lower.

Arsenal

Instant automatic

Recharge 1

Switch your weapon to another type

2pt

Overkill

Passive

Any hits that go over the enemy's remaining health when it goes Helpless are instead applied as a bonus to your next roll

Parry

Agi

Instant, recharge 1

Your next attack against that target will Autocrit

Pin Down

Instant Automatic

One enemy you have rendered helpless cannot stand up, one affected at a time

School of Fighting

Passive

your Weapon skills and standard attacks count as either PHY or AGI, chosen when this skill is picked

3pt

Finishing Move

Phy

Weapon, Once Per Battle

Deals standard damage +1 damage for every turn this battle has been going on. Heroic shouting mandatory.

Rip and Tear

passive

When you render an enemy Helpless, keep rolling normal attacks against other remaining enemies until you fail or run out of enemies to hit

>>>Multiclasses<<<

Alchemist: Drunken Brawler

Get drunk, punch faces

Bard: Warcrier

Power Metal

Soc

Recharge 3

On success, deals standard damage to all enemies and increases the skill tier of all allies by 1 for 1 turn. On a crit, also lowers crit limit for all allies by 1.

Bonus

Soc

Instant, Recharge 2

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

Cleric: Warrior-Priest

Healing Blood

Phy

Weapon, Recharge 2

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

Healing Before Hurting

Passive

Whenever you successfully perform an action that helps allies (heals, buffs, assisting helpless allies to stand up, etc) your next offensive action gains +1 to its roll.

Cultist: Man-Beast

Berserker-packing man and a half

Knight: Conqueror

Greatshield

Passive

Requires a Shield

Your Shield, in addition to everything else, provides an additional +1 Hit and reduces counter damage from Weapon Skills and normal attacks by 1.

Hyper Armor

Instant Automatic

You may elect to have a roll count as a minimum success even if it failed. If you do, you suffer 1 additional hit in addition to normal counterattack damage.

Mage: Blademage

Weaponized Catalyst

Passive

All your Spells count as Physical or Agile (chosen when the skill is picked) and Weapon regardless of their original tags.

Spell and Blade

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.

Monk: Wrestler

Suplex

Phy

Recharge 3

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

Living Weapon

Phy

Recharge 3

Pick up an enemy and hit someone else with it

Deals equal damage to both the wielded enemy and the target. If either goes helpless, they both do

Necromancer: Deathsword

Arms of the Dead

Passive

Your minions benefit from all your Weapon bonuses and are armed with weapon types of your choice. This includes Ultimate Weapon's bonuses if you have that skill.

Paladin: Swordsaint

Ascended Form

Spell, Recharge 3

Ascend into a higher state of being by divine right, by combining with your other parts or just by being that much more badass.

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

Rogue: Commando

Hostage

Passive

Enemies you render helpless provide protection from 1 noncritical miss each.

Surgical Strike

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)

Smith: Ironbreaker

Assimilate Armor

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

Reclaimed Weapon

Disarms the target, making them unable to counterattack for more than 1 Hit next turn. You may also change your Weapon Type, if you so desire.

Shaman: Wildman

Strength of the bear, speed of the hedgehog

Tracker: Gunslinger

Sniper

passive

+1 to ranged skills and attacks with ranged weapons

That One!

Agi

Ranged, Recharge 3

Next turn all actions against target are Instant